

# **2023-24 WSCJA**

## **Stomp Music**

# **Training Packet**

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Link to test: <https://forms.gle/auEer8mGxLRb4ABj7>

## Summary of 2023-24 Stomp Music Changes

### **Major Changes (may affect scoring):**

- Building difficulty changed from requiring 2 building skills to 3 building skills.
- Building Overall Impression changed to Creativity and increased to 5 points (many elements added to match Traditional Stunts/Pyramids Creativity).
- High range Building Creativity element defines Stunts AND Pyramids present for Stomp.
- Stomp Element Incorporation element added to Building Creativity.
- Jumps section added. Difficulty and Execution are 5 points each. Elements are the same as Traditional with the following exceptions:
  - Difficulty and Execution will not be averaged.
  - High range jump-to-tumble is removed.
- Dance section was reduced from 20 points to 10 points. Difficulty and Execution now 5 points each.
- Dance ratio rule added.
- 2.5 points added to value of overall.
- One new element added to the final section to encourage high levels of participation throughout routines.
- Final score on Music now out of 55.

*Note: Review Traditional Music scoring for changes to Stunts/Pyramids skill scores.*

### **Minor Changes (not likely to affect scoring):**

- Some section titles changed to clarify elements scored within those sections.
- All "high range" language has been removed from score sheets.
- Some terms changed for consistency across all score sheets and rubrics.
- Ratio Rubric references added.
- Ratio formulas clarified.
- Notes and definitions section new to rubric for clarifying statements.
- Common interpretations used by judges added.
- Removal of all "RD"s on subjective elements on rubric.
- Missing rubric language added in ranges.

# WSCJA/WSCCA SCORESHEET

## STOMP MUSIC

<b>EVENT:</b>		<b>JUDGE #:</b>	
<b>TEAM NAME:</b>		<b>DIVISION:</b>	
<b>BUILDING (25)</b>		<b>Points</b>	<b>Score</b>
<b>DIFFICULTY</b> Level of Skill: Average of 3 Highest Scoring Skills Meets Ratio: 40% (See Ratio Rubric)		10	
<b>EXECUTION</b> Perfection of Skill, Proper Technique, Synchronization, Spacing		10	
<b>CREATIVITY</b> Transitions, Entrances/Exits, Uniqueness, Variety of Skill Type, Stomp Element Incorporation		5	
<b>JUMPS (10)</b>		<b>Points</b>	<b>Score</b>
<b>DIFFICULTY</b> Level of Skills Meets Ratio: 40% (See Ratio Rubric)		5	
<b>EXECUTION</b> Technique Elements, Synchronization, Height, Uniform Style		5	
<b>DANCE (10)</b>		<b>Points</b>	<b>Score</b>
<b>DIFFICULTY</b> Meets Ratio: 40% (See Ratio Rubric) Dimension/Pace/Speed, Footwork, Formation Changes, Level Changes		5	
<b>EXECUTION</b> Technique, Sharpness, Placement, Timing, Spacing, Style Consistency		5	
<b>ROUTINE COMPOSITION AND SHOWMANSHIP (10)</b>		<b>Points</b>	<b>Score</b>
Choreography, Flow Between Sections, Entertainment Value, Team Stylized Attitude Throughout, Participation		10	
<b>TOTAL POSSIBLE</b>		<b>55</b>	<b>0.0</b>

*This score sheet is used in Stomp routines for the Music components (portion that is performed to music). If there is a music error, judges will use their best judgment to discern which elements of the performance are scored here.*

<b>STOMP MUSIC RUBRIC</b>			
<b>BUILDING DIFFICULTY</b>			<b>Notes and Definitions</b>
<b>LOW 0-4</b>	<b>AVG 5-7</b>	<b>HIGH 8-10</b>	
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	*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.
<b>BUILDING EXECUTION</b>			<b>Notes and Definitions</b>
<b>LOW 0-4</b>	<b>AVG 5-7</b>	<b>HIGH 8-10</b>	
Falls, unsafe	No falls, major bobbles	No falls, minor bobbles at bottom of range, no bobbles at top of range	*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.
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	
<b>BUILDING CREATIVITY</b>			<b>Notes and Definitions</b>
<b>LOW 0-1</b>	<b>AVG 2-3</b>	<b>HIGH 4-5</b>	
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	
<b>JUMPS DIFFICULTY</b>			<b>Notes and Definitions</b>
<b>LOW 0-1</b>	<b>AVG 2-3</b>	<b>HIGH 4-5</b>	
One single jump	Two non-connected single jumps	One combination + one single jump	*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)	
<b>JUMPS EXECUTION</b>			<b>Notes and Definitions</b>
<b>LOW 0-1</b>	<b>AVG 2-3</b>	<b>HIGH 4-5</b>	
Technique lacking for nearly all participants	Moderate technique	Technique nearly perfect for nearly all participants	*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	
<b>DANCE DIFFICULTY</b>			<b>Notes and Definitions</b>
<b>LOW 0-1</b>	<b>AVG 2-3</b>	<b>HIGH 4-5</b>	
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 an high level of creative dimensions, pace and speed	*Formation changes do not need to utilize the whole team. *Dance Ratio: 40% (See Ratio Rubric).
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	
<b>DANCE EXECUTION</b>			<b>Notes and Definitions</b>
<b>LOW 0-1</b>	<b>AVG 2-3</b>	<b>HIGH 4-5</b>	
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	
<b>Routine Composition &amp; Showmanship</b>			<b>Notes and Definitions</b>
<b>LOW 0-4</b>	<b>AVG 5-7</b>	<b>HIGH 8-10</b>	
Lacks fluid transitions	Somewhat fluid transitions	Fluid transitions	**"Nugget" will be defined as an individual that is inactive and hidden in a portion of the routine.
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.)	

<b>RATIO RUBRIC</b>				
<i>Ratios only used when a rule is stated in a scoring rubric. Number indicates the number of required individuals or groups necessary for a skill to score according to the difficulty range.</i>				
	<b>Category</b>	<b>Traditional</b>		<b>Stomp</b>
	<b># of Athletes</b>	<b>Jumps, Tumbling, Dance</b>	<b>Stunts/Pyramids</b>	<b>Stunts/Pyramids</b>
<b>Division</b>		<b>40% (Individuals)</b>	<b>Majority (Groups)</b>	<b>40% (Groups)</b>
<b>Small</b>	5	2	1	1
	6	3	1	1
	7	3	1	1
	8	4	2	1
	9	4	2	1
	10	4	2	1
	11	5	2	1
<b>Medium</b>	12	5	2	2
	13	6	2	2
	14	6	2	2
	15	6	2	2
	16	7	3	2
	17	7	3	2
	18	8	3	2
<b>Large</b>	19	8	3	2
	20	8	3	2
	21	9	3	2
	22	9	3	2
	23	10	3	2
	24	10	4	3
	25	10	4	3
	26	11	4	3
	27	11	4	3
	28	12	4	3
	29	12	4	3
	30	12	4	3
	31	13	4	3
	32	13	5	4
<b>Coed (3 or more males)</b>	<b># of Males</b>		<b>Stunts/Pyramids</b>	
			<b>Majority (Groups)</b>	
	3		2	
	4		3	
	5		3	
	6		4	
	7		4	
	8		5	
9		5		
10		6		

# WSCJA Interpretations 2023-24

## Stomp Music Scoring

This rubric interpretation will include language from the score sheet and rubric. The section headers, point values, and descriptions in quotes (elements) are copied from the score sheet. The content (elements) for low, average, and high ranges has been copied from the rubric.

**Building (25) is defined as any stunts and/or pyramids performed to music. If there is an error preventing the playing of music, judges will use their best judgment to evaluate what they determine to be stunting performed in the “music section.”**

- (Building) Difficulty (10) - will be interpreted as the “Level of Skill” as assessed by taking the “Average of Top 3 Skills” that “Meet Ratio: 40%” for all stunting, whether braced (pyramid) or not according to the Ratio Rubric. Judges are to use their Traditional stunt and pyramid rubric interpretations and training but to adjust for the 3 skill and 40% stomp requirements. Note that in the low range on the rubric, three skills are required to meet the minimum. All skill definitions and range placements are to be consistent with Traditional Music interpretations and training.
- (Building) Execution (10) - will be interpreted as “Perfection of Skill, Proper Technique, Synchronization & Spacing” as demonstrated during stunts and pyramids in the music section. Judges are to use their Traditional stunt and pyramid rubric interpretations and training for execution with no alterations. All building during music whether it meets ratio or not will be evaluated in the execution score.
- (Building) Creativity (5) - will be interpreted as “Transitions, Entrances/Exits, Uniqueness, Variety of Skill Type, Stomp Element Incorporation” as demonstrated during stunts and pyramids performed in the music section. According to the rubric, the judges are looking for how the following elements are used:
  - Level of variety of transitions, entrances and exits
  - Level of uniqueness between skills
  - Level of variety in types of skills (inversion, release, twist, stunt, pyramid)
    - High range would have at least one stunt and one pyramid skill
  - Level of incorporation of elements seen in the stomp portion of the routine

**Jumps (10) is defined as any jumps performed to music. If there is an error preventing the playing of music, judges will use their best judgment to evaluate what they determine to be jumps performed in the “music section.”**

- Notes and Definitions:
  - Jump skills listed on the rubric include star, pike, toe touch, and hurdler variations. This is not a complete list of jumps judges might see.
  - “Combination defined as two or more jumps combined with no prep inbetween.”
  - “Hip rotation is defined as front to side, or side to front.”
- Jump Difficulty - will be defined as the “Level of Skills” that “Meet Ratio (40%).” will be interpreted to mean the only skills considered for the jump difficulty score are those involving at least the number of participants required by the Ratio Rubric. If any jump skills do not involve

# WSCJA Interpretations 2023-24

## Stomp Music Scoring

the minimum number of participants according to the Ratio Rubric, that skill will not be considered in the difficulty score. Judges do not calculate, instead refer to the table.

- **Jump Execution** - will be defined as “Synchronization, Landings, Height & Technique.” If a team’s performance falls under different columns in different areas of execution, judges will treat each column as roughly of equal importance and use their best judgment to place the team in the appropriate range. Judges will consider all jumping to music for execution, not only that which meets the ratio.
  - “Synchronization” will be defined as skills being performed in unison, and/or staggered skills being performed according to clearly designated and equally timed counts.
  - “Landings, Straight Legs & pointed toes, and arm placement” will be defined as each individual performing skills with commonly accepted standards of appropriate form and method.
  - “Jump height” will be defined as flexibility and elevation.
  - “Uniform style throughout” will be defined as consistency in approach and body positioning all the way from the prep to the landing between participants.

**Dance (10) is defined as any dancing performed to music. If there is an error preventing the playing of music, judges will use their best judgment to evaluate what they determine to be dancing performed in the “music section.”**

- **Dance Difficulty (5)** - will be interpreted as “Dimension/Pace/Speed, Footwork, Formation Changes, Level Changes” as demonstrated in the music section. According to the rubric, the judges are looking for the demonstration of the following difficulty elements (very similar to traditional but not identical):
  - Level of incorporation of creative dimension, pace, and speed
  - Level of intricacy and clarity of footwork
  - Level of distinction, clarity, and visual impact of level changes
  - Level of intricacy and creativity of formation changes (need not utilize full team)
- **Dance Execution (5)** will be interpreted as “Technique, Sharpness, Placement, Timing, Spacing, Style Consistency” as demonstrated in the music section. Judges will look for the level of the elements found on the rubric:
  - Level of synchronization
  - Level of sharpness and cleanliness
  - Level of placement and motion technique
  - Level of spacing
  - Level of consistency of team style - “Consistent Team Style Throughout” will be defined as judges acknowledging that all teams do not use the same style, but that each team should be consistent with the style they choose.

# WSCJA Interpretations 2023-24

## Stomp Music Scoring

**Routine Composition & Showmanship (10)** will be defined as: “Choreography, Flow Between Sections, Entertainment Value, Team Stylized Attitude Throughout, Participation” for the Music section. According to the rubric, the judges are looking for the level of presentation of the following elements:

- Level of fluidity of transitions into and out of Music
- Level of use of choreography
- Level of energy driving entertainment value
- Level of stylized attitude throughout
- Level of consistency of participation of team members (NOTE: this includes but is not limited to - minimizing the hiding of unused “nuggets”, performing skills and choreography simultaneously)