



### STUNT / PYRAMID TECHNIQUE DRIVERS - MAX POINTS: 5

\*\*Stunt & Pyramid Technique are two separate scoring categories. Each category has a max of 5 points.

| Impeccable | Good | Average | Needs Work | Specific Drivers         |
|------------|------|---------|------------|--------------------------|
| 0.0        | 0.2  | 0.4     | 0.6        | Flyer                    |
| 0.0        | 0.2  | 0.4     | 0.6        | Bases / Support Persons  |
| 0.0        | 0.2  | 0.4     | 0.6        | Transitions              |
| 0.0        | 0.2  | 0.4     | 0.6        | Timing & Synchronization |

Points are based on occurrence and removed from the maximum possible score.

### STUNT/PYRAMID TECHNIQUE DRIVER DEFINITIONS

Including but not limited to

|             |   |                          |   |
|-------------|---|--------------------------|---|
| Flyer       | <ul style="list-style-type: none"> <li>• Body control</li> <li>• Flexibility of body positions</li> <li>• Motion placement/accuracy</li> <li>• Uniformity among flyers</li> </ul> | Bases/Support Persons    | <ul style="list-style-type: none"> <li>• Body control</li> <li>• Stability of the stunt</li> <li>• Technique in lifts and catches</li> <li>• Uniformity among groups</li> </ul> |
| Transitions | <ul style="list-style-type: none"> <li>• Entry</li> <li>• Dismount</li> <li>• Control throughout</li> </ul>   | Timing & Synchronization | <ul style="list-style-type: none"> <li>• Timing of skills performed in groups or by the team at the same time</li> </ul>  |

### BUILDING OVERALL MASTERY - MAX POINTS: 2

| Not Shown | Low     | Moderate | High    | Specific Drivers   |
|-----------|---------|----------|---------|--|
| 0.0       | 0.5-0.6 | 0.7-0.8  | 0.9-1.0 | Variety of visual and creative elements in building skills/transitions           |
| 0.0       | 0.5-0.6 | 0.7-0.8  | 0.9-1.0 | Confident performance/entertainment value during building skills and transitions |

### JUMP TECHNIQUE DRIVERS - MAX POINTS: 2

| Impeccable | Good | Average | Needs Work | Specific Drivers         |
|------------|------|---------|------------|--------------------------|
| 0.0        | 0.1  | 0.2     | 0.3        | Body Control             |
| 0.0        | 0.1  | 0.2     | 0.3        | Approach (Swing)         |
| 0.0        | 0.1  | 0.2     | 0.3        | Landings                 |
| 0.0        | 0.1  | 0.2     | 0.3        | Timing & Synchronization |

Points are based on occurrence and removed from the baseline score.

### TUMBLING TECHNIQUE DRIVERS - MAX POINTS: 5

| Impeccable | Good | Average | Needs Work | Specific Drivers         |
|------------|------|---------|------------|--------------------------|
| 0.0        | 0.2  | 0.4     | 0.6        | Approach                 |
| 0.0        | 0.2  | 0.4     | 0.6        | Body Control             |
| 0.0        | 0.2  | 0.4     | 0.6        | Landings                 |
| 0.0        | 0.2  | 0.4     | 0.6        | Timing & Synchronization |

Points are based on occurrence and removed from the baseline score.

### TUMBLING TECHNIQUE DRIVER DEFINITIONS

Including but not limited to

|              |   |                          |  |
|--------------|---|--------------------------|--|
| Approach     | <ul style="list-style-type: none"> <li>• Arm placement into a pass/skill</li> <li>• Body positioning at initiation of skill</li> <li>• Chest placement</li> <li>• Connection of pass/skills</li> </ul>              | Landings                 | <ul style="list-style-type: none"> <li>• Controlled</li> <li>• Legs/feet together</li> <li>• Chest placement</li> <li>• Landing on feet</li> <li>• Completion of skills</li> </ul> |
| Body Control | <ul style="list-style-type: none"> <li>• Head placement</li> <li>• Arm/shoulder placement in skills</li> <li>• Hips</li> <li>• Leg placement in skills</li> <li>• Absorbing appropriately between skills</li> </ul> | Timing & Synchronization | <ul style="list-style-type: none"> <li>• Timing of skills performed in groups or by the team at the same time</li> </ul>   |

### TUMBLING OVERALL MASTERY

| Not Shown | Low     | Moderate | High    | Specific Drivers  |
|-----------|---------|----------|---------|---|
| 0.0       | 0.5-0.6 | 0.7-0.8  | 0.9-1.0 | Innovative formations and use of the floor throughout routine     |
| 0.0       | 0.5-0.6 | 0.7-0.8  | 0.9-1.0 | Confident performance during tumbling sections throughout routine |

### JUMP TECHNIQUE DRIVER DEFINITIONS

Including but not limited to

|              |  |                          |   |
|--------------|--|--------------------------|---|
| Approach     | <ul style="list-style-type: none"> <li>• Arm placement into a jump</li> <li>• Swing/prep</li> <li>• Chest placement</li> <li>• Flow of connected jumps</li> </ul>                  | Landings                 | <ul style="list-style-type: none"> <li>• Controlled</li> <li>• Legs/feet together</li> <li>• Chest placement</li> <li>• Jump completion</li> <li>• Landing on feet</li> </ul> |
| Body Control | <ul style="list-style-type: none"> <li>• Head placement</li> <li>• Arm/shoulder placement</li> <li>• Hips</li> <li>• Leg placement/ positioning</li> <li>• Pointed toes</li> </ul> | Timing & Synchronization | <ul style="list-style-type: none"> <li>• Timing of skills performed in groups or by the team at the same time</li> </ul>  |



Updated 12/03/2023

# 2023 - 2024 ALL STAR NOVICE SCORING SYSTEM

## ROUTINE & DANCE MASTERY

### ROUTINE MASTERY - MAX POINTS: 1

| Not Shown | Low | Average | High | Exceptional | Specific Drivers                   |
|-----------|-----|---------|------|-------------|------------------------------------|
| 0.0       | 0.1 | 0.15    | 0.2  | 0.25        | Continuous flow in transitions     |
| 0.0       | 0.1 | 0.15    | 0.2  | 0.25        | Visual, engaging and entertaining  |
| 0.0       | 0.1 | 0.15    | 0.2  | 0.25        | Confidence in execution of routine |
| 0.0       | 0.1 | 0.15    | 0.2  | 0.25        | Precise spacing and formations     |

Points combined to reach maximum score.

### DANCE MASTERY - MAX POINTS: 1

| Not Shown | Low | Average | High | Exceptional | Specific Drivers                      |
|-----------|-----|---------|------|-------------|---------------------------------------|
| 0.0       | 0.1 | 0.15    | 0.2  | 0.25        | Pace, flow and transitions            |
| 0.0       | 0.1 | 0.15    | 0.2  | 0.25        | Performance and engagement            |
| 0.0       | 0.1 | 0.15    | 0.2  | 0.25        | Level changes and intricate movements |
| 0.0       | 0.1 | 0.15    | 0.2  | 0.25        | Precise motions and synchronization   |

Points combined to reach maximum score.

## TINY NOVICE RATING SYSTEM

**OUTSTANDING**  
**6.5 - BELOW**  
**59% - BELOW**

**EXCELLENT**  
**6.6 - 8.7**  
**60% - 79%**

**SUPERIOR**  
**8.8 - 11**  
**80% - 100%**

## NOVICE RATING SYSTEM

**OUTSTANDING**  
**13.7 - BELOW**  
**59% - BELOW**

**EXCELLENT**  
**13.8 - 18.3**  
**60% - 79%**

**SUPERIOR**  
**18.4 - 23**  
**80% - 100%**