TINY NOVICE DIVISION

2026-2027 UNITED SCORING SYSTEM

Scoring Rubric

All Star Tiny Novice

VERSION 10.15.26

2026-2027 UNITED SCORING SYSTEM - TINY NOVICE

EXECUTION - JUMPS

2.0	Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill. • Scores will start at a 2.0 and may be reduced by .1, .2 or .3 based on the lack of technical execution of each driver • .1 – Minor technique issues by the team • .2 – Multiple technique issues by the team • .3 – Widespread technique issues by the team • No more than .3 will be taken off for a single driver. • Stylistic differences will not factor into a team's Execution score

JUMP DRIVERS

Each driver may include, but is not limited to, the below examples:

Arm Placement	• Approach • Consistent entry • Swing/prep	• Arm position within jump(s) • Chest placement
Leg Placement	• Straight legs • Pointed toes • Hip placement/rotation/Hyperextension	• Height • Legs/feet together • Landings
Synchronization	• Timing (The value deducted will not exceed 0.1)	

FORMATIONS & TRANSITIONS

1.0 - 2.0	A team's ability to demonstrate precise spacing and uniform movement. The Formations & Transitions score will start at 2.0 and will be reduced .1 for EACH formation and transition that lacks precision.

ROUTINE CREATIVITY

1.5 - 2.0	Routine Creativity is an average of 3 scores supplied by the Building, Tumbling, and Overall Judge. It is based on the team's incorporation of innovative, visual, and intricate ideas throughout the routine. Each judge is looking specifically at the skill sections that pertain to their respective category, and how they are composed, as defined below. **Overall Judge:** Innovative, visual, and intricate ideas, as well as any additional skills performed, that enhance the overall appeal and flow of the routine. The Overall judge's score encapsulates the entire routine, excluding the Dance. **Building Judge:** Incorporation of creative, innovative, and visual elements in the Entries, Transitions, and Dismounts of all Building skills. This includes both level and non-level appropriate skills. Pace/connection of skills will be considered. **Tumbling Judge:** Incorporation of clear visual tumbling patterns that enhance the skills performed.

DANCE

Dance will be evaluated as a team's ability to demonstrate a variety of difficulty elements, with strong execution, based on the elements below:

0.5 - 1.0	**Difficulty Elements**	• Visual Effects • Variety of Levels • Formation Changes • Footwork • Floor Work/ Use of Floor • Partner Work • Pace
0.5 - 1.0	**Execution**	• Technique • Perfection • Synchronization • Uniformity • Motion Strength/Placement • Energy/Entertainment Value

SHOWMANSHIP

1.0 - 2.0	Showmanship is an average of 3 scores provided by the Building, Tumbling, and Overall Judges. It is based on the panel's impression of the entire performance, encompassing all category areas, and focusing on the team's energy, genuine enthusiasm, confidence, eye contact, and facial expression. *This category is not skill-based but will take into consideration appropriate athletic impression throughout the routine.*

RATING SYSTEM

OUTSTANDING	EXCELLENT	SUPERIOR
Below - 7.4 Below - 74%	7.5 - 8.9 75% - 89%	9.0 - 10 90% - 100%