

# 2021 - 2022 VARSITY ALL STAR

# Scoring Rubric



VARSITY  
ALL STAR

The below divisions will utilize the following rubrics:

Tiny Novice:

L1: Tiny



# 2021 - 2022 TINY NOVICE SCORING SYSTEM

## EXECUTION - JUMPS

|     |  |
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| 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"> <li>• 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</li> <li>• .1 - Minor technique issues by the team, not just 1 athlete in Jumps or 1 athlete in 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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## JUMP DRIVERS

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

|                        |  |
|------------------------|--|
| <b>Arm Placement</b>   | <ul style="list-style-type: none"> <li>• Approach</li> <li>• Consistent entry</li> <li>• Swing/prep</li> <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> <li>• Legs/feet together</li> <li>• Chest placement</li> <li>• Landings</li> </ul> |
| <b>Synchronization</b> | <ul style="list-style-type: none"> <li>• Timing</li> </ul>   |

## ROUTINE COMPOSITION

|           |  |
|-----------|--|
| 1.0 - 2.0 | <p>A team's ability to demonstrate the following throughout the routine:<br/>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

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

|   |  |  |
|---|--|--|
| <b>SUPERIOR: 8 - 7</b><br><b>SUPERIOR: 87.5% - 100%</b> | <b>EXCELLENT: 6.9 - 6</b><br><b>EXCELLENT: 75% - 87.4%</b> | <b>OUTSTANDING: 5.9 - Below</b><br><b>OUTSTANDING: 74.9% - BELOW</b> |
|---|--|--|