



ALL STAR TINY 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"> 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 teams' Execution score.
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Jump Drivers

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

Approach	Consistent entry Swing/prep
Arm Placement	Arm position(s) within jumps
Leg Placement	Straight Legs Pointed toes Hip placement/rotation Hyperextension Height
Landings	Legs/Feet together Chest placement
Synchronization	Timing

OVERALL

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 floor work. 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 a 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 and seamless patterns of movement performed throughout the routine. This includes innovative, visual, and intricate ideas, as well as, any additional skills performed to enhance the overall appeal.
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RATING SYSTEM

SUPERIOR - 33.5 - 35	EXCELLENT - 32 - 33.5	OUTSTANDING - 30.5 - 32
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