

Creativity Scoresheet Guidelines

Movement on Floor

eg all 4 corners and floor area covered during routine with minimal standing in one spot

0 None

0.2 only 1 to 2 corners are covered

0.5 3 to 4 corners are covered

0.7 4 corners plus 1 other movement around floor

1.0 4 corners plus 2 other movement around floor

Start and end of routine

Start & end posture and facial and body expression – it must be very special to score one whole point

0 No obvious start or end pose

0.2 Basic Start pose OR Basic End pose

0.5 Both Basic Start pose plus Basic End pose

0.7 Well defined Start and End Pose

1.0 Well defined Start and End Pose to music

Speed Changes

Fast/Medium/ slow changes to speed of rope or body. Includes fancy feet and double bounces.

0 None

0.2 1 to 2 changes of speed

0.5 3 to 4 changes of speed

0.7 5 changes of speed

1.0 6 changes of speed

Rope manipulation

Direction changes (forward and backward), wheels, releases helicopters, awesome annie, twirls etc

0 None

0.2 1 to 2 manipulations

0.5 3 to 4 manipulations

0.7 5 manipulations

1.0 6 manipulations

Combination of skills

Turner involvement, Traveller, sets of skill combinations with no basic jumps in between

0 None

0.2 1 to 2 sets of combinations

0.5 3 to 4 sets of combinations

0.7 5 sets of combinations

1.0 6 sets of combinations

Performing of the skills

Dynamics, Aesthetics, Body position and posture, being in control, no heavy landings, not clumsy

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|-----|---|
| 0 | 6 or more heavy landings/ non aesthetic looking skills |
| 0.2 | 5 heavy landings/non aesthetic looking skills |
| 0.5 | 3 to 4 more heavy landings/non aesthetic looking skills |
| 0.7 | 1 or 2 heavy landings/ non aesthetic looking skills |
| 1.0 | NO heavy landings/ non aesthetic looking skills |

Acrobatic Movements

Basic: cart wheel, round off, handspring. Kip (1 hand separate from 2), mule kick difficulty
Unsupported, inverted aerials – only 3 of these

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|-----|---|
| 0 | None |
| 0.2 | 1 to 2 Basic acrobatics |
| 0.5 | 3 to 4 basic acrobatics |
| 0.7 | 5 basic acrobatics plus 1 aerial skill |
| 1.0 | 6 Basic acrobatics plus 3 aerial skills |

Smooth flow

Rhythm, harmony, turner switches, no jerkiness between skills but smooth flow from one skill to the next.

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|-----|--------------------------------------|
| 0 | 6 or more jerky moves between skills |
| 0.2 | 5 jerky moves between skills |
| 0.5 | 3 to 4 jerky moves between skills |
| 0.7 | 1 to 2 jerky moves between skills |
| 1.0 | NO jerky moves between skills |

Total impression (1)

Originality of choreography and Use of music, impact on audience ie the Wow factor

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|-----|--|
| 0 | No WOW factor, dull facial or body expression |
| 0.2 | No WOW factor, very little facial or body expression |
| 0.5 | Some WOW, some facial and body expressions |
| 0.7 | Good WOW. and some facial and body expression |
| 1.0 | Big WOW factor, great facial and body expression |

Total Impression (2)

Synchronicity and timing to each other if in Pairs or team freestyle or the World Cup plus skipping to the beat and in time with the music.

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|-----|--|
| 0 | No timing to music or to each other |
| 0.2 | Poor timing to music and to each other |
| 0.5 | Some timing to music and to each other |
| 0.7 | Good timing to music, and to each other |
| 1.0 | Perfect timing to music, and to each other |