

2021 - 2022 VARSITY ALL STAR

Scoring Rubric



VARSITY
ALL STAR

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	<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 4.0 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 or 1 athlete in Stunts/Pyramid • .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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EXECUTION - JUMPS

2.0	<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 2.0 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 Jumps or 1 athlete in 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

JUMP DRIVERS

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

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

ROUTINE COMPOSITION

1.0 - 2.0	<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

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

1.0 - 2.0	<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

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