

SCORE SHEETS - POM DANCE



Team Name	Routine	Division	No. on Team	Panel

JUDGE 1 POM - DIFFICULTY	TOTAL SCORE	MAX
DIFFICULTY OF ROUTINE		5
DIFFICULTY OF TECHNICAL SKILLS		5
GROUP EXECUTION		10
GROUP COMMUNICATION		5
GROUP IMPRESSION		5
TOTAL Judge1		30

DIFFICULTY OF ROUTINE 5 Points		
<i>The difficulty of the routine, with no reflection on execution. Effective incorporation of challenging elements, examples include overall level and pace. The intricacy of pom motions, footwork skills, direction changes, transitions and formations.</i>		
DIFFICULTY OF ROUTINE (5)	SCORE	
Low 3.0-3.5		
Mid 3.5-4.5		
High 4.5-5.0		
Comments:		TOTAL SCORE: (5 points)
DIFFICULTY OF TECHNICAL SKILLS 5 Points		
<i>The difficulty of technical skills throughout routine.</i>		
DIFFICULTY OF TECHNICAL SKILLS (5)	SCORE	
Low 3.0-3.5		
Mid 3.5-4.5		
High 4.5-5.0		
Comments:		TOTAL SCORE: (5 points)

SKILL DIFFICULTY GUIDANCE GRID

SKILLS	LOW	MID	HIGH / ELITE
URNS	Single Pirouette en dehors Tour en L'air Pirouette sur le cou-de-pied Turns with Chase 1-2 Chenne Turns Pose Turn	Double Pirouette en dehors 1-3 Fouette Turns 3+ Chenne Turns	Triple Pirouette en dehors Pirouette into outside illusion 4+ fouettes Turns changing spots Leg Holding turns Double tour en lair
LEAPS / JUMPS	Grande Jete Developpe Tilt Jump/Leap Straddle Jump	Leap in Second Calypso Axel Turn Firebird Jete Turning C jump Turning tilt jump	Switch split leap Switch firebird leap Turning open second leap Turning Discs Turning tilt jump (reverse)
KICKS	Straight kicks – Front and Back Tilt Kick Fan Kick	Combination Kicks	
OTHER	Chase Kick ball change Pas de bouree Arabesque	Walkover Illusion Leg Hold Shoulder roll Ponche Splits Developee below 90*	Aerial Cartwheel Free Walkover Developpe above 90* Ponche into forward roll Layout

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JUDGE 1 POM - DIFFICULTY	TOTAL SCORE	MAX
DIFFICULTY OF ROUTINE		5
DIFFICULTY OF TECHNICAL SKILLS		5
GROUP EXCECTION		10
GROUP COMMUNICATION		5
GROUP IMPRESSION		5
TOTAL Judge1		30

PERFORMANCE IMPRESSION (20 points)

GROUP EXECUTION 10 Points		
<i>INTERPRETATION / SYNCRONIZATION. How well does the team dance together as a group, rather than execution of technique. The ability of the team to maintain accuracy, clarity and control along with commitment to the style and interpretation of movement as a group.</i>		
GROUP EXCECUTION (10)	SCORE	TOTAL SCORE: (10 points)
Low 7.5-8.0		
Mid 8.0-9.0		
High 9.0-10.0		
Comments:		
GROUP COMMUNICATION 5 Points		
<i>The genuine use of projection, confidence, energy and intensity.</i>		
GROUP COMMUNICATION (5)	SCORE	TOTAL SCORE: (5 points)
Low 3.0-3.5		
Mid 3.5-4.5		
High 4.5-5.0		
Comments:		

OVERALL IMPRESSION 5 Points		
<i>APPEAL / APPROPRIATENESS. Appropriateness of the music, costume and choreography. Did the performance leave a memorable and lasting impression?</i>		
OVERALL IMPRESSION (5)	SCORE	NOTES:
Low 3.0-3.5		
Mid 3.5-4.5		
High 4.5-5.0		
TOTAL SCORE: (5 points)		Comments:

SCORE SHEETS - POM DANCE



Team Name	Routine	Division	No. on Team	Panel

JUDGE 2 POM - TECHNIQUE	TOTAL SCORE	MAX
EXECUTION OF POM SKILLS		10
STRENGTH / QUALITY OF MOVEMENT		10
PLACEMENT / ALIGNMENT / EXTENSION		10
GROUP EXCECTION		10
GROUP COMMUNICATION		5
GROUP IMPRESSION		5
TOTAL Judge2		50

EXECUTION OF POM SKILLS (10 points)		
<i>Demonstration of proper execution of elements such as but not limited to pom passes, leaps, turns, jump sequences, lifts, kick lines etc with strong technique.</i>		
EXECUTION OF POM SKILLS (10)	SCORE	
Below 7.5-8.0		
Low 8.0-8.5		
Mid 8.5-9.5		
High 9.5-10.0		
		TOTAL SCORE: (10 points)
Comments:		
MOTION STRENGTH / SHARPNESS / QUALITY OF MOVEMENT (10 points)		
<i>The individual dancer's strength, clear clean form, intensity and quality of movement throughout routine. Overall strength of motions.</i>		
STRENGTH / QUALITY OF MOVEMENT (10)	SCORE	
Below 7.5-8.0		
Low 8.0-8.5		
Mid 8.5-9.5		
High 9.5-10.0		
		TOTAL SCORE: (10 points)
Comments:		

MOTION PLACEMENT / ALIGNMENT / EXTENSION (10 points)		
<i>The performers correct posturing, control, body placement. The individual dancer's ability to exhibit the presented style effectively & continually throughout routine.</i>		
PLACEMENT / ALIGNMENT (10)	SCORE	
Low 7.5-8.0		
Mid 8.0-9.0		
High 9.0-10		
		TOTAL SCORE: (10 points)
Comments:		

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JUDGE 2 POM - TECHNIQUE	TOTAL SCORE	MAX
EXECUTION OF TECHNICAL ELEMENTS		10
STRENGTH / QUALITY OF MOVEMENT		10
PLACEMENT / ALIGNMENT / EXTENSION		10
GROUP EXCECTION		10
GROUP COMMUNICATION		5
GROUP IMPRESSION		5
TOTAL Judge2		50

PERFORMANCE IMPRESSION (20 points)

GROUP EXECUTION 10 Points		
<i>INTERPRETATION / SYNCRONIZATION. How well does the team dance together as a group, rather than execution of technique. The ability of the team to maintain accuracy, clarity and control along with commitment to the style and interpretation of movement as a group.</i>		
GROUP EXCECUTION (10)	SCORE	TOTAL SCORE: (10 points)
Low 7.5-8.0		
Mid 8.0-9.0		
High 9.0-10.0		
Comments:		
GROUP COMMUNICATION 5 Points		
<i>The genuine use of projection, confidence, energy and intensity.</i>		
GROUP COMMUNICATION (5)	SCORE	TOTAL SCORE: (5 points)
Low 3.0-3.5		
Mid 3.5-4.5		
High 4.5-5.0		
Comments:		

OVERALL IMPRESSION 5 Points		
<i>APPEAL / APPROPRIATENESS. Appropriateness of the music, costume and choreography. Did the performance leave a memorable and lasting impression?</i>		
OVERALL IMPRESSION (5)	SCORE	TOTAL SCORE: (5 points)
Low 3.0-3.5		
Mid 3.5-4.5		
High 4.5-5.0		
Comments:		

SCORE SHEETS - POM DANCE



Team Name	Routine	Division	No. on Team	Panel

JUDGE 3 POM - CHOREOGRAPHY	TOTAL SCORE	MAX
COMPOSITION OF ROUTINE		15
SPACING		10
STAGING / VISUAL EFFECTS		5
GROUP EXCECTION		10
GROUP COMMUNICATION		5
GROUP IMPRESSION		5
TOTAL Judge3		50

COMPOSITION OF ROUTINE (15 points)		
<i>How well the movement complements the music. The presentation of new and unique 'pictures' created through a variety of pom motions, staging and transitions. Appropriate utilization of the team's ability level.</i>		
COMPOSITION OF ROUTINE (15)	SCORE	
Low 9.0 – 11.0		
Mid 11.0 – 13.0		
High 13.0 – 15.0		TOTAL SCORE: (15 points)
Comments:		

SPACING (10 points)		
<i>The performers positioning – correct distances between each other in and throughout all formations and transitions.</i>		
SPACING (10)	SCORE	
Low 7.5-8.0		
Mid 8.0-9.0		
High 9.0-10.0		TOTAL SCORE: (10 points)
Comments:		

ROUTINE STAGING / VISUAL EFFECTS (10 points)		
<i>How the dancers are staged on the floor. The seamless incorporation of unique and challenging formations and transitions and their placement on the stage. Visual effects developed through a variety of pom motions, creative floor work, group/partner work, level changes, opposition, formation changes, etc.</i>		
STAGING / VISUAL EFFECTS (10)	SCORE	
Low 3.0-3.5		
Mid 3.5-4.5		
High 4.5-5.0		TOTAL SCORE: (5 points)
Comments:		

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JUDGE 3 POM - CHOREOGRAPHY	TOTAL SCORE	MAX
COMPOSITION OF ROUTINE		15
SPACING		10
STAGING / VISUAL EFFECTS		5
GROUP EXCECTION		10
GROUP COMMUNICATION		5
GROUP IMPRESSION		5
TOTAL Judge3		50

PERFORMANCE IMPRESSION (20 points)

GROUP EXECUTION 10 Points		
<i>INTERPRETATION / SYNCRONIZATION. How well does the team dance together as a group, rather than execution of technique. The ability of the team to maintain accuracy, clarity and control along with commitment to the style and interpretation of movement as a group.</i>		
GROUP EXCECUTION (10)	SCORE	TOTAL SCORE: (10 points)
Low 7.5-8.0		
Mid 8.0-9.0		
High 9.0-10.0		
Comments:		

GROUP COMMUNICATION 5 Points		
<i>The genuine use of projection, confidence, energy and intensity.</i>		
GROUP COMMUNICATION (5)	SCORE	TOTAL SCORE: (5 points)
Low 3.0-3.5		
Mid 3.5-4.5		
High 4.5-5.0		
Comments:		

OVERALL IMPRESSION 5 Points		
<i>APPEAL / APPROPRIATENESS. Appropriateness of the music, costume and choreography. Did the performance leave a memorable and lasting impression?</i>		
OVERALL IMPRESSION (5)	SCORE	TOTAL SCORE: (5 points)
Low 3.0-3.5		
Mid 3.5-4.5		
High 4.5-5.0		
Comments:		

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DEDUCTION SUMMARY

ROUTINE INFRACTIONS	BOUNDARY VIOLATIONS	TIMING VIOLATIONS	USASF SAFETY VIOLATION	TOTAL

ROUTINE / BOUNDARY INFRACTIONS

TYPE CODE	LS	M	RS	SUB TOTAL	TOTAL
AF				AF x 0.25	
BF				BF x 0.50	
MBF				MBF x 1.00	
MD				MD x 1.50	
BV				BV x 0.25	
TOTAL					

*The competition boundary is defined as the performance surface. A deduction will be issued if both athletes' feet go outside the competition boundary.

TIMING VIOLATIONS

TYPE CODE	TIME OF ROUTINE	W / D	SUB TOTAL	TOTAL
TV			TV x 0.25	
TOTAL				

*Time deductions – Routines should be no longer than 2.30 (Stunt Routines 1.15), routines timed at 2.31-2.35 will be issued a warning, routines timed at 2.35-2.45 will be given a deduction of 2.0. Routines exceeding 2.45 will be deducted 0.25 for every second over 2.45.

ROUTINE INFRACTIONS GRID

*Grid list of examples – but is not limited too

AF	ATHLETE FALL	Hand(s) down in tumbling or jumps Knee(s) down in tumbling or jumps Drops to the floor during individual skills (tumbling, jumps...)
BF	BUILDING FALL	Uncontrolled cradling, dismounting or lowering a building skill (not timing issues) Base or spotter falling to the floor during a building skill
MBF	MAJOR BUILDING FALL	Falls from an individual stunt, pyramid or toss to the floor (top person lands on the floor or multiple bases/spotter land on floor)
MD	MAXIMUM DEDUCTION	When multiple deductions should be assessed during a stunt or toss or pyramid collapse, then the sum of those deduction should not exceed 1.75

*Bobbles, balance checks and controlled timing errors will be reflected in technique scores

USASF SAFETY VIOLATIONS

TYPE CODE	VALUE	SUB TOTAL	TOTAL
Tumbling, General Safety, Image Policy and all other violations	1.0		
Building Skills performed OUT OF LEVEL	2.0		
UNSPORTSMANLIKE BEHAVIOUR	4.0		
TOTAL			

DEDUCTION SUMMARY

USASF RULE SAFETY VIOLATIONS			
LEVEL	SKILL	LEVEL	DEDUCTION:
Explanation:			
LEVEL	SKILL	LEVEL	DEDUCTION:
Explanation:			
LEVEL	SKILL	LEVEL	DEDUCTION:
Explanation:			
LEVEL	SKILL	LEVEL	DEDUCTION:
Explanation:			