



# WORLDS DIVISIONS RUBRIC DANCE & CHOREOGRAPHY

JUMP DIFFICULTY	
0	No skills performed
1.0	No advanced jumps
2.0	1 advanced jump by majority
3.0	2 advanced connected jumps by majority
4.0	3 advanced connected jumps by majority
5.0	4 advanced connected jumps or 3 connected jumps plus 1 additional advanced jump by majority

- Advanced Jumps: Herkie, Hurdler, Toe Touch, Pike, Double Nine
- Connected Jumps: All approaches within the jump section must have a whip approach
- Pencil/"T" Jumps are not considered jumps skills and therefore will not be considered when scoring Jumps.

The following are considered when scoring difficulty:

- Degree of difficulty
- Percentage of team participation
- Variety
- Additional skills
- Synchronization
- Technique: A team's effectiveness in demonstrating proper form, timing uniformity and precision.
- Dance: A team's ability to execute elite dance skills and visual effects through multiple levels, formation changes, creative tricks, ground, group and partner work and motions performed at a fast pace and/or change of pace with strong musicality.
- Creativity/Choreography: A team's effectiveness to implement innovative, visual, unique and intricate ideas, incorporations and music.
- Overall Routine Impression: A team's effectiveness in performing a comprehensive and positive memorable experience.
- Showmanship: A team's effectiveness in demonstrating genuine enthusiasm and confidence.

MAJORITY:  $\frac{1}{2} + 1$  (MAJORITY REQUIRED TO SCORE IN THE MEDIUM OR HIGH RANGE FOR DIFFICULTY)  
POINTS WILL BE AWARDED IN TENTHS (1/10)



# WORLDS DIVISIONS RUBRIC TUMBLING

STANDING TUMBLING DIFFICULTY		
0		No skills performed
1.0 - 3.0	LOW	Below level standing tumbling passes; level appropriate standing tumbling passes performed by less than a majority of the athletes
2.0 - 5.0	MID	1 level appropriate standing tumbling pass(es) performed by a majority of the athletes
4.0 - 10	HIGH	2 level appropriate standing tumbling passes performed by a majority of the athletes

RUNNING TUMBLING DIFFICULTY		
0		No skills performed
1.0 - 3.0	LOW	Below level running tumbling passes
2.0 - 5.0	MID	Level appropriate running tumbling passes performed by less than a majority of the athletes
4.0 - 10	HIGH	1 level appropriate running tumbling pass(es) performed by a majority of the athletes

*For Level 6 Standing and Running Tumbling: All Level 5 & 6 Level Appropriate Skills will be considered level appropriate for scoring purposes.*

The following are considered when scoring difficulty:

- Degree of difficulty
- Percentage of team participation
- Variety
- Additional skills
- Synchronization
- Jump/tumbling combination (Standing Tumbling only)
- Technique: A team's effectiveness in demonstrating proper form, timing uniformity and precision.
- Formations/Transitions: A team's effectiveness to demonstrate precise spacing and seamless patterns of movement.
- When performing a Standing Tumbling Pass that continues into a Running Tumbling Pass, the Standing Tumbling portion of the pass must actually be level appropriate to be considered a qualifying level appropriate skill for scoring purposes.

MAJORITY:  $\frac{1}{2} + 1$  (MAJORITY REQUIRED TO SCORE IN THE MEDIUM OR HIGH RANGE FOR DIFFICULTY)

POINTS WILL BE AWARDED IN TENTHS (1/10)

FOR TUMBLING ONLY: TUMBLING SKILLS WILL BE CUMULATIVE WHEN DETERMINING MAJORITY.



# WORLDS DIVISIONS RUBRIC BUILDING

STUNT DIFFICULTY		
0		No skills performed
1.0 - 3.0	LOW	Below level skills; 2 or less different level appropriate skills performed by a majority of the athletes
2.0 - 5.0	MID	3 different level appropriate skills performed by a majority of the athletes
4.0 - 10	HIGH	4 different level appropriate skills performed by a majority of the athletes

PYRAMID DIFFICULTY		
0		No skills performed
1.0 - 3.0	LOW	Below level skills performed; 2 or less different level appropriate skills
2.0 - 5.0	MID	3 different level appropriate skills, at least 2 structures
4.0 - 10	HIGH	4 different level appropriate skills, at least 2 structures

TOSS DIFFICULTY		
0		No skills performed
1.0 - 2.0	MID	Below level toss(es) performed; level appropriate toss(es) performed by less than a majority of athletes
2.0 - 5.0	HIGH	1 level appropriate toss performed by a majority of the athletes

*For Level 6 Stunts: All Level 5 & 6 Level Appropriate Skills will be considered level appropriate for scoring purposes.*

The following are considered when scoring difficulty:

- Degree of difficulty
- Percentage of team participation
- Variety of load-ins, dismounts and transitions
- Additional skills and combination of skill (non-level included)
- Technique: A team's effectiveness in demonstrating proper form, timing uniformity and precision.
- Creativity/Choreography: A team's effectiveness to implement innovative, visual, unique and intricate ideas, incorporations and music.

MAJORITY:  $\frac{1}{2} + 1$  (MAJORITY REQUIRED TO SCORE IN THE MEDIUM OR HIGH RANGE FOR DIFFICULTY)

POINTS WILL BE AWARDED IN TENTHS (1/10)