Incredibly Cool Events Scoring Rubric 2023-2024
Novice Divisions
Tiny Novice 1

EXECUTION – Jumps	
4.0	Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill. • Scores will start at a 2.0 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 Jumps • .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

JUMP DRIVERS Each driver may include, but is not limited to, the below examples:	
Arm Placement	• Approach • Consistent entry • Swing/prep • Arm position within jump(s)
Leg Placement	• Straight legs • Pointed toes • Hip placement/rotation/Hyperextension • Height • Legs/feet together • Chest placement • Landings
Synchronisation	• Timing (The value deducted will not exceed 0.1)

FORMATIONS AND TRANSITIONS	
1.0-2.0	A team's ability to demonstrate precise spacing and uniform movement. The Formations & Transitions score will start at 2.0 and will be reduced .1 for EACH formation and transition that lacks precision.

ROUTINE CREATIVITY	
1.5-2.0	Routine Creativity is the average of 3 opinions supplied by the Building, Tumbling, and Overall Judge and is based on the team's incorporation of innovative, visual, and intricate ideas throughout the routine. Each judge is looking specifically at the skill sections that pertain to their respective categories and how they are composed, as defined below. Overall Judge: Innovative, visual, and intricate ideas as well as any additional skills performed that enhance the overall appeal and flow of the routine. Overall judges scores encapsulate the entire routine from start to finish. Building Judge: Incorporation of creative, innovative, and visual elements in the Entries, Transitions, and Dismounts of all Building skills. This includes both level and non-level appropriate skills. Pace/connection of skills will be considered. Tumbling Judge: Incorporation of clear visual tumbling patterns that enhance the skills performed

Incredibly Cool Events Scoring – Tiny Novice 23/24

DANCE

Dance will be evaluated as a team's ability to demonstrate a variety of difficulty elements with strong execution, based on the elements below.

0.5-1.0	Difficulty Elements	Visual elements • Variety of levels • Formation changes • Footwork • Floorwork • Partner work • Pace
0.5-1.0	Execution	Technique • Perfection • Motion Strength/Placement • Synchronization • Energy/Entertainment Value

SHOWMANSHIP

1.0-2.0	Showmanship is an average of 3 scores provided by the Building, Tumbling, and Overall Judges based on the panel's impression of the entire performance encompassing all category areas focusing on the team's energy, genuine enthusiasm, confidence, eye contact, and facial expression. This category is not skill based but will take into consideration appropriate athletic impression throughout the routine.

RATING SYSTEM

OUTSTANDING	EXCELLENT	SUPERIOR
Below – 7.0 Below - 70%	8.1 – 8.4 71% - 84%	8.5-10.0 85% - 100%