



MID AMERICAN POMPON SUMMER CAMP: ORIGINAL ROUTINE

Original Routine: Scoring Categories

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.

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.

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.

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.

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 POMS: 10

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

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.

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.

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.

Original Routine: Placement Scale

SCALE

TOTAL POSSIBLE POINTS: 110

PLACING	ADV	INT
1ST	87-110	82-110
2ND	77-86	72-81
3RD	67-76	62-71
4TH	<66	<61

Teams scoring in between placings will be rounded up.

Ex: An advanced team receiving an 86.5 (between 2nd & 1st) will be rounded up to an 87 (1st).