



Incredibly Cool Events Dance Scoring Rubric 2023-2024
All Divisions



DANCE DEDUCTIONS SYSTEM

VIOLATIONS

Skills Violations: (This is list is non exhaustive)

- .25 - Individual Performance Error: (Unintentional Error) Poms down in an aerial, Tumble touch down
- 0.5 - Choreographed Individual Error- one dancer performing the skill
- 1.0 - Choreographed Individual Error: Single dancer performing the skill Groups or Pairs Performance Error (Unintentional Error)
- 1.5 Choreographed Individual Error, multiple dancers performing the skill
- 2.0 - Choreographed Groups or Pairs Error Multiple Executing Dancers performing the skill (Unintentional Error)
- 2.5 - Full/Close to full team Choreographed Groups or Pairs Error

General Rules:

Time Infractions:

- .5 - 2-5 seconds overtime
- 1.5 - 6-10 seconds overtime
- 2.5 - 11 seconds or more overtime

.25 - 6.0 deductions Rules violations will be assessed by the safety judge and may range from 1.0 to 6.0 deduction determined by the severity of the violation and/or safety concern of the athlete(s). Intentional choreography and performance errors will be taken into consideration during assessment.

The use of the Profanity/inappropriate language repeatedly in the music would warrant a steeper penalty than jewellery that is not worn as a team.



Incredibly Cool Events Dance Scoring Rubric – Deductions



IMAGE POLICY - 1.0

Inappropriate choreography, uniform and/or music, as well as violations that break the image policy will be issued a 1.0 deduction.

We strongly recommend teams wearing only briefs or leotards without additional coverage wear tights. Teams may be asked to modify costumes or receive a deduction.

UNSPORTSMANLIKE CONDUCT DEDUCTION - 6.0 When an individual is in discussion with an official, other coaches, athletes and parents/spectators they must maintain proper professional conduct. Failing to do so will result in 5.0 deduction and removal of the individual or disqualification. Includes (but not limited to) the following:

Inappropriate and deliberate physical contact between athletes during the event

Abuse of equipment or any items associated with the event

Using language or a gesture that is obscene, offensive, or insulting

Using language or gestures that offend race, religion, color, descent or national or ethnic origin

Showing dissent towards scoring official decision by word or action

Threat of assault to an event representative

Public criticism of an event related incident or event official



Incredibly Cool Events Dance Scoring Rubric – Scoring



Technical Execution

Category Style Execution Pom - Quality of Pom motion Technique: placement, control, precise and strong completion of movement Hip Hop - Groove and quality of authentic hip hop/street style Jazz - Continuity of movement and quality of style, extension and presence/carriage High Kick - Quality of High Kick Technique: posture, flexibility, extension, control, foot prep/closure Open/Open - Quality of movement using contraction/release, control, sustained and expressive movement	Max Score 10
Movement Technique Execution Movement that has strength, intensity, placement, control, presence and commitment	Max Score 10
Skill Technique Execution Ability to demonstrate appropriate level skills with correct placement, body alignment, control, extension, balance, strength and completion of movement	Max Score 10

Group Execution

Synchronization/Timing with Music Correct timing with team members and the music	Max Score 10
Uniformity of Movement Movements are the same on each person: clear, clean and precise	Max Score 10
Spacing Correct positioning/distance between individuals on the performance surface during the routine and transitions	Max Score 10



Incredibly Cool Events Dance Scoring Rubric – Scoring



Choreography

Musicality

Movement that complements the music accents, rhythm, tempo, phrasing, lyrics, style, etc. in a creative, unique and original manner

Max Score
10

Routine Staging/Visual Effects

Utilization of varied formations and seamless transitions

Visual impact of staging through group work, partner work, floor work, lifts, levels, opposition, etc.

Max Score
10

Complexity of Movement

Level of difficulty of movement such as tempo, weight changes, directional changes, connectivity, continuity, intricacy of movement, etc.

Difficulty of skills being credited in relation to correct technical execution

Max Score
10

Overall Effect

Communication/Projection/Audience Appeal & Appropriateness

Ability to exhibit a dynamic routine with genuine showmanship and audience appeal.

The performance fulfils the category description and has age appropriate music, costume and choreography that enhances the routine.

Max Score
10