



updated: 02-23-2026

2026 - 2027 ALLSTAR NOVICE SCORING SYSTEM

ROUTINE & DANCE

ROUTINE COMPOSITION/PRESENTATION - MAX POINTS: 2

Not Shown	Low	Average	High	Exceptional	Specific Drivers
0.0	0.2	0.3	0.4	0.5	Continuous flow in transitions
0.0	0.2	0.3	0.4	0.5	Visual, engaging and entertaining
0.0	0.2	0.3	0.4	0.5	Confidence in execution of routine
0.0	0.2	0.3	0.4	0.5	Precise spacing and formations

Points combined to reach maximum score.

DANCE - MAX POINTS: 2

Not Shown	Low	Average	High	Exceptional	Specific Drivers
0.0	0.2	0.3	0.4	0.5	Pace, flow and transitions
0.0	0.2	0.3	0.4	0.5	Performance and engagement
0.0	0.2	0.3	0.4	0.5	Level changes and intricate movements
0.0	0.2	0.3	0.4	0.5	Precise motions and synchronization

Points combined to reach maximum score.

TINY NOVICE RANKING SYSTEM - DOES NOT INCLUDE ANY BUILDING SKILL SCORES

OUTSTANDING
13.0 - BELOW
59% - BELOW

EXCELLENT
13.1 - 17.4
60% - 79%

SUPERIOR
17.5 - 22
80% - 100%

NOVICE RANKING SYSTEM

OUTSTANDING
27.3 - BELOW
59% - BELOW

EXCELLENT
27.4 - 36.5
60% - 79%

SUPERIOR
36.6 - 46
80% - 100%



updated: 02-23-2026

2026 - 2027 ALL STAR NOVICE SCORING SYSTEM

TECHNIQUE

STUNT / PYRAMID TECHNIQUE DRIVERS - MAX POINTS: 10

**Stunt & Pyramid Technique are two separate scoring categories. Each category has a max of 10 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"> • Body control • Flexibility of body positions • Motion placement/accuracy • Uniformity among flyers 	Bases/Support Persons	<ul style="list-style-type: none"> • Body control • Stability of the stunt • Technique in lifts and catches • Uniformity among groups
Transitions	<ul style="list-style-type: none"> • Entry • Dismount • Control throughout 	Timing & Synchronization	<ul style="list-style-type: none"> • Timing of skills performed in groups or by the team at the same time

TUMBLING TECHNIQUE DRIVERS - MAX POINTS: 10

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"> • Arm placement into a pass/skill • Body positioning at initiation of skill • Chest placement • Connection of pass/skills 	Landings	<ul style="list-style-type: none"> • Controlled • Legs/feet together • Chest placement • Completion of skills
Body Control	<ul style="list-style-type: none"> • Head placement • Arm/shoulder placement in skills • Hips • Leg placement in skills • Absorbing appropriately between skills 	Timing & Synchronization	<ul style="list-style-type: none"> • Timing of skills performed in groups or by the team at the same time

JUMP TECHNIQUE DRIVERS - MAX POINTS: 4

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.

JUMP TECHNIQUE DRIVER DEFINITIONS

Including but not limited to

Approach	<ul style="list-style-type: none"> • Arm placement into a jump • Swing/prep • Chest placement • Flow of connected jumps 	Landings	<ul style="list-style-type: none"> • Controlled • Legs/feet together • Chest placement • Jump completion • Landing on feet
Body Control	<ul style="list-style-type: none"> • Head placement • Arm/shoulder placement • Hips/Height • Leg placement/positioning/height • Pointed toes 	Timing & Synchronization	<ul style="list-style-type: none"> • Timing of skills performed in groups or by the team at the same time

BUILDING CHOREOGRAPHY/PRESENTATION - MAX POINTS: 4

Not Shown	Low	Moderate	High	Specific Drivers
0.0	1.0-1.3	1.4-1.7	1.8-2.0	Use of visual and creative elements in building skills/transitions
0.0	1.0-1.3	1.4-1.7	1.8-2.0	Confident performance/entertainment value during building skills and transitions

TUMBLING CHOREOGRAPHY/PRESENTATION - MAX POINTS 4

Not Shown	Low	Moderate	High	Specific Drivers
0.0	1.0-1.3	1.4-1.7	1.8-2.0	Innovative formations and use of the floor throughout routine
0.0	1.0-1.3	1.4-1.7	1.8-2.0	Confident performance during tumbling sections throughout routine