

All Star Novice Scoring Rubric



Tiny Novice

Overall

Routine Composition	
9.0-10.0	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	
9.0-10.0	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 This also includes: Technique • Perfection • Synchronization • Pace
	·
Performance	
9.0-10.0	A team's ability to demonstrate high levels of energy and excitement while maintaining genuine enthusiasm. This will

Technique: Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill.

routine.

include appropriate athletic impression throughout the

Tumbling

Jump Technique	
3.5- 5.0	items to be considered when providing a score: Jumps: Arm/leg/toes placement, timing, height, landing, chest placement

Rating System		
Superior 35-33.5	Excellent 33.5-32	Outstanding 32-below

Novice

Overall

Routine Composition	
9.0-10.0	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	
9.0-10.0	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 This also includes: Technique • Perfection • Synchronization • Pace

Performance	
9.0-10.0	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.

Tumbling

Jump Technique	
3.5- 5.0	items to be considered when providing a score: Jumps: Arm/leg/toes placement, timing, height, landing, chest placement

Building

Stunt/pyramid Technique	
3.5- 5.0	items to be considered when providing a score: Timing, body/stunt control, synchronization, motion placement, excessive movement/spacing under stunts, and dismounts.

Rating System		
Superior 45-42.5	Excellent 42.5-40	Outstanding 40-below