



SCRIPT SHEET - OVERALL - ALLSTAR

Team:
Division:

ROUTINE COMPOSITION: 9.0 - 10.0

A team's ability to demonstrate precise spacing in formations and seamless patterns of movement in transitions performed throughout the routine. This includes innovative, visual and intricate ideas, as well as, any additional skills performed to enhance overall appeal.	9.0 - 9.4	9.4 - 9.7	9.7 - 10.0	
	Less than 50% of routine includes precise spacing in formations and seamless patterns of movement in transitions. This includes innovative, visual and intricate ideas, as well as, any additional skills performed to enhance overall appeal.	50% of routine includes precise spacing in formations and seamless patterns of movement in transitions. This includes innovative, visual and intricate ideas, as well as, any additional skills performed to enhance overall appeal.	75% or more of the routine includes precise spacing in formations and seamless patterns of movement in transitions. This includes innovative, visual and intricate ideas, as well as, any additional skills performed to enhance overall appeal.	

FORMATIONS * TRANSITIONS * SEAMLESS * INNOVATIVE * VISUAL * INTERACTIVE * PACE

STUNT CREATIVITY: 2.0 - 2.5

Stunt skills incorporate visual, unique or innovative ideas. This includes level and non-level appropriate skills	2.0 - 2.1	2.2 - 2.3	2.4 - 2.5	
	Below average creative content. Minimal or no effort given to incorporate visual, unique or innovative ideas	Average creative content. Some but limited effort given to incorporate visual, unique or innovative ideas	Above average creative content. Obvious and thoughtful effort given to incorporate visual, unique or innovative ideas	

INNOVATIVE * VISUAL * UNIQUE * INTRICATE * ENTRIES * TRANSITIONS * DISMOUNTS * IMPACT APPEAL * CLARITY * FLOW

PYRAMID CREATIVITY: 2.0 - 2.5

Pyramid skills incorporate visual, unique or innovative ideas. This includes level and non-level appropriate skills	2.0 - 2.1	2.2 - 2.3	2.4 - 2.5	
	Below average creative content. Minimal or no effort given to incorporate visual, unique or innovative ideas	Average creative content. Some but limited effort given to incorporate visual, unique or innovative ideas	Above average creative content. Obvious and thoughtful effort given to incorporate visual, unique or innovative ideas	

INNOVATIVE * VISUAL * UNIQUE * INTRICATE * ENTRIES * TRANSITIONS * DISMOUNTS * IMPACT APPEAL * CLARITY * FLOW

DANCE: 9.0 - 10.0

A team's ability to demonstrate a high level of energy and entertainment value which incorporates multiple visual elements including a variety of levels, formation changes, partner work, footwork and floor work. This includes technique, perfection, synchronization, pace and intricacy of dance moves performed.	0.1 - 0.4	0.1 - 0.4	0 - 0.2	
	Difficulty: variety of levels, formation changes, partner/foot/floor work, pace, intricacy	Execution: technique, perfection, synchronization, uniformity	Energy /Entertainment: entertainment, energy, visual elements	

VISUAL ELEMENTS * LEVEL CHANGES * FORMATION CHANGES * PARTNER WORK * FOOTWORK * TECHNIQUE * SYNCHRONIZATION * PACE

PERFORMANCE: 9.0 - 10.0

A team's ability to demonstrate high levels of energy and excitement while maintaining genuine enthusiasm and showmanship. This will include appropriate athletic impression throughout the routines	9.0 - 9.4	9.4 - 9.7	9.7 - 10.0	
	Less than 50% of the athletes demonstrate high levels of energy and excitement while maintaining genuine enthusiasm and showmanship. This will include appropriate athletic impression throughout the routine.	50% of the athletes demonstrate high levels of energy and excitement while maintaining genuine enthusiasm and showmanship. This will include appropriate athletic impression throughout the routine.	75% or more of the athletes demonstrate high levels of energy and excitement while maintaining genuine enthusiasm and showmanship. This will include appropriate athletic impression throughout the routine.	

CONFIDENCE * ENERGY LEVEL * EXCITEMENT * EYE CONTACT * GENUINE ENTHUSIASM * SHOWMANSHIP * APPROPRIATE ATHLETIC