2020 - 2021

Scoring Rubric

The below divisions will utilize the following rubrics:

Novice:

L1:   Mini, Youth, Junior & Senior

L2:   Mini, Youth, Junior & Senior

L3:   Youth, Junior & Senior

2020 - 2021 NOVICE SCORING SYSTEM

EXECUTION

3.5 - 5.0	Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill. • Scores will start at a 5.0 and may be reduced by .1, .2 or .3 based on the lack of technical execution of each driver • .1 - Minor technique issues by the team, not just 1 athlete in Tumbling/Jumps or 1 athlete in Stunts/Pyramid/Tosses • .2 – Multiple technique issues by the team • .3 – Widespread technique issues by the team • No more than .3 will be taken off for a single driver. • Stylistic differences will not factor into a teams' Execution score.

STUNT/PYRAMID DRIVERS
Each driver may include, but is not limited to, the below examples:

Top Person	• Body control • Uniform flexibility • Motion placement • Legs straight/locked and toes pointed
Bases/Spotters	• Stability of the stunt • Solid stance • Positioned shoulder width apart • Feet stationary
Transitions	• Entries • Dismounts • Speed/control/flow from skill to skill
Synchronization*	• Timing
Obvious Mistakes	• .2 - 2 errors (Bobbles**, Building Falls, and/or Major Building Falls) • .3 - 3 or more errors (Bobbles**, Building Falls, and/or Major Building Falls)

*Teams that do not perform at least 1 level appropriate skill/transition by 2 or more groups in Stunts and Pyramids will automatically receive .3 off for Synchronization.
**Bobbles - Stunt/Pyramid skills that almost fall, but are saved.

JUMP DRIVERS
Each driver may include, but is not limited to, the below examples:

Approach	• Consistent entry • Swing/prep
Arm Placement	• Arm position within jump(s)
Leg Placement	• Straight legs • Pointed toes • Hip placement/rotation • Hyperextension • Height
Landings	• Legs/feet together • Chest placement
Synchronization	• Timing

ROUTINE COMPOSITION

9.0 - 10	A team's ability to demonstrate the following throughout the routine: Precise spacing • Formations • Transitions. This also includes innovative, visual and intricate ideas, as well as, any additional skills performed to enhance the overall appeal.

DANCE

9.0 - 10	A team's ability to demonstrate a high level of energy and entertainment value which may incorporate: Visual elements • Variety of levels • Formation changes • Footwork • Floorwork • Partner work • Pace This also includes: Technique • Perfection • Motion Strength/Placement • Synchronization

SHOWMANSHIP/APPROPRIATE ATHLETIC IMPRESSION*

9.0 - 10	A team's ability to demonstrate high levels of energy and excitement while maintaining genuine enthusiasm. This will include appropriate athletic impression throughout the routine. *At this time, masks, face coverings, video quality, etc. currently do not allow for the Showmanship category to be properly scored at both Live and Virtual events. For all events until further notice, teams will be scored based on their Appropriate Athletic Impression rather than Showmanship. This score will start at a 10.0 and may be reduced by .2 for each instance where inappropriate choreography, music, etc. is displayed. The entire judging panel will need to agree that the team lacked Appropriate Athletic Impression to reduce their score. This score will be final and cannot be reviewed/challenged.

RATING SYSTEM

SUPERIOR - 45 - 42.5 SUPERIOR - 94.4 – 100%	EXCELLENT - 42.5 - 40 EXCELLENT 88.8 – 94.3%	OUTSTANDING - 40 - Below OUTSTANDING 88.7% - Below