

# SCORING SYSTEM

## NOVICE DIVISION



### STUNT & PYRAMID TECHNIQUE

Execution • Stability • Flexibility • Uniformity • Sync		
BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 - 12	12 - 18	18 - 20
<i>A zero is issued when no skills are performed</i>		

### JUMP TECHNIQUE

Execution • Flexibility • Uniformity • Sync		
BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 - 2	2 - 4	4 - 5
<i>A zero is issued when no skills are performed</i>		

### ROUTINE CREATIVITY

A team's ability to consistently demonstrate innovative, visual, and creative ideas throughout all routine elements.

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 - 4	4 - 8	8 - 10

### FORMATIONS & TRANSITIONS

A team's ability to demonstrate precise spacing, uniform timing, strong pace, and seamless flow between elements.

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 - 2	2 - 4	4 - 5

### DANCE DIFFICULTY

The following are considered:

- Visual Elements
- Variety Of Levels
- Formation Changes
- Pace & Intricacy
- Footwork & Floorwork
- Partnerwork
- Team Participation

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 - 2	2 - 4	4 - 5
<i>A zero is issued when no skills/elements are performed</i>		

### DANCE TECHNIQUE

The following are considered:

- Perfection
- Synchronization
- Precision of spacing
- Uniformity
- Arm/Motion placement
- Entertainment value
- Energy level

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 - 2	2 - 4	4 - 5
<i>A zero is issued when no skills/elements are performed</i>		

### PERFORMANCE

A team's ability to demonstrate high levels of energy, entertainment value, confidence, and showmanship.

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 - 2	2 - 4	4 - 5

### RATING SYSTEM

OUTSTANDING	EXCELLENT	SUPERIOR
Below - 55	55.1 - 65	65.1 - 75