



# 2019 - 2020 NOVICE SCORING SYSTEM

## 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"> <li>• 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</li> <li>• .1 - Minor technique issues by the team, not just 1 athlete in Tumbling/Jumps or 1 athlete in Stunts/Pyramid/Tosses</li> <li>• .2 - Multiple technique issues by the team</li> <li>• .3 - Widespread technique issues by the team</li> <li>• No more than .3 will be taken off for a single driver.</li> <li>• Stylistic differences will not factor into a teams' Execution score.</li> </ul>
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## STUNT/PYRAMID DRIVERS

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

<b>Top Person</b>	<ul style="list-style-type: none"> <li>• Body control</li> <li>• Uniform flexibility</li> <li>• Motion placement</li> <li>• Legs straight/locked and toes pointed</li> </ul>
<b>Bases/Spotters</b>	<ul style="list-style-type: none"> <li>• Stability of the stunt</li> <li>• Solid stance</li> <li>• Positioned shoulder width apart</li> <li>• Feet stationary</li> </ul>
<b>Transitions</b>	<ul style="list-style-type: none"> <li>• Entries</li> <li>• Dismounts</li> <li>• Speed/control/flow from skill to skill</li> </ul>
<b>Synchronization*</b>	<ul style="list-style-type: none"> <li>• Timing</li> </ul>
<b>Obvious Mistakes</b>	<ul style="list-style-type: none"> <li>• .2 - 2 errors (Bobbles**, Building Falls, and/or Major Building Falls)</li> <li>• .3 - 3 or more errors (Bobbles**, Building Falls, and/or Major Building Falls)</li> </ul>

\*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:*

<b>Approach</b>	<ul style="list-style-type: none"> <li>• Consistent entry</li> <li>• Swing/prep</li> </ul>
<b>Arm Placement</b>	<ul style="list-style-type: none"> <li>• Arm position within jump(s)</li> </ul>
<b>Leg Placement</b>	<ul style="list-style-type: none"> <li>• Straight legs</li> <li>• Pointed toes</li> <li>• Hip placement/rotation</li> <li>• Hyperextension</li> <li>• Height</li> </ul>
<b>Landings</b>	<ul style="list-style-type: none"> <li>• Legs/feet together</li> <li>• Chest placement</li> </ul>
<b>Synchronization</b>	<ul style="list-style-type: none"> <li>• Timing</li> </ul>

## DANCE

9.0 - 10	A team's ability to demonstrate a high level of energy and entertainment value which incorporates multiple visual elements including a variety of levels, formation changes, partner work, footwork and floorwork. This includes technique, perfection, synchronization, pace and intricacy of dance moves performed.
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## PERFORMANCE

9.0 - 10	A team's ability to demonstrate high levels of energy and excitement while maintaining genuine enthusiasm and showmanship. This will include appropriate athletic impression throughout the routine.
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## ROUTINE COMPOSITION

9.0 - 10	A team's ability to demonstrate precise spacing in formations and seamless patterns of movement in transitions performed throughout the routine. This includes innovative, visual and intricate ideas, as well as, any additional skills performed to enhance overall appeal.
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## RATING SYSTEM

<b>SUPERIOR - 42.5 - 45</b>	<b>EXCELLENT - 40 - 42.5</b>	<b>OUTSTANDING - 37.5 - 40</b>
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