



2023-2024 CHANGES TO SCORING RUBRIC

STUNTS

- Eliminated Total Participation Driver - Teams can score higher with using front spots on elite skills. Teams can maximize the number of athletes on a team without fear of losing points by using all athletes in all stunts.
- Changed the requirements to get the top baseline score. Less Elite Level Appropriate Skills are required to get the top baseline score to be closer to other scoring rubrics.
- Made multiple options to get the top two (2) baseline scores for Stunt Difficulty
- Added a driver that allows a range for the Degree of Difficulty - Therefore teams that choose to do harder stunts can get rewarded for that risk. Example: When only required to land in a single leg to get elite credit, a team can choose to go to a body position instead and could receive a higher score since it is a more difficult skill than a liberty.
- Coed Rubric - Allowed Levels 1-5 to still get a 3.4 without a coed skill. Making it easier to include male athletes on the team knowing they can get close to the top baseline score without a coed stunt. Coed Driver is .1 or .2 depending on if it is a Level Appropriate Skill or an Elite Level Appropriate Skill.

PYRAMIDS & TOSSES

- Defined the baseline score to be more clear on the expectations on of the top scores.
- Added specific criteria under the participation driver to make it clear on how each score is attained.
- Eliminated the Innovative Entry/Exit Skills as a driver for pyramids since this is more creativity and doesn't necessarily equate to difficulty.
- Made the Toss requirement Majority instead of Most to align more with Industry Standard.

TUMBLING

- Adjusted Standing Tumbling to only require a single pass to get the top baseline score. This helps with athlete fatigue and expectations to help eliminate injuries from overuse.
- Eliminated the Pace and Flow Driver and replaced it with Degree of Difficulty. This will allow the teams that are doing harder elite skills to get rewarded for those skills. (A Whip Double Full should count more than a Double Full.....A Valdez Back Walkover should count more than a double Forward Roll)

ROUTINE & DANCE MASTERY

- Added another scoring option by giving the judge the opportunity to score 0.15 for all categories. This will help separate teams in divisions by having a 4th option for the score in all categories on this scoresheet.