GLOBAL NOVICE

(EXCEPT TINY NOVICE)

2023 – 2024

GLOBAL NOVICE CHEER OVERALL & DANCE

DANCE DIFFICULTY

1.5 pt	Below	Skills do not meet the low range requirement.
2.0 – 2.9 pt	Low	Skills performed with few to no level changes, formations and/or transitions and minimal footwork and little creativity
3.0 – 3.9 pt	Mid	Skills performed with slow paced level changes, formations and/or transitions with some mid-level footwork and some creativity
4.0 – 4.9 pt	High	Skills performed with faster paced level changes, formations and/or transitions with some intricate footwork and creative visual effects
5 pt	Max	Skills performed with fast paced, intricate footwork, level changes, formations and transitions with high level of creativity

ROUTINE COMPOSITION

1 - 1.9 pt	Below	* Each section of the routine having a well-defined flow, transition and formations.
2 - 2.9 pt	Low	* The flow of the routine should seamlessly connect from section to section without obvious gaps in transitions.
3 - 3.9 pt	Mid	* The pace of the routine should have consistent flow from beginning to end.
4 - 4.9 pt	High	* Transitions need to be clean, creative and visual in composition.
5 pt	Max	* The overall composition of the routine should engage the crowd and be entertaining and exciting.

OVERALL PERFORMANCE

1 - 1.9 pt	Below	* The overall performance score of the routine is based on the judge impression of the entire routine as a whole.
2 - 2.9 pt	Low	* This includes the entire team's energy, genuine enthusiasm, confidence, eye contact and sincere facial expressions.
3 - 3.9 pt	Mid	* It should also encompass the athlete's ability to interpret the theme of the routine and project it in a manner so that it is easily recognizable.
4 - 4.9 pt	High	* Transitions from section to section of the routine should be executed to perfection and be visually pleasing to all.
5 pt	Max	* Mistakes in formations, transitions, spacing and synchronization will be reflected in this score.

Note from the Judges

This performance section is subjective to the judges scoring. Judges reserve the right to apply additional deductions for the following:

- Dances that are not age appropriate
- Dances that are provocative or sexual in nature
- Dances that are not family friendly to all ages.
- Motions or gestures that are not age appropriate, sexual in nature, or imply harm.

GLOBAL NOVICE CHEER EXECUTION

DANCE EXECUTION

0.0 - 0.9 pt	Low	Skills performed with multiple errors in spacing, synchronization, motion placement and low energy and projection.
1.0 – 1.9 pt	Mid	Skills performed with few errors in spacing, synchronization, motion placement and mid-level energy and projection.
2.0 – 2.5 pt	High	Skills performed with little to no errors in spacing, synchronization, motion placement and a high level of energy and projection.

JUMP EXECUTION

ARM PLACEMENT 0.0 - 2 pt	* Approach * Consistent entry * Swing/prep * Arm position within jump(s)
LEG PLACEMENT 0.0 - 2 pt	* Straight legs * Pointed toes * Hip placement / rotation / hyper extention * Chest placement * Landings - feet together / legs locked
TIMING 0.0 - 1 pt	* Synchronization of skills performed by the group.

STUNTS & PYRAMID EXECUTION

LOW 0 - 1.0	AVERAGE 1.1 - 1.4	GREAT 1.5 - 1.7	BEST 1.8 - 2.0
Top Person 0.0 - 2.0 pt	* Body Control * Flexibility locked, and toes pointed. * Core engagement, level hips, chest up, legs		
BASING UNIT 0.0 - 2.0 pt	* Stunt Stability * Proper Athletic Stance * Feet Firmly Planted on Performance Surface * Arm Position in Extended stunts		
SPACING 0.0 - 2.0 pt	* Clearly defined formations * Spacing execution based on flyers hips.		
TRANSITIONS 0.0 - 2.0 pt	* Entry and exits for skills * Dismounts to performance surface or cradles * Control from skill to skill		
PACE 0.0 – 2.0 pt	* Even Flow from skill to skill * Good use of 8 counts		

TUMBLING EXECUTION

LOW 0 – 1.74	AVERAGE 1.75 - 1.99	GREAT 2.0 - 2.24	BEST 2.25 - 2.5
APPROACH 0 - 2.5 pt	BODY CONTROL 0 - 2.5 pt	SYNCHORIZATION 0 - 2.5 pt	LANDING 0 - 2.5 pt
* Arm placement into a skill or pass * Connection of skill or pass * Chest Placement	* Legs and feet together * Head placement * Proper sets for skill * Hips squared	* Synchronization of take off and landing * Squad passes *** Teams that do not perform at least 1 level appropriate pass synchronized in a group (2 or more athletes) will automatically receive .5 off for synchronization.	* Controlled * Chest Placement * Finished pass / skill * Incomplete twisting skills