# 2021 - 2022 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

# 2021 - 2022 NOVICE SCORING SYSTEM

## EXECUTION - STUNT/PYRAMID

| 4.0 | Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill.<br><br>• Scores will start at a 4.0 and may be reduced by .1, .2 or .3 based on the lack of technical execution of each driver<br>• .1 - Minor technique issues by the team, not just 1 athlete in Tumbling or 1 athlete in Stunts/Pyramid<br>• .2 – Multiple technique issues by the team<br>• .3 – Widespread technique issues by the team<br>• No more than .3 will be taken off for a single driver.<br>• Stylistic differences will not factor into a teams' Execution score. |
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## EXECUTION - JUMPS

| 2.0 | Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill.<br><br>• Scores will start at a 2.0 and may be reduced by .1, .2 or .3 based on the lack of technical execution of each driver<br>• .1 - Minor technique issues by the team, not just 1 athlete in Jumps or 1 athlete in Tosses<br>• .2 – Multiple technique issues by the team<br>• .3 – Widespread technique issues by the team<br>• No more than .3 will be taken off for a single driver.<br>• Stylistic differences will not factor into a teams' Execution score. |
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## STUNT/PYRAMID DRIVERS
*Each driver may include, but is not limited to, the below examples:*

| Top Person | • Body control<br>• Uniform flexibility<br>• Motion placement<br>• Legs straight/locked and toes pointed |
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| Bases/Spotters | • Stability of the stunt<br>• Solid stance<br>• Positioned shoulder width apart<br>• Feet stationary |
| Transitions | • Entries<br>• Dismounts<br>• Speed/control/flow from skill to skill |
| Synchronization* | • Timing |

*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.

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

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

## ROUTINE COMPOSITION

| 1.0 - 2.0 | A team's ability to demonstrate the following throughout the routine:<br>Precise spacing • Formations • Transitions<br>This also includes innovative, visual and intricate ideas, as well as, any additional skills performed to enhance the overall appeal. |
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## DANCE

| 1.0 - 2.0 | A team's ability to demonstrate a high level of energy and entertainment value which may incorporate: | **DIFFICULTY:**<br>Visual elements • Variety of levels • Formation changes • Footwork • Floorwork • Partner work • Pace<br>**EXECUTION:**<br>Technique • Perfection • Motion Strength/Placement • Synchronization |
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## OVERALL IMPRESSION

| 1.0 - 2.0 | The judging panel's overall impression of the entire performance encompassing all category areas and including energy, genuine enthusiasm, showmanship, and eye contact. Facial expression will not be considered when scoring this category and teams that wear masks while performing will not be penalized.<br><br>*Overall Impression will include and take into consideration appropriate athletic impression throughout the routine. |
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## RATING SYSTEM

| SUPERIOR: 16 - 14.2<br>SUPERIOR: 88.7% - 100% | EXCELLENT: 14.1 - 12.4<br>EXCELLENT: 77.5% - 88.6% | OUTSTANDING: 12.3 - BELOW<br>OUTSTANDING: 77.4% - BELOW |
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