



Traditional Scoring Rubric



BUILDING

Stunt Difficulty		
3.0-3.5	Below	stunts performed do NOT meet low range requirement
3.5-4.0	Low	4 DIFFERENT level appropriate skills performed by MOST of the team
4.0-4.5	Mid	4 DIFFERENT level appropriate skills performed by MOST of the team, 1 of which is Elite level appropriate

Pyramid Difficulty		
3.0-3.5	Below	stunts performed do NOT meet low range requirement
3.5-4.0	Low	2 DIFFERENT level appropriate skills and 2 structures performed by MOST of the team
4.0-4.5	Mid	3 DIFFERENT level appropriate skills and 2 structures performed by MOST of the team

Routine Composition	
9.0-10.0	A team's ability to demonstrate the following throughout the routine: Precise spacing • Formations • Transitions. This also includes innovative, visual and intricate ideas, as well as, any additional skills performed to enhance the overall appeal

Building Creativity	
2.0-2.5	Pyramid & Stunt skills incorporate visual, unique or innovative ideas. This includes level and non-level appropriate skills. This may include: Entries • Transitions • Dismounts • Clarity • Flow

*note: Skills that are not required to be synchronized may be cumulative to meet a difficulty requirement. Stunt Skills will only receive full credit if they show control through the pop or transition to another skill. BODY POSITIONS • Lib and platform are not considered body positions. • Body positions include: Stretch, bow and arrow, arabesque, scale, scorpion.

Building quantity chart:

# of athletes	Number of groups	
	Majority	Most
5-11	1	1
12-15	1	2
16-19	2	3
20-23	3	4
24-30	4	5

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TUMBLING

Jump Difficulty	
3.5	skills performed do not meet 4.0 requirement
4.0	Most of the team performs 1 advanced jump
4.5	Most of the team performs 2 advanced jumps. Do NOT need to be connected or contain variety

- Note: • Tumbling passes must land on feet to be considered level appropriate and receive difficulty credit (i.e. jump 3/4 front flip to seat, back handsprings which lands in a prone position, etc. would not count).
- Jumps within a pass will not break up the pass .
- T-Jumps are not considered a jump and will break up a pass into two separate passes.
- L2- No skills out of a RO that are ILLEGAL in L1 will count for level appropriate credit.
- L3- No skills out of a BHS step out 1/2 turn that are ILLEGAL in L2 will count for level appropriate credit.

Standing Tumbling Difficulty		
3.0-3.5	Below	skills performed do not meet Low requirement
3.5-4.0	Low	MOST of the team performs a level appropriate pass
4.0-4.5	Mid	Majority of the team performs the same level appropriate pass which must be synchronized from initiation of the pass

Running Tumbling Difficulty		
3.0-3.5	Below	skills performed do not meet Low requirement
3.5-4.0	Low	Less than a majority of the team performs a level appropriate pass
4.0-4.5	Mid	Majority of the team performs a level appropriate pass

Quantity Chart:

	Number of athletes	
# of athletes	Majority	Most
5-7	2	4
8-9	4	5
10-15	6	7
16-19	8	9
20-25	10	13
26-30	14	16

Dance	
9.0-10.0	A team’s ability to demonstrate a high level of energy and entertainment value which may incorporate: Visual elements • Variety of levels • Formation changes • Footwork • Floorwork • Partner work This also includes: Technique • Perfection • Synchronization • Pace

Performance	
9.0-10.0	A team's ability to demonstrate high levels of energy and excitement while maintaining genuine enthusiasm. This will include appropriate athletic impression throughout the routine.

Crowd Leading

Cheer Motion Execution	
4.0-5.0	Multiple/Variety of Motions, Transitions, Level Changes Level of Execution, High Energy / Entertainment Level

Voice	
2.0-2.5	Pace of cheer, volume and flow of cheer elements. (practical, words are easy to understand, appropriate)

Overall Crowd Effectiveness	
9.0-10.0	A team's ability to demonstrate high levels of energy and excitement while maintaining genuine enthusiasm. Easy to follow & encourages crowd participation

Proper Use of Props	
2.0-2.5	Effectiveness of props to encourage crowd participation. Variation in props enhance performance (poms, flags, megaphones etc)

Technique: Athletes are expected to demonstrate excellent technique when performing each skill. A team’s execution will be determined by all athletes performing the skill.

Technique	
3.5- 5.0	items to be considered when providing a score for the following areas: Stunting/Pyramids/tosses: Timing, body/stunt control, synchronization, motion placement, excessive movement/spacing under stunts, and height of tosses. Jumps: Arm/leg/toes placement, timing, height, landing, chest placement, and synch if performed Tumbling:Approach, speed, body control, landings, and synch if performed