



REGIONAL & STATE CHAMPIONSHIPS
Scoresheet Breakdown:
Regionals Basics

REGIONALS SCORING SCALE

TOTAL POSSIBLE POINTS: 110

DESCRIPTION	VARSITY	JV & MS
Excellent	99-110	93.5-110
Above Average	88-98.5	77-93
Average	77-88.5	60.5-76.5
Below Average	66-76.5	44-60
Poor	0-65.5	0-43.5

CALCULATIONS

At the Mid American Pompon Regional Competitions, teams will be scored by 3 of MAPP's trained & certified judges against a scale (see above) as opposed to against each other. These scores are totaled separately, and the final score for each team is the average of these 3 totals.

QUALIFYING FOR STATES

Collegiate Level Teams

At this time, collegiate-level teams do not need to attend a Regional Competition to qualify for the State Championships. For other collegiate qualifications, please see “2024 Rules & Guidelines.”

Varsity Level Teams

Varsity Teams compete at MAPP States within Classes based on the size of their respective school as determined by MHSAA. To see which category your school falls into, [CHECK HERE](#). **NOTE:** *There have been changes made by MHSAA to classes this season that impact many of our teams! Click the link to ensure you know which Class you will be competing within.*

All Varsity Classes are required to obtain a minimum Regionals Score of 75% of the total possible points to qualify for States.

For any Class that exceeds 10 total qualifying teams, we will further divide the category into 2 divisions based on the following criteria:

- Varsity Teams scoring between 75% & 81% at Regionals qualify into Division II of their class.
- Varsity Teams scoring at or above 81.5% of the total possible points at Regionals will qualify into Division I of their Class.

Middle School & Junior Varsity Level Teams

MS & JV teams are not divided by school size as Varsity teams are. For both JV & MS, teams must earn at least 70% of the total possible points at Regionals to qualify for States. If there are more than 10 qualifying teams at either level, that level will be split into a Division I & Division II using the following guidelines:

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



MID AMERICAN POMPON

REGIONAL & STATE CHAMPIONSHIPS

Scoresheet Breakdown: States Basics

JUDGES

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

CALCULATIONS

At the Mid American Pompon State Championships, 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" as they do at Regionals. At State Championships, teams 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. For example, in divisions with a larger number of teams that would be in the “excellent” category on the Regionals Scoring Scale, (above) it will be more difficult to obtain 90-100% of the total possible points than it would be in a division with less “excellent”-level teams.

DEDUCTIONS

Reasons for a deduction include:

1. Illegal move(s) such as tricks or stunts that do not follow the guidelines as listed in the 2024 Regionals & States Rules & Guidelines document will result in a deduction of up to 20 points, depending upon the severity of the violation.
2. Mistakes. Each mistake that is caught by a judge is a .5 point deduction from the final score. If the mistake is more than one consecutive move, a maximum of 2 points will be deducted from the final score. The score in other categories, such as “Team Unity” and “Rhythm & Timing” may also be impacted by this, depending on the mistake.
3. Appearance. If any points are taken from the Appearance category, the reasoning will be stated in the notes section of the scoresheet. This may be due to costuming, hair, or other appearance-related mishaps and/or distractions.
4. Guidelines Violations. Any violations with music, minimum/maximum time limits, original choreography, props/poms, coach cues, kickline requirements, collegiate eligibility, and/or the Code of Conduct will result in point deductions from the teams final score. The amount of points deducted depends on the severity of the violation as determined by the MAPP Judges assigned to the teams category. at the competition in question.

If the reason for the deduction is due to an illegal move or guideline violation, this will be stated in the notes section of the scoresheet that each team receives along with their placing trophy or plaque. If the deduction is due to a mistake, you may not see a reason in the notes section as the specific mistake would be difficult to describe. If you have any questions regarding score deductions, please wait 24 hours after competition ends and then send an email with your questions to [Mid American Pompon Director Julie Hobbs-Julian](#).



MID AMERICAN POMPON

REGIONAL & STATE CHAMPIONSHIPS Score Sheet Breakdown

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.

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.

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.

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 & Transitions: 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.

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.

SKILL/TALENT: 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.

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.

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.

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.