

The below divisions will utilize the following rubrics:

Novice:

L1: Mini & Youth

2020 - 2021
VARSITY ALL STAR

Scoring Rubric
UK Version





EXECUTION

3.5 - 5.0	<p>Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill.</p> <ul style="list-style-type: none"> • 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.
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STUNT/PYRAMID DRIVERS

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

Top Person	<ul style="list-style-type: none"> • Body control • Uniform flexibility • Motion placement • Legs straight/locked and toes pointed
Bases/Spotters	<ul style="list-style-type: none"> • Stability of the stunt • Solid stance • Positioned shoulder width apart • Feet stationary
Transitions	<ul style="list-style-type: none"> • Entries • Dismounts • Speed/control/flow from skill to skill
Synchronization*	<ul style="list-style-type: none"> • Timing
Obvious Mistakes	<ul style="list-style-type: none"> • .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	<ul style="list-style-type: none"> • Consistent entry • Swing/prep
Arm Placement	<ul style="list-style-type: none"> • Arm position within jump(s)
Leg Placement	<ul style="list-style-type: none"> • Straight legs • Pointed toes • Hip placement/rotation • Hyperextension • Height
Landings	<ul style="list-style-type: none"> • Legs/feet together • Chest placement
Synchronization	<ul style="list-style-type: none"> • Timing

ROUTINE COMPOSITION

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

9.0 - 10	<p>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</p> <p>This also includes: Technique • Perfection • Synchronization • Pace</p>
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SHOWMANSHIP

9.0 - 10	<p>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.</p>
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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
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