

SCORING SYSTEM

TINY NOVICE DIVISION



JUMP TECHNIQUE

Execution • Flexibility • Uniformity • Sync

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 - 2	2 - 4	4 - 5
A zero is issued when no skills are performed		

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
A zero is issued when no skills/elements are performed		

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
A zero is issued when no skills/elements are performed		

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 - 20	20.1 - 25	25.1 - 30