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 team’s 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

This also includes: Technique • Perfection • Synchronization • Pace

### SHOWMANSHIP

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.

### 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**