



# MID AMERICAN POMPON

## SUMMER CAMP: SENIOR KICKLINE

### Scoring, Rules, & Requirements

The Senior Kickline competition will be held on the final day of each camp session following all original routine performances. All senior team members are invited to participate in this competition. If a team chooses to participate in the Senior Kick competition, *ALL* senior team members attending camp must perform.

#### KICKS

A minimum of 32 kicks (waist level and above) are required to be completed in unison by all performers. These 32 kicks do not have to be completed consecutively. Any formation(s) may be used to complete kicks. Full height kicks will enhance your score if completed with skill and form, but a variety of kicks should be used throughout the routine (e.g. fans, levels, angles, etc). You may connect and disconnect at any point(s) during your routine. It is highly recommended that routines include more than the minimum required number of kicks. Senior kick participants do NOT need to remain in a horizontal connected line for kicks at any point.

#### TIME

Routine may not exceed 2 minutes in length, including any choreographed entrance and/or exit from the floor. Choreographed entrance and exit are not required. If team does not have choreographed entrance, timing will begin with the start of the music.

#### MUSIC

Any music may be used, so long as music is appropriate. A representative from the team will be asked to bring an MP3 player (e.g iPod, iPad, iPhone) with the team's music ready to play. This device must be compatible with an aux cord without a converter. The team representative will be responsible for choosing the track and pressing play/stop.

#### THEME & PROPS

Many senior kick team choose to implement a theme, and coordinate music, costume and props. Props may be used so long as props are able to be brought onto and taken off of the floor within approximately one minute immediately prior to and following the performance.

#### PARTICIPANTS

Senior team members only. All Seniors attending camp must participate if their team is entered into the Senior Kickline competition, unless injured.

#### ORIGINALITY: 10

Unique and original ideas in choreography, transitions, music, theme, costuming and/or props.

#### FORM: 10

Pointed toes, extended legs, powerful height, stable arm connection, controlled posture, proper form, unity, and difficulty.

#### CHOREOGRAPHY: 10

Choreography should complement the music and be original to the team. Highlight your mu. 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.

#### HEIGHT OF KICKS: 10

High kicks should come straight up toward the nose without sacrificing posture. Angled kicks should hit their highest point toward the side of the face. Fans rotate fully. Kicks should be above eye level and even between team members.

#### 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.

#### PLACINGS

TEAMS IN SENIOR KICK CATEGORY ARE COMPETING AGAINST EACH OTHER, NOT A POINTS SCALE. THE TOP 3 TEAMS WILL BE NAMED AND AWARDED ON FINAL DAY OF CAMP!