

## STOMP MUSIC RUBRIC

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