



## REGIONAL & STATE CHAMPIONSHIPS

### Score Sheet Breakdown: Regionals Basics

#### JUDGING

Mid American Pompon cultivates a well-trained judging staff with a diverse & extensive range of experiences in pompon & dance.

In order to become an MAPP Certified Competition Judge, selected applicants must:

- Be at least 5 years removed from any team associations (coach or team member)
- Complete 1 year in training, shadowing Certified Judges at each competition
- Complete multiple 1:1 trainings, learning all there is to know about each scoring category & it's criteria

At MAPP Regionals, all teams will receive a comment tape containing commentary from a trained & certified MAPP Judge.

#### CALCULATING

At the Mid American Pompon Regional Competitions, teams will be scored by 3 of MAPP's trained & certified judges. These scores are totaled separately, and the final score for each team is the average of these 3 totals.

The average is then divided by the total possible points to give us a percentage. This percentage is what determines whether a team qualifies for Mid American Pompon's State Championships. To qualify for States:

- Middle School & Junior Varsity Teams must receive at least 70% of total possible points.
- Varsity Teams must receive at least 75% of total possible points.

#### QUALIFYING

##### Varsity Level Teams

Varsity Teams compete at MAPP States within classes determined by the size of their respective schools. Class C/D denotes schools that are smallest by student body size, then Class B, and then largest schools are Class A. All of these categories require a minimum score of 75% at Regional Competition to qualify for States.

Since Class A includes a large number of teams, we have further divided the category into 2 divisions based on Regional Scores.

- Class A Varsity Teams scoring between 75% & 79% at Regionals qualify into Class A Division II.
- Class A Varsity Teams scoring above a 79.5% at Regionals qualify into Class A Division I.

##### Middle School & Junior Varsity Teams

MS Teams compete at MAPP States within either MS Division I or MS Division II. JV Teams compete at MAPP States within either JV Division I or JV Division II. For both JV & MS, teams must earn at least 70% of the total possible points at Regionals to qualify for States.

- MS & JV Teams scoring between 70% & 74% at Regionals qualify into Division II of their respective level.
- MS & JV Teams scoring above a 74.5% at Regionals qualify into Division I of their respective level.



## REGIONAL & STATE CHAMPIONSHIPS

### Score Sheet Breakdown:

### States Basics

#### JUDGING

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- Be at least 5 years removed from any team associations (coach or team member)
- Complete 1 year in training, shadowing Certified Judges at each competition
- Complete multiple 1:1 trainings, learning all there is to know about each scoring category & it's criteria

#### CALCULATING

At the Mid American Pompon State Chamionships, teams will be scored by 5 of MAPP's trained & certified judges. These scores are totaled separately, and the final score for each team is the average of these 5 totals.

These scores are meticulously compared to the scores of other teams within the same competition category & division. This is done to ensure that teams are not only competing against an arbitrary "average", but that they are truly competing with the other teams in their category & division. As such, scoring is relative to the category within which each team competes & cannot be compared to scores within other categories/divisions.

#### INTERPRETING

Within each category & division, scores can generally be broken down as follows:

- 90-100% of possible points: Excellent
- 75-85% of possible points: Above Average
- 60-70% of possible points: Average
- 45-55% of possible points: Below Average
- 0-40% of possible points: Poor



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### APPEARANCE: 10

Costuming should appear clean & tailored. Does not necessarily have to be uniform between team members, but should not detract from routine.

Hair should be pulled back off the face. Any hair pieces should be securely fastened. Poms should appear clean & new.

### CHOREOGRAPHY: 20

Choreography should complement the music and be original to the team. Highlight your music cues & tempo changes in your choreography. Formation changes, kickline, and "wow moves" should enhance & be enhanced by the music. Overall creative use of music, as well as flow of the routine will be considered. Teams may use any amount of songs within their single routine. Keep in mind that too many music splices may make the routine appear choppy, which can be distracting to the judges. Deductions for music with suggestive, offensive or sexual content will be at the discretion of the judges. TIP: choose original music that has high energy, definite beats, 3 or 4 rhythm changes, and a good tempo that accents your routine.

### EXECUTION: 10

A high score here will include straight arms, snappy heads, clean and uniform leg and foot positions, uniform execution of movements, and proper posture. Judges are looking for strength behind the movements.

### USE OF POMPS: 10

Poms should be used to visually enhance the choreography and music. Use of color is a large component in this category.

### TEAM UNITY: 10

All team members should be executing the movements the same way, at the same moment. The team remains on beat with the music throughout the routine. Cleanliness & uniformity with the route between movements will help in this category.

### OVERALL: 10

Judges use this category to indicate their overall impression of each team's performance. Music choice, standout moments, & other highlights/lowlights will impact this score. At Regional Competitions, mistakes are accounted for here.

### KICKLINE: 10

Pointed toes, extended legs, powerful height, stable arm connection, controlled posture, proper form, unity, and difficulty. A minimum of 32 continuous counts of kick sequence is required. Any formation may be used for the kickline. Poms are not required for the kickline. At least four consecutive full height straight-forward kicks must be included somewhere within the 32 count kickline.

### STAGING: 10

Attractive and orderly transitions with even spacing, straight lines, unique and organized movements into formations. Formations should be original and evenly spaced. Transitions should be smooth, organized, unique, and should flow seamlessly. Team members should arrive in new formation quickly & simultaneously.

### SKILL: 10

Each team will be evaluated upon the level of skill/talent demonstrated in the routine. Although a team may attempt a difficult move, stunt, jump, etc., skill must be executed well and uniformly by each team member in order to receive a higher score in this category. The move must also be appealing to watch and choreographed into the "flow" of the routine. Please note that judges are not looking for a number of stunts back to back. Stunts, etc. should be used to enhance the choreography and music.

### SHOWMANSHIP: 10

Smiles and enthusiasm, poise, showmanship, audience interest, eye contact, and energy. It is not required that all team members smile throughout the entire routine as long as the facial expressions used are appropriate for the choreography and are a part of the overall presentation of the routine. No speaking, singing or counting.