



Updated 03/27/2023

# 2023 - 2024 ALL STAR NOVICE SCORING SYSTEM

## TECHNIQUE

### 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

\*\*Standing & Running Tumbling 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	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>



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## 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 are based on occurrence and removed from the baseline 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%**