

STOMP MUSIC RUBRIC			
BUILDING DIFFICULTY			Notes and Definitions
LOW 0-4	AVG 5-7	HIGH 8-10	*Please refer to Traditional Stunts/Pyramids rubric for skill difficulty range placements. *Your score will be an average of your top 3 building skills. *Building must be performed by 40% of the team.
Three skills from building rubrics required to meet minimum	Three skills from building rubrics required to meet minimum	Three skills from building rubrics required to meet minimum	
BUILDING EXECUTION			Notes and Definitions
LOW 0-4	AVG 5-7	HIGH 8-10	*Perfection/technique weighted at 40% each, spacing/sync at 10% each. *Front spots are not proper technique (execution can be affected up to two points). *Using alternative techniques will negatively affect the execution score and include but are not limited to: double bouncing, hitting a stunt at the top with base walking away, walking 360s, Ruby Slippers, etc. *All stunts and pyramids considered for execution score.
Falls, unsafe	No falls, major bobbles	No falls, minor bobbles at bottom of range, no bobbles at top of range	
Proper technique lacking for nearly all participants	Technique is mediocre and/or inconsistent	Technique is nearly perfect for nearly all participants	
Both sync and spacing are quite off	Both sync and spacing slightly off, or only one quite off	Both sync and spacing nearly perfect	
BUILDING CREATIVITY			Notes and Definitions
LOW 0-1	AVG 2-3	HIGH 4-5	
Minimal variety in transitions, entrances and/or exits	Average variety in transitions, entrances and/or exits	Excellent variety in transitions, entrances and/or exits	
Minimal use of different skill types	Some variety in skill types (inversions, releases, stunts OR pyramids etc.)	Many different skill types represented (i.e. inversions, releases, NR twisting, stunts AND pyramids etc.)	
Lacks incorporation of stomp elements	Average incorporation of stomp elements	Creative incorporation of stomp elements	
JUMPS DIFFICULTY			Notes and Definitions
LOW 0-1	AVG 2-3	HIGH 4-5	*This chart outlines point ranges by low, average and high for jumps skills performed by 40%. *Jumps include but are not limited to: Pike, Toe Touch, Hurdler Variations. *Combination defined as two or more jumps combined with no prep inbetween. *Hip rotation is defined as front to side, or side to front.
One single jump	Two non-connected single jumps	One combination + one single jump	
	One combination (RD)	One combination that includes hip rotation + one single jump (RD)	
JUMPS EXECUTION			Notes and Definitions
LOW 0-1	AVG 2-3	HIGH 4-5	*Technique includes landings, straight legs, pointed toes, and arm placement and will be defined as each individual performing skills with commonly accepted standards of appropriate form and method. *All jumps performed in the music section considered for execution score.
Technique lacking for nearly all participants	Moderate technique	Technique nearly perfect for nearly all participants	
Lacks synchronization	Average synchronization	Excellent synchronization	
Low or inconsistent jump height	Moderate jump height	Consistent and high jump height	
Inconsistent style throughout	Moderately consistent style throughout	Consistent style throughout	
DANCE DIFFICULTY			Notes and Definitions
LOW 0-4	AVG 5-7	HIGH 8-10	*Formation changes do not need to utilize the whole team. *Dance Ratio: 40% (See Ratio Rubric).
Visual elements incorporate a low level of creative dimensions, pace & speed	Visual elements incorporate an average level of creative dimensions, pace & speed	Visual elements incorporate a high level of creative dimensions, pace and speed	
Footwork shows a low level of clarity and intricacy	Footwork shows average level of clarity and intricacy	Footwork shows high level of clarity and intricacy	
No level changes are present	Level changes are somewhat distinct, clear and visual	Level changes are distinct, clear and visual	
No formation changes	Basic formation changes	Creative and intricate formation changes	
DANCE EXECUTION			Notes and Definitions
LOW 0-4	AVG 5-7	HIGH 8-10	
Lacks synchronization	Average synchronization	Precise synchronization	
Reduced sharpness	Average sharpness	Exceptionally sharp and clean	
Poor placement (i.e. bent wrists and/or elbows)	Minor placement issues (i.e. wrists/elbows)	Excellent placement and motion technique	
Spacing errors	Moderate spacing	Effective spacing with minimal errors	
Choreography performed demonstrates major errors and/or omissions	Choreography performed demonstrates flaws and/or errors	Choreography performed has minimal errors	
No team style or consistency throughout	Average team style and consistency throughout	Consistent team style throughout	
Routine Composition & Showmanship			Notes and Definitions
LOW 0-4	AVG 5-7	HIGH 8-10	**"Nugget" will be defined as an individual that is inactive and hidden in a portion of the routine.
Lacks fluid transitions	Somewhat fluid transitions	Fluid transitions	
Lacks choreography	Average choreography	Strong choreography	
Lacks flow between sections	Average flow between sections	Excellent flow between sections	
Low energy throughout with no entertainment value	Average energy throughout with little driving entertainment value	Strong energy throughout with a driving entertainment value	
Demonstrates a low level of "TEAM" stylized attitude throughout	Demonstrates an average level of "TEAM" stylized attitude throughout	Demonstrates a high level of "TEAM" stylized attitude throughout	
Involving some participants inconsistently throughout (i.e. minimum skill ratios, many "nuggets", skills OR choreo, etc.)	Involving most participants inconsistently throughout (i.e. minimum skill ratios, some "nuggets", skills and choreo sometimes, etc.)	Involving most participants consistently throughout (i.e. maxing skill ratios, minimizing "nuggets", skills and choreo simultaneously, etc.)	