

Hip Hop and High Kick Championship

REQUIREMENTS AND GENERAL INFORMATION

TIME LIMIT: 3 1/2 minute maximum for all routines including entrance and exit. There is a 1 minute & 45 second minimum time limit for any division. Timing will begin with the first movement or with the start of the music, **whichever is first**. Timing will end when the entire team has exited the floor. The 'floor' is considered the boundaries of the basketball court. **We recommend that you allow additional seconds in your routine, rather than make your routine exactly 3 1/2 minutes, including entrance & exit (to eliminate deductions).** The floor at Saginaw Valley State University is a standard size basketball court.

Please note that the Entrance/Exit category will not be judged separately. Instead it will be considered in a team's overall score. Please keep in mind that timing includes your entrance and exit **as well as any time taken to set up props.** You may end anywhere on the floor, however, your timing will not stop until the last team member has exited the performance floor.

ORIGINALITY: Mid American Pompon considers "original" to be movements that were created by your team. **Choreography learned at camps, taken from ESPN, other competitions, music videos or television shows will not be considered in a team's original score.** Points may be deducted at the individual judge's discretion for movements they feel are not originated from your team.

MUSIC: Music is required for all routines. A representative from the team will be asked to bring a mp3 player (i.e. ipod, galaxy player, etc.) with the team's music on it ready to play. The mp3 player will be plugged into our sound system but the coach/representative will be responsible for choosing the track and pressing start/play and stopping the music for their team. As a back-up, please bring 2 copies of your music to the competition on a CD. Please refer questions regarding this process to Jillian at jillian@pompon.com. Please use good judgment in the selection of your music. Teams that select music that is inappropriate or contains sexual overtones or profanity may be disqualified from award placing. **VOLUME LEVEL** - the volume level of your music must remain consistent, so that the volume need not be adjusted once it has been set at the beginning of your routine. A short segment of your music, approx. 20 seconds, will be tested at the main table in the arena from 9:00-10:00 a.m. on a first come first serve basis. For the afternoon teams, music will be tested immediately following the final collegiate High Kick performance, and prior to awards.

QUEUING: Any team being queued by their coach during their performance will receive a 5 point deduction. Examples of queuing; clapping in order to keep the team in time with the music, counting out loud for the team, etc...

NEW ILLEGAL MOVES

THE FOLLOWING ITEMS ARE NOT ALLOWED AND WILL RESULT IN A FIVE POINT DEDUCTION (unless otherwise stated below) FROM THE TOTAL SCORE IF THEY ARE TO OCCUR.

1. Knee drop/slam – performer falls directly onto both knee/shins, without support.
2. Body Slams - A body slam is a falling motion from a standing position, landing on the floor.
3. Dive Rolls - A dive roll is described as a mid-air somersault that starts in a standing position whereby both hands and feet are off the floor before tucking and rolling.
4. Basket Tosses / Tosses – A performer cannot be tossed, thrown, or swung by another performer/s.
5. Mounting / Airborne Gymnastics – No mounting or airborne gymnastics are allowed. (i.e. propeller stunts, standing or sitting on shoulders, aerials, etc.
6. Suggestive Movements - Mid American Pompon encourages strength of dance, athleticism, positive self-image and representation in all performances. Any deduction for a suggestive movement will be assessed at the discretion of the individual judge(s).

7. Queuing – If a team is being “queued” by their coach(s), i.e.; counting out loud, clapping in order to keep the beat of the music, directing the team to the next formation or move

8. Dangerous/Unsafe Moves - Please consider the team member’s safety when attempting any move, as well as the overall choreography, flow of routine and adaptation to music! Any move that is determined to be unsafe or dangerous by the judging panel will result in a **deduction**.

m has a move that they feel may be questionable, please contact Julie at the Mid American Pompon office many weeks in advance to the competition.

Overall, if a movement is done that is not within the above-specified guidelines and is determined inappropriate / offensive to the judges OR dangerous the judging panel will have the option of assessing a 20-point deduction.

If you have any questions at all about any requirement or a possible deduction, PLEASE call the Mid American Pompon office and speak with Julie Hobbs-Julian before putting any questionable moves into your routine.

Categories on All Judging Sheets:

- ◆ **APPEARANCE** (10) - clean, neat and appropriate costume or uniform coordinating with your routine. Hair is to be neat and appropriate for your competition routine and consistent among all team members. It does not need to be French braided, but it should not distract from your presentation. Gym shoes, dance shoes or bare feet only.
- ◆ **FORMATIONS OR STAGING/TRANSITIONS/SPACING** (10) - attractive, organized, creative, unique, straight lines and evenly spaced. Formations should complement movements performed. Also good use of the floor is considered here.
- ◆ **TEAM UNITY** (10) - movements are performed uniformly, the performs as one. Timing and precision are also scored in this category. (In **High Kick** competition, the unity of levels, angles and timing of the kicks is considered here.)
- ◆ **EXECUTION, FORM, AND TECHNIQUE** (10) - placement of arms and legs, pointed toes, straight arms and legs, quality of turns, leaps and stunts. (In High Kick, arm hooks are also considered here.) Precision, sharp & clean movements are also considered in this category.
- ◆ **UNIQUE/ORIGINAL IDEAS AND CHOREOGRAPHY** (20) Choreography compliments music & music cues, tempo changes, etc. Choreography is original to team and creative.
- ◆ **MUSIC: USE AND CHOICE** (10) Music enhances the choreography of the routine. All changes of tempo within the music are being used in order to highlight the overall performance. Choice of music is appropriate for venue and audience.
- ◆ **SMILES & SHOWMANSHIP; ENTERTAINMENT** (10) How much does the judge and the entire audience (not just those supporting this team) enjoy this routine? Smiles and facial expressions should enhance performance and not be distracting.
- ◆ **OVERALL PERFORMANCE** (10) Overall performance considers all of the judging categories as well as your entrance onto and exit off of the floor. Mistakes throughout the routine will also be reflected in this category.

Additional Categories for specific divisions:

HIP HOP

TEAM ABILITY/DIFFICULTY (10) The level of ability of each team member is considered in this category. In the Hip Hop category, unity of movements, style and skill will be considered.

VISUAL APPEAL (10) This category applies to our Hip Hop category.

TECHNIQUE AND STYLE IS WORTH 10 POINTS IN THE HIP HOP CATEGORY

HIGH KICK COMPETITION

FORM OF KICKS (10) - pointed toes, foot to knee, form, and posture, straight kicks (no bent knees) that are performed with ease.

HEIGHT OF KICKS (10) - uniform levels (low, waist, and high); high kicks should be eye level or higher.

Required Kicks for High Kick Division:

*A minimum of 40 kicks (waist high and above) are required to be done in unison by the entire team. These 40 kicks do not necessarily have to be done one right after the other. Any formation may be used for the kickline category. It is **not** mandatory to perform in a single, straight kickline at any time during the routine. PLEASE REMEMBER this is a "HIGH KICK" division. Full height kicks will enhance your score if done well. A variety of kicks should be used throughout the routine (i.e. fans, levels, angles). You may disconnect at any point (s) during your routine. Several teams have received deductions in past years for **not** having at least 40 kicks- it is recommended that you do at least 44 kicks, in the event that the requirements and other judges interpret the kicks differently.*

BOTH CATEGORIES:

SMALL PROPS ARE NOW PERMITTED IN BOTH CATEGORIES. Examples; scarves, hats, chairs, etc. NO BACK DROPS or a large prop that would have to be brought out by anyone other than the team is permitted. Please consider the floor when choosing props. Damage to the performance floor could result in a fee billed to the team. Timing will end when the floor is cleared of any props or discarded items used in your routine.

RE-STARTS – If the re-start of a routine is necessary due to the injury of a team member, the team may re-perform at the end of their division, however, they must perform without the injured person.

NO EXCEPTIONS. The judging will begin where the injury occurred. If the re-start of a routine is necessary due to a music problem and the music had been tested, the team will be asked to completely re-start their routine and perform at the end of their division. If they are one of the last teams in their division, they will perform within approximately 15 minutes. This will be determined with the coach before they leave the music table.