



South African Majorette and Cheerleading Association



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Mace Group Rules and Scoresheet Information

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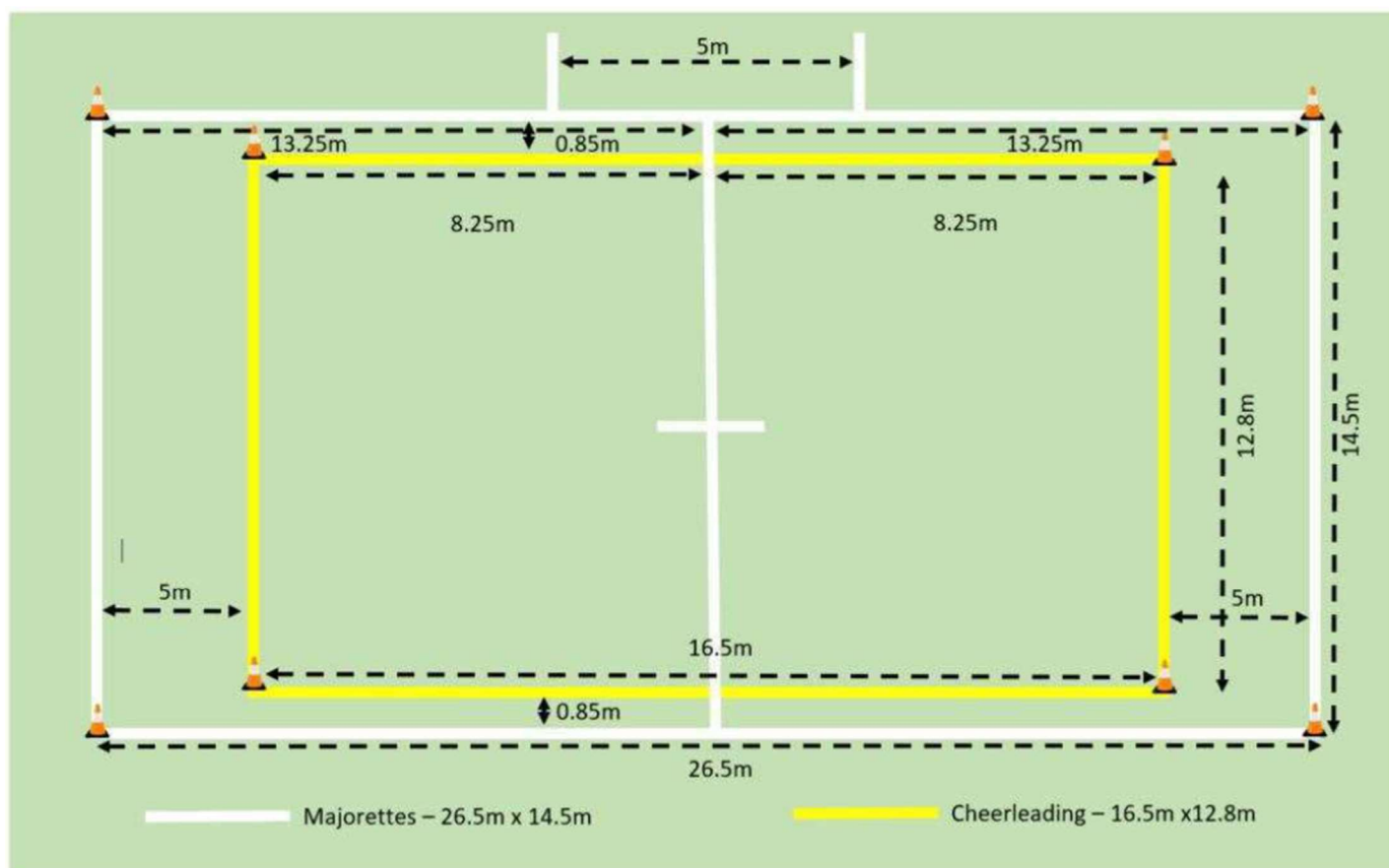
SASCOC recognised Federation.
for Majorettes, Cheerleading, Baton Twirling and Marching Bands

SCORESHEET SUMMARY

Scoresheet	Criteria	Number of Adj. (National)	Number of Adj. (Regional – minimum)
Performance Technique	Marching in step Dressing & Spacing Projection	3	2
Artistic Impression	Formations Audio Integration Manner of presentation	3	2
Group Performance	Synchronisation /Execution Working with Equipment/Props Use of area	3	2

1. COMPETITION AREA

- 1.1 The display area shall be 14.5 meters deep and 26.5 meters wide.
- 1.2 The competition field must be marked with a clearly visible line colour.
- 1.3 Outer line must be a minimum of 150mm and a maximum of 200mm.
- 1.4 The center line is to be 100mm and it is from the back to front of the demarcated area with a small line in the center of the field parallel to the front of the field.
- 1.5 There will be a 5-meter block area at the front or back of the field (venue dependent) where all group displays will begin from.
- 1.6 The assembly area shall be clearly visible close to the display area but out of direct view of the adjudicators.
- 1.7 It is the coaches responsibility to ensure their team is at this area in time to ensure the smooth running of the competition.



2. CATEGORY AND NUMBER OF ATHLETES

2.1 Mace – 8 – 24 members.

- 2.1.1. A maximum of 2 less than the minimum is allowed to march but will get a **minor penalty** per member.
e.g. Mace group can march with 7 members and receive 1 minor penalty OR with 6 members and receive 2 minor penalties.
- 2.1.2. No team member may march in two teams that are entered in the same category (e.g. A team member cannot march in Team X Gold in pom/non-prop and in Team X Silver in pom/non-prop) – **maximum team penalty**.

3. TIME LIMITATIONS

3.1 30 seconds march on

- 3.1.1. Before the march on begins the signal “Team ready” will be announced. Timing will begin immediately after and will end when the team comes to a stop on the display area and all movement has ceased. Please note this only applies to movement from one spot to another and not slight hand or body movements. If more than 30 seconds, then **major penalty** will apply. March before signal will also lead to a **minor penalty**.
- 3.1.2. No music is allowed for march on – A **maximum team penalty** will be awarded for contravention of this rule.

3.2 2-3 minutes display time

3.2.1. The duration of the display will not be less than two minutes or more than 3 minutes, timed from the start of the audio, until the audio stops and the display is finished. A **major penalty** will be awarded for contravention of this rule.

3.3 30 seconds march off.

3.3.1. March off cannot be longer than 30 seconds. The timing starts from the announcement "Thank-you team" – **Major penalty** will be awarded if more than 30 seconds.

3.3.2. No music is allowed for march off. A **maximum team penalty** will be awarded for contravention of this rule.

4. AUDIO

4.1 March on & off:

4.1.1. Music is not allowed for march on or march off for groups. A **maximum team penalty** will be awarded for contravention of this rule.

4.2 Display

4.2.1. In all categories' pre-recorded audio is compulsory during the display. If the memory stick and back up memory stick do not work, then the team will be asked to leave the competition area. No counting.

5. PROPS

5.1 Compulsory – Mace Only

6. COMPULSORY ELEMENTS

6.1 Primary School

6.1.1. Min. 8 high throws IN TOTAL – all members (throw with turn or without turn) OUT OF WHICH:

- Min. 1 high throw with single turn – all members. Foot is not required for the single turn, however, only 1 single turn is accepted. Multiple turns will not be accepted to meet this requirement.
- Min. 2 long toss over 2m (exchange/swop) – 1x all members, 1 x minimum subgroup

6.2 High School and Tertiary

6.2.1. Min. 8 high throws IN TOTAL – all members (throw with turn or without turn) OUT OF WHICH:

- Min. 2 high throw with single turn – all members. Foot is not required for the single turn, however, only 1 single turn is accepted. Multiple turns will not be accepted to meet this requirement.
- Min. 2 long toss over 2m (exchange) – 1x all members, 1 x minimum subgroup

6.3 Subgroup

6.3.1. The 30%-member calculation for a subgroup can be rounded up or down to the closest whole number. Example: 30% of 10 athletes will be 3.33, so 3 or 4 athletes constitutes 30%.

7. USE OF THE COMPETITION AREA

7.1 The team shall commence their march on from the 5m x 5m block and proceed into the demarcated area within the allocated time. A **minor penalty** will be awarded for each contravention of this. No specification as to how the team gets onto the field but must be within the time limit e.g. can spread out over the side-lines of the 5m block to get onto the field.

7.2 If a prop leaves the display area after the start of the display, a **minor penalty** will be awarded.

- 7.3 No member of the team may leave the demarcated area at any time during the display except with the permission of the relevant competition official. A **minor penalty** will be awarded for each contravention of this rule.
- 7.4 All demarcating lines belong to the athlete. Any part of the body that is 50% over the line or prop that is touching the ground beyond the line will be penalized with a minor penalty. Exception broken prop e.g. Mace head etc.
- 7.5 Non-retrieval of props will lead to a **minor penalty** per prop.
- 7.6 No team member will be permitted to **intentionally** re-enter into the competition area after the exit sequence has begun. A **minor penalty** will be awarded for each member.
- 7.7 Depending on weather conditions, especially wind, the Director of Coaches and Director of Adjudication will make decisions on the day in regard to weather conditions, the decision will be communicated to all teams prior to the start of the category.

8. UNIFORM

- 8.1 All teams are to report to a Chill Area after their display.
- 8.2 All dress and props are to be checked in Chill Area after display if there is a query.
- 8.3 All uniform infringements will be checked in Chill Area, and these will be penalised after the march.

Ruling	Penalty
Footwear compulsory for groups	Maximum Team
Gloves are optional	
No jewellery may be allowed (only medic alert bracelet allowed)	Minor per member
Dress or jacket must have fitted sleeves (long or short). Cap sleeves are not permitted. (Can be transparent)	Maximum Team
Skin showing -no skin to show by design from collar bone down to end of the clenched fingers when arms are stretched down the side of body when the body is straight and standing square, this is the minimum length of the uniform whether skirt or other, if more than 25% of the subgroup of the team contravene, this rule applies. Example - if hot pants extend to this level the skirt length is irrelevant.	Minor per member
No skin may show accidentally in the defined area of the torso during the display – it is penalised if it is repetitive by different member	Major penalty
Girls must wear obvious proper support (Primary school are not exempt)	Minor per member

Unitards are to fit properly – no transparency, no underwear to show (including through the fabric) – Underwear must not be distinctly/overly visible. (THE OUTLINE OF THE UNDERWEAR MAY BE VISIBLE UNDER THE MATERIAL THIS IS PERMITTED)

Maximum Team

9. MARCH TIMES

- 9.1 The programme will list the time for the section to start only. These can change if the competition is running early.
- 9.2 The competition will start on the start time and run.
- 9.3 A team cannot refuse to move up a slot.
- 9.4 If a team leaves the waiting/competition area, it is at their own peril. If they miss their slot to march, they will receive a maximum team penalty and be slotted in.

10. PROHIBITED MOVEMENTS, PROPS AND MUSIC

10.1 Prohibited movements – in all sections will lead to a **maximum team penalty**.

10.1.1 No stunts, pyramids or tosses in any section other than cheerleading. Stunts are classified as anyone lifted and/or held with both feet off the floor.

10.2 Prohibited props – Team will not be allowed to march with these props at all. If the prop is only revealed during the performance, then a **maximum team penalty** will be applied.

10.2.1 No national flag of any country, in any form, to be used.

10.2.2 No national emblems of any country, in any form, to be used on any prop.

10.3 Prohibited music - in all sections will lead to a **maximum team penalty**.

10.3.1 No national anthem of any country to be used in any form.

11. SCORESHEETS

11.1 Performance Technique

11.1.1 MARCHING IN STEP WITH EACH OTHER AND / OR THE AUDIO (30%)

Definition: Athletes should march in step with each other and the beat of the audio. In most instances the whole team will march with their left foot hitting the ground on the strong beat.

There are many instances when the audio does not have strong beat or during syncopation.

There are also instances when athletes march using irregular beats, slow march or double time but the marching must be in time to the beat of the music.

- All members of the team must be on the same foot, i.e., left foot on the ground, right foot off the ground, or vice versa.
- One subgroup could be doing a slow march and another subgroup a quick march to the same piece of audio but each member in the subgroup must be on the same foot.
- Normally the left foot strikes the ground on the strong beat of the audio.

11.1.2 SPACING AND DRESSING (50%)

Definition of Spacing: Spacing between individuals and / or groups should be consistent.

- The consistency of the spacing between individual team members and the rows formed by team members.

- If a section of a subgroup creates a formation on one side of the demarcated area and another section of the subgroup forms the same formation on the other side of the demarcated area the spacing from either the center line or the side of the field should be the same for both sections unless the formation is obviously not equally spaced e.g. large formation on one side and small formation on the other side.
- Spacing could vary between different subgroups.
- The side of the field and or center line can be used to determine the accuracy of spacing.
- Good spacing is obvious, poor spacing will make it difficult for the judge to determine how far apart each team member, row or subgroup should be.
- A formation that is off center (not made obvious by the coach) should be marked down.
- If an athlete is absent and a gap is left, spacing is affected.
- When props are dropped all the above will be affected to a degree, therefore cognizance must be taken of the prop drops.

Definition of Dressing: Straightness and orientation of lines and formations

- Dressing is looked at from three different aspects – horizontally, vertically, and diagonally in relation to the four sides of the demarcated area.
- In line with each other in relation to the demarcated area
- Check the distance of each member in a line from the center line or from the edge of the field.
- Formations should be straight, i.e., a square is formed, are all four sides straight, check distances by using either the center line or the side as your marker or whichever you find easier. The lines should be parallel to the sides (unless the intent is otherwise)

11.1.3 PROJECTION AND ESPRIT DE CORPS (20%)

The presence a team creates on a field.

Definition: all on an equal contribution from everyone must produce the unified personality. No individual should try to project her personality more forcibly than the rest of the team and so detract from their projection.

AS A TEAM.

- **Presentation:**
Is the vibe and mood consistent amongst the team? (i.e., Emotional response (sincere) from members)
- **Facial Expressions**
Are there forced smiles, theatrical gestures etc. being used?
- **Poise /Posture**
How you carry yourself
Is there a positive attitude amongst the members of the team?
- **Confidence**
Are all the members of the team confident in what they are doing? (i.e., Not looking to see what they should be doing)
Movements should be done with confidence. No hesitation or anticipation of the movement.
- Is the projection the same throughout the team?
- Is there over projection by certain member of the team?
- **Grace and Finesse:**
Ease and refinement of the movements which relates to the entire performance of the team.
- **Eye contact:**
Is there eye contact with the audience by the members of the team.

11.2. Artistic Impression

11.2.1 FORMATIONS (40%)

Definition: This involves the exhibition of several different types of formations and variety is increased by:

- Using different shapes (square, diamond, triangle, circle, etc. i.e. A shape is any configuration of athletes on the field) - composition.
 - Using different sized formations. (small, medium, large, etc.)
 - Using the same shape but different sizes.
 - Using different mobility – this is mobility of the formation while in the shape etc. not just the movement between formations. – is there movement of the entire shape (forward, backward, sideways, diagonal)
 - Using different types of formations i.e., Multiple vs singular.
 - Using different elevations, (standing, kneeling, going up on toes etc.) Height of body from the floor.
 - Using different directions of athletes (forward, backward, sideways, diagonals – this does not need to involve movement of formations.)
- Are the formations repetitive?
 - Clarity
Is the intention of the formation clear and obvious?
 - Flow
Is there a logical flow between formations to complete the display?

11.2.2 AUDIO (30%)

AUDIO VARIETY

Definition: This category is judged on the basis of what can be heard and not what is seen. The audio of the display needs to consist of a diverse spectrum of the criteria below to effectively perform to this category. It must be noted that judging these criteria is NOT based on personal preference but a summation of the criteria before you. This category therefore involves the different genres of audio used in the display.

The audio must have a beginning, middle and end.

- Appeals to different people – Genre/Style of music.
This is to highlight if different audio is being used in a sequenced repertoire to appeals to different groups of people for example a display that features a bigger variety of audio (techno, jazz, folk, classical) will be executing these criteria more effectively.
- Speed (beats per minute)
Definition: The beats per minutes which the audio is played
Therefore, this point refers to the different types of speeds of audio and the changes thereof used in the display (slow, medium, fast)
- Highs and Lows
Does the display use a variety of high and low points.
- Emotion
Does the emotion of the audio change several times during the display?
Emotion is seen as “The moving of feelings” and can be created for example by highs and lows of classical music, the rhythmic pulses of an African drum or the ringing of a church bell to usher in a Gregorian piece of music.
- Atmosphere
Does the atmosphere create by the audio change during the display?
An atmosphere is created by an emotion or feeling such as happy, sad, funny etc. and it must be noted that people respond differently to audio. An example is the use of Latin American carnival music to create an atmosphere of excitement and energy.

AUDIO INTERPRETATION

Definition: This category is judged on what is being done with the body, props and formations to enhance the audio. Making the audio your own.

- **Highs & Lows**
Are the highs and lows of the audio demonstrated by the movements performed or the formations presented?
- **Reinforcement**
Are the body and or other moments and formations reinforcing/ highlighting the audio by for example using small moves in passive audio, large and vigorous moves in fast, explosive audio and graceful moves in graceful audio. Formations and body moves are reinforced by variables such as speed, sizes, and shapes as well as the lack of movements.
N.B. The beat of the audio needs to be adhered to.
- **Response**
The movements working together with the audio reinforce this. Response to change needs to be married together with the change in audio variables. It is therefore important for teams to be performing to audio that is specific to their display for a bad response is performing a display that can be done to any type of audio.
- **Graceful and explosive**
Are graceful body moves being interpretative of graceful audio and likewise explosive audio being highlighted by formations and body moves.
- **Makes an impression.**
Is that what is being performed have and leave an impression on you together with the audio that is being played. Generally, movements and formations must work together with the audio unless a specific contrast between audio and movement has been created.
- **Is the movement working together with the audio?**
- **Is it obvious to see that the team is using their own audio, or are they just carrying on? I.e., Is the audio specific to the display or could the display be done to any audio?**
- **Does the formation enhance the audio?**
- **Facial expressions – themes, if chosen, should be carried off properly.**

11.2.3 INTEGRATION (20%)

Definition: The ability of the members of the group to integrate.

- Do they effectively use unified movements as a unified team moving and stationary?
- Do they do this just when stationary or when they move as well.
- Subgroups should have their own unique movements but should look like they all belong to the same team.
- Do subgroups integrate within formations?
- Are the above waist arm and prop movements of the subgroups similar or contrasting?
- Are the below waist movements of the subgroups similar or contrasting?
- Are formations integrated?
- Do athletes change their “partners” throughout the display and not stay in the same suitcase – individual integration.

11.2.3 MANNER OF PRESENTATION (10%)

- The overall impact the display had on the audience. (remember you are the audience)
 - The overall wow factor.
 - The overall impression the display left.
 - Was the display dynamic?
 - How does the display feel?
 - Was the display unpredictable?



11.3. Group Performance

11.3.1 EFFECTIVE USE OF AREA TO ENHANCE THE DISPLAY (25%)

Definition: The ways in which a team uses the various parts of the demarcated area to enhance the display.

USE NOT OCCUPY This should be done in the creation of the formations and not just for the sake of occupying the area.

- Is the whole team using the demarcated area at different stages of the display?
- Lop-sided - Is the display not balanced on either side of the center line? This has nothing to do with P&T; you are looking to see if a team spends a long time in a specific quadrant in the overall picture.
- Are the teams performing to all sides of the demarcated area?
- Are teams' static? I.e., do they stand still for long periods?
- Are teams using the outer extremities of the demarcated area?
- Effective "emptying and filling of the area".

11.3.2 WORK WITH EQUIPMENT/PROPS (40%)

Working with the MACE prop/equipment defines the nature of majorette sport and its aesthetics. It is assessed by taking the age category into account.

Juniors and Seniors must perform different types of elements in order to achieve the highest mark on their MACE display.

MACE LEVELS:

LEVEL 1

- Dead Mace
- Sway
- Helicopter
- Hand spin with both hands
- Block/stick work

LEVEL 2

- Tail throw above head at under 2 m
- Right hand in throw (normal catch) under 2m
- Left hand out throw (normal catch) under 2m.
- Right/left hand throw by head of mace
- 4 count spin through fingers
- Rotation figure 8
- Rotations in different directions/speeds/right or left hand
- Throw with arm movements.

LEVEL 3

- Rotation with both hands in front of the body, behind the head, above a head, next to the body
- Rotation with one hand right/left, in front of the body, behind the head, above a head, next to the body.
- 8 count or more spins through fingers continuously
- Right hand in throw (normal catch) over 2m
- Left hand out throw (normal catch) over 2m.
- Pancake
- Side throw using head/tail.
- Back catch
- Single turn underneath throws.
- Simple Swop throw between team members 1m.
- Wraps (shoulder wrap, leg wrap, waist wrap)



LEVEL 4

- Single turn back catch
- Right out throw (difficult catch)
- Left in throw (difficult catch)
- Overthrow (left to right /right to left)
- Right out overthrow (front to back / back to front)
- Kneel single turn underneath throw.
- Bow underneath throw
- High throws more than 2 meters
- Pancake single
- Under the leg helicopter
- Smooth rolls – uninterrupted movement combining at least 2 elements.
- High throw (more than 2m) into continuous twirling, wraps, rolls, etc.

LEVEL 5

- Right in overthrow (difficult catch)
- Swop throw between Team members with movement under the throw.
- Movements underneath high throws:
 - o Down/Kneel double
 - o Triple
 - o Down/Kneel triple
 - o Four turns
 - o Bow with added movement
- Double turn catch into continues twirling element.
- Pancake double
- Difficult catches under leg

11.3.3 SYNCHRONISATION AND EXACTNESS/EXECUTION (35%)

SYNCHRONISATION AND EXACTNESS OF BODY MOVEMENTS

Definition: The execution of all body movements above and below the waist should be the same.

- The levels (vertical changing positions e.g. In front of face, above head), angles, positions and timing of all body movements are assessed.
 - o There is a difference between levels, angles, and positions.
 - o All movements above the waist (head, arms, hands, and torso are the same)
 - o All movements below the waist (feet and legs are the same)

Unison

Are the movements done at the same time? (or are some members slower than others?)

Precision

Completion

- Are all movements done with ease?
- Are all movements complete?
- Are all movements not rushed? (As though, there was not enough time to finish the movement)
- Do all members of athletes maintain their balance when doing movements?
- Do all movements look correct?
- Do all movements have a beginning and an end?

SYNCHRONISATION AND EXACTNESS OF PROP MOVEMENTS

Definition: The execution of all prop movements should be the same.

Completion

- Are all movements complete?
- Are all movements done with ease?
- Are all movements not rushed? (As though the leader did not have enough time to finish the movement)
- Does the athlete anticipate the audio? (i.e., Movement started before the audio)
- Do all movements look correct?
- Do all movements have a beginning and an end?
- Do all movements look natural and not forced?

When props are dropped all the above could be affected to a degree, therefore cognisance must be taken of the prop drops.

Ripples should be obviously synchronised. The speed of ripples should be consistent.

EXECUTION

Definition: How what is attempted is performed.

Control of prop

- Is the mace under control when held or when being thrown, caught, or manipulated? (i.e., Mace does not slip out of hand, drop, or is not caught)
- Does the athlete have to run etc. to catch the mace during throw etc.

Recovery

- How do they collect their prop
- How do they react to the drop or error?

Side stepping:

- Is there absence of side stepping to catch the mace?

Staggering:

- Is there absence of staggering when catching the mace?

Free hands:

- What is happening to the athletes' free hand? (i.e., Is it neatly at their side, is she doing an arm movement with her free hand etc.)

General handling:

- Is the general handling of the mace by the athlete neat and tidy?

Balance:

- Does the athlete maintain their balance when doing movements? (i.e., loses balance when kneeling, doing turn-around, loses balance when catching or when marching)

SUMMARY – MACE GROUP PENALTIES

AUDIO	In all categories' pre-recorded audio is compulsory during the display.	Maximum
AUDIO	Music is not allowed for march on or march off for groups.	Maximum
COMP AREA	Non retrieval of prop will lead to a Minor penalty per prop	Minor
COMP AREA	No member of the team may leave the demarcated area at any time during the display except with the permission of the relevant competition official. A Minor penalty will be awarded for each contravention of this rule.	Minor
COMP AREA	No team member (includes prop) shall re-enter the competition area after the exit sequence has begun. A Minor penalty will be awarded for each contravention of this rule by different team members.	Minor
COMP AREA	The team shall commence their march on from the 5m x 5m block.	Minor for each
MEMBER	No team member may march in two teams that are entered in the same category	Maximum
MEMBER	If less than 6 members - maximum team penalty will be applied	Maximum
MEMBER	A maximum of 2 less than 8 members are allowed to march but will get a minor penalty per member	Minor
MEMBER	March before signal	Minor
MOVEMENT	Groups (excluding pom/non prop) - No non-prop movement when changing props. If a few steps need to be taken in the transition period, then no non-prop allowed. (Hands next to body)	Major
PROPS	The use of fireworks, explosive-type effects, confetti, balloons or substances or props that cannot be retrieved by members of the team is prohibited at any time during the competition	DISQ
PROPS	No electrical or mechanical devices may be used whether on props or on uniform	DISQ
PROPS	Props incorrect measurements & allowance	Maximum
PROPS	Prop leaves the display area after the start of the display	Minor
PROPS	Groups - All props brought onto the field must be used	Major
PROPS	Mace Group – Compulsory Elements not met	Maximum
PROHIBITED	Any prohibited movements and music used.	Maximum

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MOVES & MUSIC		
PROHIBITED PROPS	If any team is spotted with a national flag or prop with a national emblem on it from any country, the team will be asked to change props, or will not be allowed to march. If props were only revealed during the performance, then a Maximum team penalty will be applied.	Maximum
TIME	The duration of the display will not be less than 2 minutes or more than 3 minutes, timed from the start of the audio, until the audio stops and the display is finished.	Major
TIME	30 seconds march on	Major
TIME	30 seconds march off	Major
TIME	If a team leaves the area, it is at their own peril. If they miss their slot to march, they will receive a maximum team penalty and be slotted in.	Maximum
UNIFORM	No skin may show accidentally in the defined area of the torso during the display – it is penalised if it is repetitive by different member.	Major
UNIFORM	Unitards are to fit properly – no transparency, no underwear to show (including through the fabric) – Underwear must not be distinctly/overly visible. (THE OUTLINE OF THE UNDERWEAR MAY BE VISIBLE UNDER THE MATERIAL THIS IS PERMITTED)	Maximum
UNIFORM	No jewellery may be allowed (only medic alert bracelet allowed)	Minor per member
UNIFORM	Skin showing – no skin to show by design from the collar bone down to the end of the clenched fingers when arms are stretched down the side of the body when the body is straight and standing square, this is the Minor length of the uniform whether skirt or other, if more than 25% of the subgroup of the team contravene this rule applies. Example – if hot pants extended to this level the skirt length is irrelevant.	Minor per member
UNIFORM	Girls must wear obvious proper support (Primary school not exempt)	Minor per member
UNIFORM	Gloves are optional	None
UNIFORM	Dress or jacket must have fitted sleeves (long or short). Cap sleeves are not permitted. (Can be transparent)	Maximum Team

SAMCA Mace Sizes

