



MID AMERICAN POMPON

SUMMER CAMP ORIGINAL ROUTINE INFORMATION

The original routine evaluation is optional and will be presented the final day of camp. Awards will be based on the total amount of points your team receives. Each team is being judged against a scale and NOT other teams.

JUDGING CATEGORIES

APPEARANCE– 10 Points - clean and neat uniforms, socks, shoes and poms, hair back and off of face (the whole team should wear their hair the same). Appearance should be neat, uniform and not distracting. Pins, buttons, necklaces, or dangling jewelry should not be worn during performances.

SKILL OF KICKLINE – 10 Points - pointed toes, straight knees, height, arm connection, posture, approach (prep) at knee (with pointed toe), unity, and difficulty. A minimum of 32 continuous counts of connected kick sequence (all members must remain connected at all times) is required. **You may not disconnect at any time during the 32 counts.** Any formation may be used for the kickline as long as all members are connected. At least four consecutive full height straight-forward kicks must be included somewhere within the 32 count kickline.

SMILES & SHOWMANSHIP – 10 Points - smiles and enthusiasm, poise, showmanship, audience interest, eye contact, and projection. 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.

SKILL, LEVEL OF ABILITY/TALENT – 10 Points - each team will be evaluated upon the level of skill/talent demonstrated in the routine. However, although a team may attempt a difficult move, jump, etc., it 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.

FORM, EXECUTION, PRECISION – 10 Points - straight arms, snappy heads, clean and uniform leg, foot, and arm positions, posture, and execution. Judges are looking for strength behind the movements.

FORMATIONS, TRANSITIONS, – 10 Points - attractive and orderly transitions with even spacing, straight lines, unique and organized movements into formations. Formations should be original and evenly spaced. The transitions should be smooth, organized, unique, attractive and centered on the performance floor. When changing formations, team members arrive simultaneously into their formations.

TEAM UNITY, RHYTHM AND TIMING – 10 Points

All members should be executing the movements the same way, at the same moment. The team remains on beat with the music throughout the routine.

USE OF POMS– 10 Points - Poms should be used to visually enhance the choreography and music. Use of color is a large component in this category.

CHOREOGRAPHY, USE OF MUSIC, LEVEL OF DIFFICULTY – 20 Points

Choreography should complement the music and be original to the team. Using music cues, tempo changes, formation changes and kickline should be enhanced by the music. Overall adaptation to and creative use of music, as well as flow of the routine will be considered (choose original music that has definite beats, 3 or 4 rhythm changes, and a good tempo that accents your routine). Avoid music that is too screechy, heavy, fast, slow or uses explicit language. Deductions for music with suggestive, offensive or sexual content will be at the discretion of the judges.

OVERALL IMPRESSION – 10 Points

Each judge will give your team an overall performance score indicating their overall impression of the routine. Entrance and exit will be scored within this category. The quality of the music track and starting set point will also be considered in this category. Mistakes will be considered in this category.

OTHER RULES/REQUIREMENTS/RESTRICTIONS/INFORMATION

TIMING / ENTRANCE and EXIT – Routines have a 3 ½ minute maximum time limit including entrance and exit. A two minute minimum performance is required.

A deduction of 5 points from your total score will be taken if the time limit is not met, or is exceeded. Timing begins after the announcement of the team with the first motion or the start of the music, whichever happens first. Timing ends when the last team member crosses the border of the performance floor. Note that the timing will not stop between the entrance and the beginning of the music, nor between the end of the music and the exit. Your team may line up/begin anywhere on the gymnasium floor.

MUSIC - Please use good judgment in the selection of your music. A representative from the team will be asked to bring a mp3 player (i.e. ipod, galaxy player, etc.) with the team's music on it ready to play. The mp3 player will be plugged into our sound system but the coach/representative will be responsible for choosing the track and pressing start/play and stopping the music for their team. Coaches are required to bring a back-up CD with their music on it when it is their teams turn to perform. **Teams who have inappropriate lyrics or contain sexual overtones or profanity in their music will receive a 5 point deduction.**

RE-STARTS – If the re-start of a routine is necessary due to the injury of a team member, the team may re-perform at the end of their division, however, they must perform without the injured team member. NO EXCEPTIONS. The judging will begin where the injury occurred.

POM PLACEMENT OR REMOVAL - Placement of poms prior to the routine and pick-up of poms after the routine is included in the stated time limits, and must be done by performing team members only. Mid American Pompon advises that a pom which is accidentally dropped be picked up if at all possible during the routine, for safety reasons. Pick up of a pom (after the routine exit is finished), which was dropped accidentally during the routine, is not included in timing and must be done by a performing team member.

MINIMUM TEAM MEMBERS TO COMPETE - There must be a minimum of six performing team members (there is no maximum number).

PLEASE SEE ATTACHED MAPP ROUTINE GUIDELINES. NON-COMPLIANCE WILL RESULT IN A 20 POINT DEDUCTION.