



AAU MAJORETTE DANCE RULES AND GUIDELINES



AAU Majorette Dance Categories

POM: This performance may consist of three dance styles (Pom, Jazz, Cheer Funk) with the majority of emphasis on POM. See the scoring section for details on point distribution. Poms are recommended for the majority of the routine but required for half.

POM: The most important characteristic of this style is synchronization and visual effect. Cheer style motions should emphasize uniformity, motion sharpness, technique and placement.

JAZZ TECHNIQUE: This style includes kicks, leaps/leap combinations, pirouettes, turning sequences, body placement, control, etc.

CHEER FUNK: This dance style emphasizes on uniformity, rhythm, body isolation, creativity, and execution yet, still incorporates the basic fundamentals of cheer such as sharp precise movements and visual effect. This style of dance does NOT include pop and lock, street or excessive vibrating.

HIP HOP: A routine focusing on street style movements with an emphasis on variety, execution, creativity, body isolations/control, rhythm, uniformity and musical interpretation. Choreography should demonstrate various styles and elements of hip hop.

CHEER FUNK: This dance style with an emphasizes uniformity, rhythm, body isolation, creativity and execution yet still incorporates the basic fundamentals of cheer such as sharp precise movements and visual effect.

STREET: This urban style of dance is often improvisational or raw and social in nature. This style of dance can also encourage interaction between performers such as battling and/or partner work.

POP AND LOCK: This dance style emphasizes body isolation that implements "popping" (muscle flexes) and locking (short pauses or freezes within movement).

BREAK DANCE: This is a very athletic style of skills, combining forms and maneuvers from activities such as gymnastics*, hip hop and martial arts.

KRUMPING: This is an evolving new style of dance that involves fast, expressive, and highly energetic movements.

LYRICAL/ JAZZ: This performance demonstrates various elements of lyrical/jazz technique and performance skills. This routine should focus on a mixture of difficulty, creativity and technique. Technical elements should be included in this category (see below):

LYRICAL/JAZZ TECHNIQUE: Kicks, leaps/leap combinations, pirouettes, turning sequences, body placement, control, etc.

CREATIVE DANCE: The focus of this performance is audience entertainment. With no spoken word, this routine tells the story of the selected theme or era. Through the selection of music, costuming and dance the audience is drawn into your theme. This routine should encompass and express one predominate theme and/or era. Creative dance incorporates novelty movements into

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elegant, athletic theatre capable of captivating audiences. Technical skills will be credited toward degree of difficulty. Dance style must emphasize uniformity, rhythm, creativity and execution. Costuming is required to reflect the routine's theme/era. Props are highly recommended, however not mandatory. See General Dance Routine Guidelines for prop specifics.

FIELD SHOW: The focus of this performance is for traditional field show routines. The routine may resemble something you would see at an HBCU football game half-time. Many styles include majorette, are upbeat and fast paced. Some include multiple genres of dance such as jazz, lyrical, modern, etc. and change tempo at some points during the routine. Costuming is required to reflect the routine's theme/era. Props (baton, flags and/or ribbons) are allowed, however not mandatory. See General Dance Routine Guidelines for specifics.

BLEACHER BATTLE: Teams will go head to head in an initial round of 2 or 3 stands in their designated areas in the bleachers. These stand routines should focus on a mixture of difficulty, creativity/originality, synchronization, confidence(swagg) and technique. See General Dance Routine Guidelines for stand battle specifics.

PARADE(ROLL CALL/WALK THRU): This is the team introduction to the audience and judging panel. Squads will have the opportunity to display their own personal style and let it be known who they are. Come dressed to impress and leave a lasting impression on the judges eagerly wanting to see more from your team. See General Dance Routine Guidelines for specifics.

STAND BATTLE: Teams will go head to head in an initial round of 2 or 3 stands. The winner from each round will proceed to the next. These stand routines should focus on a mixture of difficulty, creativity/originality, synchronization, confidence(swagg) and technique. See General Dance Routine Guidelines for stand battle specifics.

CAPTAINS BATTLE: This will feature Team Captain or Co-Captain of your team to go out on the floor and display their many talents. Represent your team and show everyone why you are the Captain! This will be an in your face battle. Each captain will showcase choreography, creativity, energy level, flexibility, precision, and originality, in the face of the other captains. See General Dance Routine Guidelines for stand battle specifics.

DUO BATTLE: The focus of this performance is each team takes a turn trying to out dance each other. Each team receives 2 or 3 rounds to a slow, medium and/or fast song. These stand routines should focus on a mixture of difficulty, creativity/originality, synchronization, confidence (swagg) and technique. See General Dance Routine Guidelines for stand battle specifics.

TRIO BATTLE: The focus of this performance is each team takes a turn trying to out dance each other. Each team receives 2 or 3 rounds to a slow, medium and/or fast song. These stand routines should focus on a mixture of difficulty, creativity/originality, synchronization, confidence (swagg) and technique. See General Dance Routine Guidelines for stand battle specifics.

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PARENTS STAND BATTLE: The focus of this performance is each team takes a turn trying to out dance each other. Each team receives 1 or 2 rounds to a slow, medium and/or fast song. These stand routines should focus on a mixture of difficulty, creativity/originality, synchronization, confidence (swagg) and technique. See General Dance Routine Guidelines for stand battle specifics.

COACHES BATTLE: The coaches go head to head trying to out dance each other. Each coach receives 1 or 2 rounds to a slow, medium and/or fast song. These stand routines should focus on a mixture of difficulty, creativity/originality, synchronization, confidence (swagg) and technique. See General Dance Routine Guidelines for stand battle specifics.

PARENTS CREATIVE DANCE: The focus of this performance is audience entertainment. With no spoken word, this routine tells the story of the selected theme or era. Through the selection of music, costuming and dance the audience is drawn into your theme. This routine should encompass and express one predominate theme and/or era. Creative dance incorporates novelty movements into elegant, athletic theatre capable of captivating audiences. Technical skills will be credited toward degree of difficulty. Dance style must emphasize uniformity, rhythm, creativity and executive. Costuming is required to reflect the routine's theme/era. Props are highly recommended, however not mandatory. See General Dance Routine Guidelines for stand battle specifics. General Dance Routine Guidelines for prop specifics.

AAU Majorette Dance Age Divisions

MINI: 7 Years old and under

JUNIOR: 8 Years to 12 Years old

SENIOR: 13 Years to 18 Years old

GROUP CATEGORIES:

4 OR MORE

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AAU Majorette Dance General Guidelines

- 1) During an official function all teams should be supervised by a qualified advisor/coach.
- 2) All participants, coaches and spectators agree to conduct themselves in a positive manner. The coach/director/advisor is responsible for ensuring all team members and team affiliates display good sportsmanship throughout the event. Severe demonstrations of unsportsmanlike conduct are grounds for disqualification.
- 3) All directors, advisors and coaches should have an emergency response plan in the event of an injury.
- 4) Athletes and coaches may not be under the influence of alcohol, narcotics, performance enhancing substances, or over the counter medications while participating in a practice or performance that would hinder the ability to supervise or execute a routine safely. Must follow AAU Anti-Doping regulations.
- 5) All participants with a hard cast must not be involved in tumbling and/or partner lifts of any kind. Braces with metal parts and/or sharp edges must be covered to properly protect other participants.
- 6) Coaches and advisors should only have dancers perform skills that they have mastered through proper progression and practice even though a division and/or category may allow a skill that is more advanced than the capabilities of an individual or group. Coaches must consider the skill level of an individual and/or team prior to skill progression.
- 7) Proper warm up and stretching exercises should be performed prior to performance.
- 8) Rules may be updated at any point in the season due to prevent imminent safety hazards. The Majorette Dance Division reserves the right to further clarify any of the dance rules. Any changes and clarifications will not eliminate or change the spirit of the rule.
- 9) Performance of tumbling skills after the completion of a team's routine/performance or during the teams' entrance or exit of the floor is forbidden.
- 10) At no time are Directors, Coaches, volunteers, team members, or spectators allowed to approach the judging table or judges. Doing so will result in your team being disqualified from the category they are currently performing in and/or from the entire competition.
- 11) There will be a brief Coaches Meeting prior to the start of the competition to go over guidelines and answer any questions. The host will provide the meeting time a minimum of 3 days prior to the competition.
- 12) There will be a brief Judges Meeting prior to the start of the competition lead by the Head Judge. The host will provide the meeting time a minimum of 3 days prior to the competition.
- 13) The hosting team can compete in the competition if they have an AAU Certified director/owner or like on the judging panel from each competing team and an impartial AAU Certified Head Judge which cannot be from or affiliated with any of the competing teams. If the hosting team would like to select their own AAU Certified Judges the hosting team cannot compete in the competition and the hosting team is allowed to perform for entertainment purposes only.
- 14) All AAU Sanctioned events will be posted on the AAU Dance website under the Events tab.
- 15) All Judges must have an AAU Majorette Dance Judge Certification. Once certified, all judges will be listed in the judges pool and will be able to judge at other AAU Majorette Dance Events.

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AAU Majorette Dance Routine Guidelines

- 1) Time Limits (by categories):
 - a. Parade/Walk-out: 2:00 max
 - b. Battles: Stand, Parents, Coaches, Duo, Trio: 1:30 – 2:00 max
 - c. Pom, Lyrical/ Jazz, Hip Hop: 3:00 max
 - d. Creative, Field Show: 5:00 max
 - e. Captains Battle: 1:00
 - f. Bleacher Battle: (3) 8 counts max
- 2) Spirited entrances are allowed and may involve kicks/jumps. Any tumbling and/or stunting while entering or exiting the floor is not allowed.
- 3) Timing will begin with:
 - a. For all categories except Stand Battles: timing will begin with the first note of music
 - b. For Stand Battles: timing will begin with the movement of the team after the captain's 8 count

*** Coaches may not delay the start of the routine to fix formations/direct participants to move on the floor.
- 4) Timing will end with the last organized word, movement or note of music.
- 5) Creative dance participants may not take any longer than two (2) minutes to enter and set props for performances. Coaches may assist in setting up props but must exit the floor before the 2-min setup period has expired. Timing for the 2-min setup period begins at the time the team is called to the floor.
- 6) For Stand Battle please see the following guidelines:
 - a. Senior Teams (13 years to 18 years that are still in high school) will be given music on all 3 tempos (slow, medium & fast). The winner from each round will proceed to the next. Seniors final round will be 3 stands: 1 fast, 1 medium and 1 slow.
 - b. Junior teams (12 years and under) will have 2 - 3 stands on a fast and medium. Juniors final round will be 3 stands: 2 fast and one medium.
 - c. Mini (7 years & under) stands: Teams will go head to head in an initial round of 2 stands. The winner from each round will proceed to the next. Mini Teams will have 2 stands on a medium and fast tempo only.
 - d. Each team cannot pass the half court line at any time. If there is a 3rd team competing, their boundary line will be the edge of the circle for center court (or as clearly marked). They cannot step on the line or any part of the body, hair, etc. should go pass the line. Passing the line will lead to disqualification and 0 points.
 - e. Tie Breaker: In case of a tie, the captains will battle to represent their teams and the judges will make their decision based on the captain's performances. Only the captain that has been leading the team during the competition can participate in the captain's battle.
 - f. There should be no un-sportsman like behavior. No moving while the other team is dancing. No turning your back on the other team. All teams must remain standing while competing.
 - g. Groups must have 4 or more dancers to participate in Stand Battle.
- 7) For the Captains Battle, all captains will be present on the floor at the same time. The battle will go round by round with an elimination each round until the last two captains are standing.
- 8) For Bleachers Battle teams will go head to head with a team being eliminated each round. The battles can be up to 5 rounds before the final round. The teams must remain in the bleachers at all times during the battle. The music for this category will be drumline styled songs.
- 9) Only AAU registered members/participants of a team are allowed on the performance surface.
- 10) Items that may damage the performance surface are prohibited.

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- 11) Routines must be appropriate for family viewing. Appropriate choreography and music **MUST** be used. Teams using excessive vulgar or suggestive movements, words or music will be disqualified. Actions taken will be under the discretion of an event official.
- 12) Make up should be age appropriate and suitable for family viewing. Actions taken will be under the discretion of an event official.
- 13) SCORES:
 - a. All categories will be scored with 100-point max score except all Stand Battles.
 - b. Stand Battles will be scored with a 10-point max per round.
 - c. Grand Champion will be decided by the highest combined score in all categories. You must compete in all categories to be eligible for Grand Champion.
 - d. In the event of a tie, the captain battle as the tie breaker. If that results in a tie, then the judges will vote will be the final tie breaker.

AAU Majorette Dance Choreography, Music and Costuming

- 1) Routines must be appropriate for family viewing. Appropriated choreography, costuming and music **MUST** be used. Teams using excessive vulgar or suggestive movements, words, costuming or music will be disqualified.
- 2) Dance teams may wear approved jewelry as part of their costume. Approved jewelry includes legal post stud earrings and hair accessories. Jewelry such as hoop earrings, bracelets, necklaces, rings, belly, tongue and nose rings etc. are prohibited. Medical alert bracelets or necklaces may be worn, but should be secured to the body with tape.
- 3) Music is required throughout this performance. Teams performing without music will result in a forfeiture of scores (teams receive an overall team score of 0). Choreographed artistic pauses are allowed. If music is interrupted due to technical failure, performers will continue to be judged on the dance skills outlined in the routine specifics.
- 4) Soled dance shoes (jazz boots, dance sandals, jazz shoes) or bare feet are acceptable when competing. Wearing socks and/or footed tights only is prohibited.
- 5) All costuming and make up should be age appropriate and acceptable for family viewing.

AAU Majorette Dance Musical Requirements

- 1) PLEASE PUT YOUR GROUP NAME AND TITLE OF SONG AND WHAT CATEGORY IT IS FOR.
- 2) PLEASE BRING A BACK UP FLASH DRIVE. PLEASE MAKE SURE IT IS MIXED AND MASTERED.
- 3) The group must perform no more than **the time limit given in that particular category**.
- 4) The participating group must submit their music to the organizer one (1) week prior to the competition for review and approval.
- 5) The competition music must be on a Flash Drive labeled with the team name and categories.
- 6) There is no maximum or minimum number of songs or recordings that may be used in the routine. The songs may be edited to enhance choreography and personal performance.
- 7) The competition music must not contain inappropriate, lewd or offensive language.

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AAU Majorette Dance Additional Items

PROPS

- 1) Wearable and handheld items are allowed in all categories and can be removed and discarded from the body.
- 2) Standing props are only allowed in the Creative Dance category. Any item(s) that bears the weight of the participant is considered a standing prop. (Examples- chairs, stools, benches, ladders, boxes, stairs, etc.).
- 3) Items that may damage the performance surface are prohibited.
- 4) Poms are required for at least 75% of the routine in the Pom category.

FACILITY SPACE

- 1) Gymnasium or Conference Center
- 2) The floor must have a clean non waxed surface free of cracks and broken boards. (For tapping, a marley floor (or similar surface) is needed to place on top of gymnasium floors)
- 3) Facility must be air conditioned (room temperature 68-78 degrees)
- 4) Ten (10) to Fifteen (15) divided dressing areas (such as additional gymnasium, dance studio, classrooms, locker rooms, etc.) > Areas can be divided with curtains (pipe/drape) > Size to depend on the facility
- 5) Additional suggestions for competitions/meets:
 - a. PA System
 - b. Awards Presentation Area
 - c. Other space as necessary

EVENT OPERATING RULES

1) SELECTION OF OFFICIALS:

- a. Required number of judges:
 - i. There must be at least one qualified head judge to officiate.
 - ii. A minimum of three (3) judges shall officiate.
- b. Judges Qualifications:
 - i. Organizers must select Judges who are AAU qualified and certified in majorette dance.
- c. The organizer shall, announce the proposed list of Judges and officials who will officiate.

2) RULES FOR JUDGES:

- a. Judges Restrictions:
 - i. the adjudicating panel for each category, level and style shall consist of an odd number of qualified judges who are certified as a judge.
 - ii. Judges must be Qualified and Certified in the type and style of the competition they are engaged to adjudicate.
 - iii. Officials, including Judges, Scrutineers, Registrars, Masters of Ceremonies, Music Directors and Organizers, are not allowed to give coaching lessons, on or off the premises, during the entire period of time commencing at noon on the day of the first competitive session and concluding with the end of the last session. This does not apply to Lectures or Seminars scheduled by the organizer and open to any interested parties.

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- iv. If officials and competitors mutually consent to discuss markings and results after the conclusion of the event, they should do so in a civil, ethical, and professional manner.
- b. Judges' Conduct:
 - i. Judges shall stand or be seated apart from one another and at such locations that they do not interfere with the competitors.
 - ii. Judges are reminded that if they converse with any spectators, contestants, or coaches, they may not discuss any competitors' performance until after the close of the entire event.
 - iii. Judges are not to compare notes and must judge independently.
 - iv. Judges are required to remain on the floor until the end of the music.
 - v. Judges shall mark and sign their score cards in ink, including the code letter, and shall initial each and every alteration.
 - vi. While on the competition premises, judges shall conduct themselves with the utmost of professional.
- c. Head Judge:
 - i. The Chairman of Judges shall be responsible for the following:
 - 1. Instructing judges on points of evaluation and scoring system.
 - 2. In all matters relating to the conduct of the competition, questions on judges' markings, and changes in the program scheduling, the Head Judge will converse with organizer. Then the Head Judge will render a decision. The Head Judge's decision shall be final.

3) HOST RESPONSIBILITIES

- a. Conduct of Competitions:
 - i. The organizer is responsible for the observance of the following:
 - 1. The organizer shall draw up a timetable and make it available to all competitors prior to the competition. The organizer is responsible for adhering to this timetable so that the individual events do not start more than thirty (30) minutes earlier or run more than thirty (30) minutes later than the scheduled time. The first event of the day shall not start ahead of the scheduled time. Organizers must appoint all adjudicating panels before the event commences, and these panels should be strictly adhered to expect incases of emergency.
 - 2. The organizer shall arrange for suitable and separate changing room facilities for male and female competitors.
 - 3. The organizer is required to adhere to all categories, dances and levels specified in his promotional material. The organizer is also responsible for enforcement of all AAU rules.

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4) EVENT OPERATING RULES:

a. Host Responsibilities:

- i. **STAFF** - The Organizer will select a panel of Judges, an Information Manager, a Head Judge, and a Contestants' Representative. The names of the people in these positions will be available prior to the event. In case of an emergency such as illness or transportation difficulties, the Organizer reserves the right to substitute a qualified person, and will announce that substitution as soon as it occurs.
- ii. **HOST TEAM COMPETING OR NOT COMPETING** - The Organizer will determine whether or not their team will compete and notice all teams of their intend to compete. The following are the two options:

Host Team Not Competing:

- a. All judges must have AAU Majorette Dance Certification
- b. The hosting team can perform for entertainment purposes.

Host Team Competing:

- a. All judges must have AAU Majorette Dance Certification
 - b. The hosting team must include its intend to compete to all the competing teams
 - c. The host must provide a Judge Panel Representative Request Form in the competition packet for a director/owner or like position from each team to provide a representative for the judging panel. Each team has the option to accept or decline having a representative for the judging panel. If a team declines, they automatically decline their right to any judging challenges or grievances.
 - d. The head judge must be impartial and cannot be affiliated with the hosting team.
- ii. **SCHEDULE** - The Organizer will determine the date and time for each competition and the location for the Competitors' Meeting, and will announce this information prior to the event. The Organizer reserves the right to cancel a division if the number of entries is under the posted minimum, and to rearrange the schedule if necessary. Entry fees are non-refundable.
 - iii. **AWARDS** - The Organizer will determine and award all prizes.
 - iv. **DISTRIBUTION OF SCORE CARDS** - The results of the competitions will be available for pick up after the Awards Ceremony.
 - v. **POSTED RESULTS** - Competition results will be posted on the AAU Dance website.
 - vi. **PRELIMINARIES, SEMI-FINALS, AND FINALS** - At any time prior to the Competition, the Organizer reserves the right to determine whether or not a division will consist of a Preliminary, Semi-Final and a Final. This decision will be communicated as soon as possible, on the website or through announcements at the event.

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COMPETITION QUALIFICATION PROCEDURE:

- 1) There are several types of AAU Majorette Dance Competitions sanctioned by the AAU:
 - a. Invitational
 - b. District
 - c. Regional – Qualifier to attend Nationals
 - d. National
- 2) QUALIFYING STANDARDS: Participants must compete and qualify at an AAU licensed Regional competition held throughout the country. If no qualifying events are held in your area, you can compete in another region.
 - a. **All participants must be members of AAU, for the respective competition year, in order to compete in an AAU licensed event, including the Regional and National competitions. Memberships must be obtained online at www.aausports.org.**
 - b. In order to attend the National Championship, you must qualify at a Regional event. Please see the following breakdown on number of teams that can qualify based on the size of the competition:
 - i. 7 or Less teams: Top 2 teams will advance to Nationals
 - ii. 8 to 15 teams: Top 3 teams will advance to Nationals
 - iii. 16+ teams: Top 4+ teams will advance to National



SCORING ELEMENTS	MAX POINTS	YOUR SCORE
Scoring Criteria		
Originality <ul style="list-style-type: none"> Creativity and Variety 	10	Round 1:
Formations <ul style="list-style-type: none"> Variety, Spacing and Transitions 		Round 2:
Technique <ul style="list-style-type: none"> Incorporation of Technique/Performance Skills Execution of Technique 		Round 3:
Costumes		
Synchronization <ul style="list-style-type: none"> Team Uniformity 		Round 4:
Confidence <ul style="list-style-type: none"> Performance Presentation and Execution 		
Comment:	POSSIBLE: 10	YOUR TOTAL:



SCORING ELEMENTS	MAX POINTS	YOUR SCORE
Scoring Criteria		
Creativity <ul style="list-style-type: none"> Creativity and Variety 	20	
Formations <ul style="list-style-type: none"> Variety, Spacing and Transitions 	20	
Difficulty	20	
Execution <ul style="list-style-type: none"> Execution of Hip Hop Styles 	20	
Synchronization <ul style="list-style-type: none"> Team Uniformity 	20	
Comment:	POSSIBLE: 100	YOUR TOTAL:

AAU MAJORETTE DANCE

LYRICAL/JAZZ



SCORING ELEMENTS	MAX POINTS	YOUR SCORE
Scoring Criteria		
Creativity <ul style="list-style-type: none"> Creativity and Variety 	20	
Formations <ul style="list-style-type: none"> Variety, Spacing and Transitions 	20	
Technique <ul style="list-style-type: none"> Incorporation of Lyrical/Jazz Technique/Performance Skills Execution of Lyrical/Jazz Technique 	20	
Difficulty	20	
Synchronization <ul style="list-style-type: none"> Team Uniformity 	20	
Comment:	POSSIBLE: 100	YOUR TOTAL:

AAU MAJORETTE DANCE

BLEACHER BATTLE



SCORING ELEMENTS	MAX POINTS	YOUR SCORE
Scoring Criteria		
Originality <ul style="list-style-type: none"> Creativity and Variety 	10	Round 1:
Formations <ul style="list-style-type: none"> Variety, Spacing and Transitions 		Round 2:
Technique <ul style="list-style-type: none"> Incorporation of Technique/Performance Skills Execution of Technique 		Round 3:
Costumes		
Synchronization <ul style="list-style-type: none"> Team Uniformity 		Round 4:
Confidence <ul style="list-style-type: none"> Performance Presentation and Execution 		
Comment:	POSSIBLE: 10	YOUR TOTAL:

AAU MAJORETTE DANCE

CREATIVE DANCE



SCORING ELEMENTS	MAX POINTS	YOUR SCORE
Scoring Criteria		
Creativity <ul style="list-style-type: none">• Creativity and Variety	20	
Formations <ul style="list-style-type: none">• Variety, Spacing and Transitions	20	
Costuming and Props	10	
Music	20	
Difficulty <ul style="list-style-type: none">• Degree of Difficulty	10	
Synchronization <ul style="list-style-type: none">• Team Uniformity	20	
Comment:	POSSIBLE: 100	YOUR TOTAL:

AAU MAJORETTE DANCE

PARADE/WALK THRU



SCORING ELEMENTS	MAX POINTS	YOUR SCORE
Scoring Criteria		
Originality	20	
Costumes	20	
Technique	20	
Presentation	20	
Synchronization	20	
Comment:	POSSIBLE: 100	YOUR TOTAL:

AAU MAJORETTE DANCE

FIELD SHOW



SCORING ELEMENTS	MAX POINTS	YOUR SCORE
Scoring Criteria		
Music	20	
Costumes and Props	20	
Technique	20	
Formation <ul style="list-style-type: none">Variety, Spacing and Transitions	20	
Difficulty	20	
Comment:	POSSIBLE: 100	YOUR TOTAL:

AAU MAJORETTE DANCE

DUO BATTLE



SCORING ELEMENTS	MAX POINTS	YOUR SCORE
Scoring Criteria		
Creativity <ul style="list-style-type: none"> Creativity and Variety 	10	Round 1:
Synchronization <ul style="list-style-type: none"> Duo Uniformity 		Round 2:
Technique		Round 3:
Difficulty		Round 4:
Presentation		
Comment:	POSSIBLE: 10	YOUR TOTAL:

AAU MAJORETTE DANCE

TRIO BATTLE



SCORING ELEMENTS	MAX POINTS	YOUR SCORE
Scoring Criteria		
Creativity <ul style="list-style-type: none"> Creativity and Variety 	10	Round 1:
Synchronization <ul style="list-style-type: none"> Trio Uniformity 		Round 2:
Technique		Round 3:
Difficulty		Round 4:
Presentation		
Comment:	POSSIBLE: 10	YOUR TOTAL:

AAU MAJORETTE DANCE

POM



SCORING ELEMENTS	MAX POINTS	YOUR SCORE
Scoring Criteria		
Creativity <ul style="list-style-type: none"> • Creativity and Variety 	20	
Formations <ul style="list-style-type: none"> • Variety, Spacing and Transitions 	20	
Synchronization Team Uniformity	20	
Technique <ul style="list-style-type: none"> • Motion Technique- Placement • Motion Technique- Sharpness 	10	
Difficulty <ul style="list-style-type: none"> • Degree of Difficulty 	10	
Presentation	20	
Comment:	POSSIBLE: 100	YOUR TOTAL:



SCORING ELEMENTS	MAX POINTS	YOUR SCORE
Scoring Criteria		
Originality <ul style="list-style-type: none"> Creativity and Variety 	10	Round 1:
Formations <ul style="list-style-type: none"> Variety, Spacing and Transitions 		Round 2:
Technique <ul style="list-style-type: none"> Incorporation of Technique/Performance Skills Execution of Technique 		Round 3:
Costumes		
Synchronization <ul style="list-style-type: none"> Team Uniformity 		Round 4:
Confidence <ul style="list-style-type: none"> Performance Presentation and Execution 		
Comment:	POSSIBLE: 10	YOUR TOTAL:

AAU MAJORETTE DANCE

CAPTAIN'S BATTLE



SCORING ELEMENTS	MAX POINTS	YOUR SCORE
Scoring Criteria		
Creativity <ul style="list-style-type: none"> • Creativity and Variety 	10	Round 1:
Costume		Round 2:
Technique		Round 3:
Difficulty		Round 4:
Presentation		
Comment:	POSSIBLE: 10	YOUR TOTAL:

AAU MAJORETTE DANCE

JUDGES MAX SCORE: 5



CREATIVITY (Max Score: 5)	
1	Lacks personality and innovative movements. Little to no creativity and variety throughout entire routine.
2	Lacks creative style throughout majority of routine. Movements are repetitive and personality is lost.
3	Average creativity displayed throughout routine. Choreography lacks innovative style and variety in movements.
4	Good display of creative choreography. Routine holds personality and varied movements throughout majority of routine.
5	Excellent incorporation of creative choreography. Routine created with a unique and clever style. Personality and diversity maintained throughout entire routine
FORMATIONS - VARIETY, SPACING AND TRANSITIONS (Max Score: 5)	
1	Little to no formation changes. Spacing off throughout routine. Lacking awareness of floor spacing. Transitions are chaotic and confusing.
2	Team lacking in knowledge of routine spacing. Formations are short of variety. Transitions are chaotic and lack in variety.
3	Basic incorporation of formation changes. Standard transitions. Spacing is inconsistent throughout routine.
4	Good use of various formations and floor space. Minor inconsistent spacing issues. Majority of transitions smooth.
5	Tricky/creative transitions between formation changes. Great use of the floor with proper spacing. Great variety in formations.
COSTUMING AND PROPS (Max Score: 5)	
1	No incorporation of costuming and/or props included.
2	Minimal incorporation of costuming and/or props. Does not connect well with theme
3	Standard incorporation of props and/or costuming. Does not convey full idea of theme.
4	Good use of costuming and props. Fitting for theme and used creatively.
5	Excellent incorporation of various props. Creative costuming. Both complement and expressive theme.
MUSIC (Max Score: 5)	
1	Music does not connect or relate to the theme. Poor choice of music. Not appropriate
2	Theme is not fully expressed through music choice(s). Areas of music are not appropriate for theme.
3	Basic use of music to complement and highlight theme. Appropriate music choice(s) for performance.
4	Nice choice in music. Goes well with the theme and aids the story line. Fun and entertaining.
5	Very creative music choice(s). Music expresses and complements theme from start to finish. Keeps the audience entertained and knowledgeable of the story
EXECUTION - PERFORMANCE PRESENTATION AND EXECUTION (Max Score: 5)	
1	Routine execution is inconsistent. Performance lacks energy and audience appeal. Displays no showmanship or confidence. Flow of routine is lost.
2	Little energy and showmanship. Routine flow and presentation is inconsistent. Routine short of proper execution and lacks confidence and audience appeal.
3	Average presentation of routine. Performance is standard and lacks energy throughout. Standard routine execution.
4	Nice entertainment value and crowd appeal. Good energy and presentation. Routine performed with good execution and consistent confidence from majority. Routine carries good flow throughout
5	Great routine flow. Engaging performance and audience appeal. Ownership of routine and confidence felt from the entire team. Routine performed with great execution and with natural showmanship and energy.

AAU MAJORETTE DANCE

JUDGES MAX SCORE: 5



SYNCHRONIZATION - TEAM UNIFORMITY (Max Score: 5)	
1	Lacks team uniformity and synchronization. Major timing errors throughout the entire routine. Team is unsure of choreography and timing. Routine personality lost.
2	Routine lacking in uniformity and synchronization. Team is not working as one to convey choreography to audience. Many timing errors throughout the routine.
3	Moderate team uniformity and synchronization. Timing errors throughout routine.
4	Good team synchronization and uniformity. Good sense of team style. Minimal timing errors
5	Developed team style. Amazing synchronization and team uniformity. Very clean and precise.
DIFFICULTY (Max Score: 5)	
1	Routine difficulty level too easy/too hard and causes confusion throughout the routine.
2	Routine difficulty is not apparent throughout the routine. Difficulty is minimal or above team ability. Routine lacks jazz technique and challenging choreography. Majority of routine not executed properly.
3	Routine difficulty is age appropriate. Average emphasis on challenging choreography and technical skills. Need to focus on proper execution of routine. Standard incorporation of difficulty.
4	Good routine difficulty. Level of difficulty is age appropriate yet challenging. Majority of team executing routine technique and difficult choreography correctly.
5	High level of routine difficulty including innovative and expressive movements, tricks, technical skills, etc. Challenging choreography maintained throughout routine with proper execution. Difficulty level keeps audience engaged and performance exciting.
TECHNIQUE (Max Score: 5)	
1	Little to no understanding of technique/performance skills. Poor execution and body placement. Skills are too rushed/too slow and not being performed at proper pace. Most to all skills attempted were executed incorrectly. Complete lack of artistic expression.
2	Lacking knowledge of technical elements. Most skills performed were executed improperly. Poor placement and extension of the body. Little artistic expression and style. Skills not performed at proper pace.
3	Average understanding of technical skills and proper execution. Incorrect placement with skills being performed at improper pace, too fast/too slow.
4	Good execution and presentation of technique. Minor timing errors. Nice placement and extension of the body throughout majority of routine. Good artistic expression. Appropriately paced skills nicely executed.
5	Wonderful technique and presentation. Proper execution maintained throughout routine. Great pace of movements and technical skills. Excellent body placement and extension of body lines.

AAU MAJORETTE DANCE

JUDGES MAX SCORE: 10



CREATIVITY (Max Score: 10)	
1 - 2	Lacks personality and innovative movements. Little to no creativity and variety throughout entire routine.
3 - 4	Lacks creative style throughout majority of routine. Movements are repetitive and personality is lost.
5 - 6	Average creativity displayed throughout routine. Choreography lacks innovative style and variety in movements.
7 - 8	Good display of creative choreography. Routine holds personality and varied movements throughout majority of routine.
9 - 10	Excellent incorporation of creative choreography. Routine created with a unique and clever style. Personality and diversity maintained throughout entire routine
FORMATIONS - VARIETY, SPACING AND TRANSITIONS (Max Score: 10)	
1 - 2	Little to no formation changes. Spacing off throughout routine. Lacking awareness of floor spacing. Transitions are chaotic and confusing.
3 - 4	Team lacking in knowledge of routine spacing. Formations are short of variety. Transitions are chaotic and lack in variety.
5 - 6	Basic incorporation of formation changes. Standard transitions. Spacing is inconsistent throughout routine.
7 - 8	Good use of various formations and floor space. Minor inconsistent spacing issues. Majority of transitions smooth.
9 - 10	Tricky/creative transitions between formation changes. Great use of the floor with proper spacing. Great variety in formations.
COSTUMING AND PROPS (Max Score: 10)	
1 - 2	No incorporation of costuming and/or props included.
3 - 4	Minimal incorporation of costuming and/or props. Does not connect well with theme
5 - 6	Standard incorporation of props and/or costuming. Does not convey full idea of theme.
7 - 8	Good use of costuming and props. Fitting for theme and used creatively.
9 - 10	Excellent incorporation of various props. Creative costuming. Both complement and expressive theme.
MUSIC (Max Score: 10)	
1 - 2	Music does not connect or relate to the theme. Poor choice of music. Not appropriate
3 - 4	Theme is not fully expressed through music choice(s). Areas of music are not appropriate for theme.
5 - 6	Basic use of music to complement and highlight theme. Appropriate music choice(s) for performance.
7 - 8	Nice choice in music. Goes well with the theme and aids the story line. Fun and entertaining.
9 - 10	Very creative music choice(s). Music expresses and complements theme from start to finish. Keeps the audience entertained and knowledgeable of the story
EXECUTION - PERFORMANCE PRESENTATION AND EXECUTION (Max Score: 10)	
1 - 2	Routine execution is inconsistent. Performance lacks energy and audience appeal. Displays no showmanship or confidence. Flow of routine is lost.
3 - 4	Little energy and showmanship. Routine flow and presentation is inconsistent. Routine short of proper execution and lacks confidence and audience appeal.
5 - 6	Average presentation of routine. Performance is standard and lacks energy throughout. Standard routine execution.
7 - 8	Nice entertainment value and crowd appeal. Good energy and presentation. Routine performed with good execution and consistent confidence from majority. Routine carries good flow throughout
9 - 10	Great routine flow. Engaging performance and audience appeal. Ownership of routine and confidence felt from the entire team. Routine performed with great execution and with natural showmanship and energy.

AAU MAJORETTE DANCE

JUDGES MAX SCORE: 10



SYNCHRONIZATION - TEAM UNIFORMITY (Max Score: 10)	
1 - 2	Lacks team uniformity and synchronization. Major timing errors throughout the entire routine. Team is unsure of choreography and timing. Routine personality lost.
3 - 4	Routine lacking in uniformity and synchronization. Team is not working as one to convey choreography to audience. Many timing errors throughout the routine.
5 - 6	Moderate team uniformity and synchronization. Timing errors throughout routine.
7 - 8	Good team synchronization and uniformity. Good sense of team style. Minimal timing errors
9 - 10	Developed team style. Amazing synchronization and team uniformity. Very clean and precise.
DIFFICULTY (Max Score: 10)	
1 - 2	Routine difficulty level too easy/too hard and causes confusion throughout the routine.
3 - 4	Routine difficulty is not apparent throughout the routine. Difficulty is minimal or above team ability. Routine lacks jazz technique and challenging choreography. Majority of routine not executed properly.
5 - 6	Routine difficulty is age appropriate. Average emphasis on challenging choreography and technical skills. Need to focus on proper execution of routine. Standard incorporation of difficulty.
7 - 8	Good routine difficulty. Level of difficulty is age appropriate yet challenging. Majority of team executing routine technique and difficult choreography correctly.
9 - 10	High level of routine difficulty including innovative and expressive movements, tricks, technical skills, etc. Challenging choreography maintained throughout routine with proper execution. Difficulty level keeps audience engaged and performance exciting.
TECHNIQUE (Max Score: 10)	
1 - 2	Little to no understanding of technique/performance skills. Poor execution and body placement. Skills are too rushed/too slow and not being performed at proper pace. Most to all skills attempted were executed incorrectly. Complete lack of artistic expression.
3 - 4	Lacking knowledge of technical elements. Most skills performed were executed improperly. Poor placement and extension of the body. Little artistic expression and style. Skills not performed at proper pace.
5 - 6	Average understanding of technical skills and proper execution. Incorrect placement with skills being performed at improper pace, too fast/too slow.
7 - 8	Good execution and presentation of technique. Minor timing errors. Nice placement and extension of the body throughout majority of routine. Good artistic expression. Appropriately paced skills nicely executed.
9 - 10	Wonderful technique and presentation. Proper execution maintained throughout routine. Great pace of movements and technical skills. Excellent body placement and extension of body lines.

AAU MAJORETTE DANCE

JUDGES MAX SCORE: 20



CREATIVITY (Max Score: 20)	
1 - 4	Lacks personality and innovative movements. Little to no creativity and variety throughout entire routine.
5 - 8	Lacks creative style throughout majority of routine. Movements are repetitive and personality is lost.
9 - 12	Average creativity displayed throughout routine. Choreography lacks innovative style and variety in movements.
13 - 16	Good display of creative choreography. Routine holds personality and varied movements throughout majority of routine.
17 - 20	Excellent incorporation of creative choreography. Routine created with a unique and clever style. Personality and diversity maintained throughout entire routine
FORMATIONS - VARIETY, SPACING AND TRANSITIONS (Max Score: 20)	
1 - 4	Little to no formation changes. Spacing off throughout routine. Lacking awareness of floor spacing. Transitions are chaotic and confusing.
5 - 8	Team lacking in knowledge of routine spacing. Formations are short of variety. Transitions are chaotic and lack in variety.
9 - 12	Basic incorporation of formation changes. Standard transitions. Spacing is inconsistent throughout routine.
13 - 16	Good use of various formations and floor space. Minor inconsistent spacing issues. Majority of transitions smooth.
17 - 20	Tricky/creative transitions between formation changes. Great use of the floor with proper spacing. Great variety in formations.
COSTUMING AND PROPS (Max Score: 20)	
1 - 4	No incorporation of costuming and/or props included.
5 - 8	Minimal incorporation of costuming and/or props. Does not connect well with theme
9 - 12	Standard incorporation of props and/or costuming. Does not convey full idea of theme.
13 - 16	Good use of costuming and props. Fitting for theme and used creatively.
17 - 20	Excellent incorporation of various props. Creative costuming. Both complement and expressive theme.
MUSIC (Max Score: 20)	
1 - 4	Music does not connect or relate to the theme. Poor choice of music. Not appropriate
5 - 8	Theme is not fully expressed through music choice(s). Areas of music are not appropriate for theme.
9 - 12	Basic use of music to complement and highlight theme. Appropriate music choice(s) for performance.
13 - 16	Nice choice in music. Goes well with the theme and aids the story line. Fun and entertaining.
17 - 20	Very creative music choice(s). Music expresses and complements theme from start to finish. Keeps the audience entertained and knowledgeable of the story
EXECUTION - PERFORMANCE PRESENTATION AND EXECUTION (Max Score: 20)	
1 - 4	Routine execution is inconsistent. Performance lacks energy and audience appeal. Displays no showmanship or confidence. Flow of routine is lost.
5 - 8	Little energy and showmanship. Routine flow and presentation is inconsistent. Routine short of proper execution and lacks confidence and audience appeal.
9 - 12	Average presentation of routine. Performance is standard and lacks energy throughout. Standard routine execution.
13 - 16	Nice entertainment value and crowd appeal. Good energy and presentation. Routine performed with good execution and consistent confidence from majority. Routine carries good flow throughout
17 - 20	Great routine flow. Engaging performance and audience appeal. Ownership of routine and confidence felt from the entire team. Routine performed with great execution and with natural showmanship and energy.

AAU MAJORETTE DANCE

JUDGES MAX SCORE: 20



SYNCHRONIZATION - TEAM UNIFORMITY (Max Score: 20)	
1 - 4	Lacks team uniformity and synchronization. Major timing errors throughout the entire routine. Team is unsure of choreography and timing. Routine personality lost.
5 - 8	Routine lacking in uniformity and synchronization. Team is not working as one to convey choreography to audience. Many timing errors throughout the routine.
9 - 12	Moderate team uniformity and synchronization. Timing errors throughout routine.
13 - 16	Good team synchronization and uniformity. Good sense of team style. Minimal timing errors
17 - 20	Developed team style. Amazing synchronization and team uniformity. Very clean and precise.
DIFFICULTY (Max Score: 20)	
1 - 4	Routine difficulty level too easy/too hard and causes confusion throughout the routine.
5 - 8	Routine difficulty is not apparent throughout the routine. Difficulty is minimal or above team ability. Routine lacks jazz technique and challenging choreography. Majority of routine not executed properly.
9 - 12	Routine difficulty is age appropriate. Average emphasis on challenging choreography and technical skills. Need to focus on proper execution of routine. Standard incorporation of difficulty.
13 - 16	Good routine difficulty. Level of difficulty is age appropriate yet challenging. Majority of team executing routine technique and difficult choreography correctly.
17 - 20	High level of routine difficulty including innovative and expressive movements, tricks, technical skills, etc. Challenging choreography maintained throughout routine with proper execution. Difficulty level keeps audience engaged and performance exciting.
TECHNIQUE (Max Score: 20)	
1 - 4	Little to no understanding of technique/performance skills. Poor execution and body placement. Skills are too rushed/too slow and not being performed at proper pace. Most to all skills attempted were executed incorrectly. Complete lack of artistic expression.
5 - 8	Lacking knowledge of technical elements. Most skills performed were executed improperly. Poor placement and extension of the body. Little artistic expression and style. Skills not performed at proper pace.
9 - 12	Average understanding of technical skills and proper execution. Incorrect placement with skills being performed at improper pace, too fast/too slow.
13 - 16	Good execution and presentation of technique. Minor timing errors. Nice placement and extension of the body throughout majority of routine. Good artistic expression. Appropriately paced skills nicely executed.
17 - 20	Wonderful technique and presentation. Proper execution maintained throughout routine. Great pace of movements and technical skills. Excellent body placement and extension of body lines.