



# MID AMERICAN POMPON SUMMER CAMP: SPEED LEARNING

## Speed Learning: 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.

### KNOWLEDGE: 10

Team completes speed-learned routine with relative ease, executing movements that were instructed and maintaining poise throughout.

### OVERALL: 10

Judges use this category to indicate their overall impression of each team's performance. Other previous categories are condensed into this score, which may include mistakes, execution errors, showmanship, etc.

### KICKLINE: 10

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

### RHYTHM/TIMING: 10

All team members should be executing the movements 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.

### FORMATIONS: 10

Formations should be evenly spaced. Transitions should be smooth and organized, and should flow seamlessly. Team members should arrive in new formation quickly & simultaneously.

### SHOWMANSHIP: 10

Smiles and enthusiasm, poise, showmanship, audience interest, eye contact, and energy. No speaking, singing or counting.

### FORM: 10

Team performs with proper posture and body positioning. Placement of arms, legs, head, feet, hands, etc - it is all important in this category!

### EXECUTION: 10

All movements are completed as they were instructed by MAPP Staff.



# Speed Learning: Kickline Scoring Categories

## UNITY OF KICKS: 10

All kicks hit their highest and lowest points simultaneously. Smooth and even timing throughout. All levels are even between team members. Even rhythm and controlled bounce.

## KNOWLEDGE & SHOWMANSHIP: 10

Team performs movements as instructed. Precise head placements. Smiles and showmanship throughout.

## FORM OF KICKS: 10

Proper posture, meaning core is engaged, shoulders are pulled back and down, chin is tilted up, and chest is open. Pointed feet and straight knees allowing for nice clean lines. Fans and angled kicks are properly placed.

## HEIGHT OF KICKS: 10

High kicks are above eye level across the entire team. Waist and low kicks are the correct height.

# Speed Learning: Placement Scales

## ROUTINE

TOTAL POSSIBLE POINTS: 90

PLACING	ADV	INT
1ST	75-90	69-90
2ND	65-74	59-68
3RD	55-64	49-58
4TH		39-48

Teams scoring in between placings will be rounded up.

Ex: An advanced team receiving a 74.5 (between 2nd & 1st) will be rounded up to a 75 (1st).

## KICKLINE

TOTAL POSSIBLE POINTS: 40

PLACING	ADV	INT
1ST	34-40	32-40
2ND	30-33	28-31
3RD	26-29	24-27
4TH	<25	<23

Teams scoring in between placings will be rounded up.

Ex: An advanced team receiving a 33.5 (between 2nd & 1st) will be rounded up to a 34 (1st).

