

# 2026 - 2027 ALLSTAR NOVICE SCORING SYSTEM

| 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%**

## STUNT / PYRAMID TECHNIQUE DRIVERS - MAX POINTS: 10

\*\*Stunt &amp; 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. |      |         |            |                          |

## 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. |      |         |            |                          |

## 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. |      |         |            |                          |

## 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 |

## STUNT/PYRAMID TECHNIQUE DRIVER DEFINITIONS

Including but not limited to

|             |                                                                                                                                                                                   |                          |                                                                                                                                                                                 |
|-------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Flyer       | <ul style="list-style-type: none"> <li>• Body control</li> <li>• Flexibility of body positions</li> <li>• Motion placement/accuracy</li> <li>• Uniformity among flyers</li> </ul> | Bases/Support Persons    | <ul style="list-style-type: none"> <li>• Body control</li> <li>• Stability of the stunt</li> <li>• Technique in lifts and catches</li> <li>• Uniformity among groups</li> </ul> |
| Transitions | <ul style="list-style-type: none"> <li>• Entry</li> <li>• Dismount</li> <li>• Control throughout</li> </ul>                                                                       | Timing & Synchronization | <ul style="list-style-type: none"> <li>• Timing of skills performed in groups or by the team at the same time</li> </ul>                                                        |

## TUMBLING TECHNIQUE DRIVER DEFINITIONS

Including but not limited to

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

## JUMP TECHNIQUE DRIVER DEFINITIONS

Including but not limited to

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

## 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 |