

2020-2021 Performance Recreation Scoring System

BUILDING RUBRIC

STUNT DIFFICULTY		
3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	4 different level appropriate skills performed by most of team
4.0 - 4.5	MID	4 different level appropriate skills performed by most of team, 1 of which is Elite level appropriate.
4.5 - 5.0	HIGH	4 different level appropriate skills performed by most of team, 2 of which are Elite level appropriate.

PYRAMID DIFFICULTY		
2.5		Skills in which the top person is only connected to a bracer standing on the ground
A team is eligible for the ranges below if their pyramid consists of 2 or more directly connected top persons.		
3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	2 different level appropriate skills, 2 structures performed by most of the
4.0 - 4.5	MID	3 different level appropriate skills, 2 structures performed by most of the
4.5 - 5.0	HIGH	4 different level appropriate skills. 2 structures performed by most of the

BUILDING QUANTITY CHART		
# of ATHLETES	MAJORITY	MOST
5 - 11	1	1
12 - 15	1	2
16 - 19	2	3
20 - 23	3	4
24 - 27	4	5
28 - 30	4	6
31 - 38	5	7

STUNT QUANTITY	
(BASED ON A TRADITIONAL GROUP OF 4, RIPPLED OR SYNCHRONIZED)	
3.5	Skills performed that do not meet the 4.0 requirement
4.0	Less than a Majority of the team performs a level appropriate building skill
4.2	Majority of the team performs a level appropriate building skill
4.4	Most of the team performs a level appropriate building skill
4.6	Less than a Majority of the team performs the <u>same</u> ELITE building skill
4.8	Majority of the team performs the <u>same</u> ELITE building skill
5.0	Most of the team performs the <u>same</u> ELITE building skill

STUNT/PYRAMID TECHNIQUE	
3.5 - 4.0	Most skills performed with below average execution, stability, uniformity, body position, and synchronization.
4.0 - 4.5	Most skills performed with average execution, stability, uniformity, body position, and synchronization.
4.5 - 5.0	Most skills performed with above average execution, stability, uniformity, body position, and synchronization.

STUNT/PYRAMID CREATIVITY	
2.0 - 2.3	Less than 50% of the skills incorporate visual, unique, or innovative ideas. This includes level and non-level appropriate skills.
2.3 - 2.5	50% of the stunt skills incorporate visual, unique, or innovative ideas. This includes level and non-level appropriate skills.