

# Scoring Explained for Creativity

All Challenge Categories; All Star, Advanced & Xtreme

If your team has qualified for the Challenge categories, 20 pts has been given for Creativity

**Creative Additions to Original Choreography** – linking with original theme 10 points:  
Creativity will score highly when linked to the theme of the song/routine. The better movement additions are ones that flow (and are an extension) from the original choreography. Therefore, rather than deleting the original move can you develop it? There can be completely new movements as well. Aim for 10+ new move/creative additions.

**Patterns/Formations/Shapes** 10 points:

Think shapes-triangles, diagonals, diamonds, lines, circles, stars, snakes, waves, peel offs etc. Think what pattern you can create that paints a picture, tying the pattern shape/formation into the theme of the song will score very highly. Think contrast of students moving in/out, forward/back, open/close (like a flower), cannon/domino effects. Remember we are after a variety, and we want to see all components here. Aim for 10 plus different Pattern/formation or shape changes and don't repeat them.

**2025 Amendment: Performers Entering or Exiting the Stage During the Performance**

(This does **not** refer to the 30 seconds allowed to enter and pose **before** the music starts.)

- Teams are allowed a maximum of **30 seconds** (while music is playing) for any performers to exit to the wings and re-enter the stage.
- If a performance begins with some members off stage, **all performers must be on stage within 30 seconds** of the music starting.
- If the Head Judge determines that this time limit has been exceeded, **penalty points will be applied**.
- Any entry or exit during the performance will be **timed** and counted toward the team's total allowable choreography change time (e.g. within the 33% or 40% limit).