TRADITIONAL MUSIC RUBRIC

See Ratio Rubric for minimum number of tumblers, jumpers, and dancers to qualify for entry into a difficulty range.

TUMBLING DIFFICULTY

LOW 0-1	AVG 2-3	HIGH 4-5	Notes and Definitions
Rolls, cartwheels	Roundoffs, walkovers	HIGH 4 = Handspring and Handspring Variations	*This chart outlines point ranges by low, average and high for tumbling skills performed by 40%. *Tumbling will be defined as any inverting skill that is completed on the performing surface. Inversions into and out of stunts will not be counted as tumbling. Teams that tumble in the Non-Tumbling category will be automatically placed into the Tumbling category regardless of registration. *High range jump-to-tumble counts only in jumps.
	Connected average tumbling	HIGH 5 = Tuck and Tuck Variations (including but not limited to: Punch Front, Tuck, Layouts & Fulls) (RD)	

TUMBLING EXECUTION

LOW 0-1	AVG 2-3	HIGH 4-5	Notes and Definitions
Technique lacking for nearly all participants	Moderate technique	Technique nearly perfect for nearly all participants	*Technique includes form, body control, and landings and will be defined as each individual performing the skill with commonly accepted standards of appropriate form and method for that skill (examples include: feet together, finish rotations before landing, spinning where head remains neutral vs head out, ankles together, etc.). *All tumbling performed in the music section considered for execution score.
Skills performed demonstrate major errors and/or omissions	Skills performed demonstrate flaws and/or errors	Skills performed have minimal errors	
Lacks synchronization	Average synchronization	Excellent synchronization	
Slow pace/speed with excessive counts	Moderate pace/speed	Quick pace/speed to appropriate counts	

JUMPS DIFFICULTY

LOW 0-1	AVG 2-3	HIGH 4-5	Notes and Definitions
One single jump	Two non-connected single jumps	One combination + one single jump	*Jumps score will reflect a difficulty and execution score that has been averaged to arrive at the final score. *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 combination (RD)	One combination that includes hip rotation + one single jump (RD)	
		TUMBLING TEAMS ONLY: One jump connected to high difficulty tumbling skill, One jump combo connected to high difficulty tumbling skill (RD)	

JUMPS EXECUTION

LOW 0-1	AVG 2-3	HIGH 4-5	Notes and Definitions
Technique lacking for nearly all participants	Moderate technique	Technique nearly perfect for nearly all participants	*Jumps score will reflect a difficulty score and an execution score that has been averaged to arrive at the final score. *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.
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

LOW 0-1	AVG 2-3	HIGH 4-5	Notes and Definitions
Teams demonstrate a FEW of the following skills:	**Teams demonstrate MOST of the following skills :**	**Teams demonstrate MANY of the following skills:**	*Score will reflect a difficulty score and an execution score that has been averaged to arrive at the final score. *This chart outlines point ranges by low, medium, and high for Dance skills performed. *Formation changes do not need to utilize the whole team. *Jumps, leaps, and side-rolls on the performing surface are not considered to be tumbling. *Dance Ratio: 40% (See Ratio Rubric).
Entertainment - Low energy throughout with no entertainment value	Entertainment - Average energy throughout with little driving entertainment value	Entertainment - Strong energy throughout with a driving entertainment value	
Visual Elements incorporate a low level of progressive dimension, pace, and speed	Visual Elements incorporate an Average level of progressive dimension, pace, and speed	Visual Elements incorporate a High level of creative dimension, pace, and speed	
Footwork shows a low level of clarity and intricacy	Footwork shows an average level of clarity and intricacy	Footwork shows a 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	
Basic formation changes	Average formation changes	Creative and intricate formation changes	
Demonstrates a low level of "TEAM" showmanship throughout	Demonstrates an average level of "TEAM" showmanship throughout	Demonstrates a high level of "TEAM" showmanship throughout	

DANCE EXECUTION

LOW 0-1	AVG 2-3	HIGH 4-5	Notes and Definitions
Lacks synchronization	Average synchronization	Precise synchronization	*Score will reflect a difficulty score and an execution score that has been averaged to arrive at the final score.
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	

Routine Composition & Showmanship

LOW 0-1	AVG 2-3	HIGH 4	Notes and Definitions
Did Not demonstrate clean and /or solid foundation	Demonstrates some clean foundational elements	Demonstrates clean, solid foundational elements	*"Nugget" will be defined as an individual that is inactive and hidden in a portion of the routine.
Presentation lacked excitement throughout	Presentation had Mediocre excitement throughout	Presentation creates excitement throughout	
Lacks creative choreography	Average creative choreography	Exceptional creative choreography	
Poor flow through transitions	Average flow through transitions	Demonstrates seamless flow through transitions	
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.)	