



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.

FORMATIONS: 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 POMES: 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).



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RULES & REGULATIONS

TIME

Original Routines must be between a 2 minute minimum and a 3 minute maximum, including any choreographed entrance or exit.

A deduction of 5 points will be taken from your total score if the time limit is exceeded and/or if the minimum time is not met. Timing begins after the announcement of the team ("Now performing...") with either the first motion or the start of the music, whichever comes first. Timing ends when the last team member crosses the border of the performance floor. Note that the timing will not stop between a choreographed entrance ("walk on") and the beginning of the music, and will not stop between the end of the music and exit from the floor ("walk off").

Choreographed walk ons and walk offs are not required.

MUSIC

Please use good judgement in music selection. A representative of the team will be asked to bring an mp3 player (e.g. iPod, iPad, etc) with the teams music on it, ready to play. The mp3 player will be plugged into the venue's sound system and the coach/team representative will be responsible for choosing the track, pressing play, and stopping the music for their team. Coaches are required to bring a back-up music source with their music on it when it is their team's turn to perform. Devices that require adapters will NOT be permitted!

RE-STARTS

If the re-start of a routine is necessary due to injury of a performing team member, the team will be allowed to re-perform at the end of their division. The injured performer must not be included in the re-performance. There will be no exceptions. Judging will resume at the point where the injury occurred.

In the case of a music issue (e.g. music stopping prematurely), the team should not continue performing. The MAPP representative at the music table will instruct the coach to stop the music and have the team exit the floor. The team will then be allowed to re-perform at the end of their division. Judging will resume at the point of the music issue.

POM PLACEMENT AND/OR REMOVAL

Placement of poms on the performance floor prior to the routine start and intentional pick-up of poms after the routine has finished are both included in the state time limits. Both actions must be completed by performing team members only. Mid American Pompon advises that a pom which is accidentally dropped during a performance be picked up by a performing team member as quickly as possible during the routine for safety reasons. Pick up of a pom that was accidentally dropped, if picked up after the routine has finished, will not be counted toward the total routine time. All poms must be picked up by performing team members only.

MINIMUM TEAM MEMBER COUNT

Competing teams must have a minimum of six (6) performing members to participate. There is not a maximum number.

COACH CUES

Any team being cued for by their coach during their performance will receive a 5 point deduction. Examples of cueing a team include: clapping in order to keep the team on rhythm, counting out loud for the team, etc.

KICKLINE

Original routines must include at least one connected kickline. Kickline must be at least 32 consecutive counts (four 8-counts). Team must remain connected throughout these 32 counts. These 32-counts must include a minimum of 4 consecutive, full team high kicks.

GUIDELINES

VIOLETING THE FOLLOWING GUIDELINES WILL RESULT IN AN AUTOMATIC 10 POINT DEDUCTION WITH THE POTENTIAL FOR A 20 POINT DEDUCTION IF THE JUDGING PANEL DEEMS THE MOVE SERIOUSLY DANGEROUS OR INNAPPROPRIATE.

TUMBLING AND GYMNASTICS

Tumbling is allowed at Mid American Pompon Summer Camp as long as one hand, foot, or body part remains in constant contact with the performance floor throughout the skill. Skills can be performed individually or in combination. Airborne skills are not allowed when hip-over-head rotation occurs. Tumbling while holding poms or props is not allowed.

ALLOWED

- Forward/backward rolls
- Shoulder rolls
- Cartwheels
- Handstands
- Backbends
- Front/back walkovers
- Stalls
- Windmills
- Kip ups

NOT ALLOWED

- Dive rolls
- Front/back tucks
- Aerials
- Layouts
- Roundoffs
- Front/back handsprings

JUMPS AND SLAMS

Slams and drops to the knee, thigh, seat, front, or back positions onto the performance floor from a jumping or standing position are not allowed. Performers must first bare weight onto hands or feet in order to break the impact of the drop.

LIFTS AND PARTNER STUNTS

Lifts are defined by Mid American Pompon as an action in which an athlete is / athletes are elevated from the performance floor and set down again. Lifts are allowed, with the distinction that the lifting athlete must maintain direct contact with the performance floor as well as hand/arm-to-body contact with the lifted athlete(s) at all times.

ALLOWED

- Stunts in which the lifted athlete jumps off of a seated athlete are allowed as long as there is hand/arm-to-body contact throughout the jump.
- Swinging lifts are allowed, provided the lifted athlete(s) body does not make a complete hips-over-head rotation. The athletes head/face must be facing either the performance floor or the audience/judging panel throughout.

NOT ALLOWED

- Jumping or tossing from one athlete to another
- Jumping or tossing from one athlete to or from the performance floor is not allowed
- Throwing/tossing athletes is not allowed, including basket tosses.
- All cheer stunts and/or pyramid mounts are not allowed (exception: piggy back).