

NDCCA Performance Routine Scoring Rubric

Category	Description	Score Range	Scoring Guidelines	Comments:
Tumbling/Building skills	Difficulty (Max 5 per category: Tumbling, Jumps, Stunts, Baskets, Pyramids) Evaluates the complexity and level of skills performed in each section.	0-5 per category	• 5: Elite-level skills; advanced combinations; highly demanding and well-integrated • 4: Advanced skills; good variety and combinations • 3: Intermediate difficulty; standard skill set • 2: Novice skills; limited variety • 0–1: Basic simple or repetitive elements	***See difficulty rubric***
Tumbling/Building skills	Execution (Max 5 per category: Tumbling, Jumps, Stunts, Baskets, Pyramids) Assesses precision, control, and cleanliness of skills performed.	0-5 per category	• 5: Extremely clean; controlled landings; sharp and synchronized • 4: Minor errors; mostly clean and consistent • 3: Noticeable inconsistencies; some balance or timing issues • 2: Frequent errors; lack of control or synchronization • 0–1: Poor execution; multiple major mistakes or incomplete skills	

Fundamentals	Motion Technique (Max 10) Evaluates sharpness, placement, and consistency of motions.	0-10	● 9–10: Strong, sharp, and precise motions; excellent placement and control ● 7–8: Mostly clean motions; minor inconsistencies ● 5–6: Average technique; inconsistent sharpness or placement ● 3–4: Weak or unclear motions; frequent errors ● 0–2: Poor technique; lacks control or proper form	
Fundamentals	Cohesiveness / Timing (Max 10) Measures synchronization and unity of the team throughout the routine. (i.e. cleanliness of formations and transitions)	0-10	● 9–10: Perfect synchronization; seamless transitions; strong team unity ● 7–8: Minor timing issues; mostly cohesive ● 5–6: Noticeable timing inconsistencies; uneven synchronization ● 3–4: Frequent timing errors; lack of cohesion ● 0–2: Poor synchronization; disjointed performance	
Choreography	Creativity (Max 10) Measures originality, unique formations and	0-10	● 9–10: Highly original; dynamic formations; engaging and innovative ● 7–8: Creative elements present; good variety	

	transitions, and visual appeal.		● 5–6: Some originality; mostly standard choreography ● 3–4: Limited creativity; predictable sequences ● 0–2: No variation or originality	
Overall	Overall Impression (Max 10) Reflects performance quality and energy.	0-10	● 9–10: Outstanding performance; high energy; confident and engaging ● 7–8: Strong performance; minor lapses in energy or connection ● 5–6: Average presentation; lacks consistency or impact ● 3–4: Low energy ● 0–2: Unengaging or incomplete	
Overall	Overall Execution (Max 10) (Average of execution scores across Tumbling, Jumps, Stunts, Baskets, and Pyramids x2)	0-10	● 9–10: Exceptionally clean across all sections; highly consistent ● 7–8: Mostly clean with minor inconsistencies ● 5–6: Several noticeable errors across sections ● 3–4: Frequent mistakes; inconsistent performance quality ● 0–2: Poor overall execution; multiple major errors	

