



BUILDING	DIFFICULTY	EXECUTION	TOTAL	WEIGHT
STUNT	10.0	15.0	25.0	60.0%
PYRAMID	10.0	15.0	25.0	
TOSSES/L1 - CRADLE	5.0	5.0	10.0	
TUMBLING	DIFFICULTY	EXECUTION	TOTAL	WEIGHT
STANDING TUMBLING	2.5	5.0	10.0	15.0%
RUNNING TUMBLING	2.5			
JUMPS	2.5	2.5	5.0	
OVERALL	SCORE		TOTAL	WEIGHT
DANCE	5.0		5.0	25.0%
ROUTINE CREATIVITY	5.0		5	
ROUTINE EXECUTION	10.0		10.0	
PERFORMANCE	5.0		5.0	

STUNT DIFFICULTY (5.0) – RUBRIC PORTION

LEVEL APPROPRIATE: Allowed for the first time in that level.

- Required skills **MUST** be different
- L1 Teams: ALL skills are Level Appropriate.
- L6 Teams: L5 skills are also considered Level Appropriate. At least 2 skills must be L6 Appropriate.
- L7 Teams: L6 skills are also considered Level Appropriate. At least 3 skills must be L7 Appropriate.

LEVEL APPROPRIATE	MAJORITY	MOST RIPPLE/SYNC	MAX RIPPLE/SYNC
Skill 1	0.3	0.5	1.0
Skill 2	0.3	0.5	1.0
Skill 3	0.3	0.5	1.0
Skill 4	0.3	0.5	1.0
Skill 5	0.3	0.5	1.0

Skill 5 Coed Teams L3-7	0.3 Assisted/unassisted single based stunt with a Level Appropriate skill by MAJORITY.	0.5 Assisted single based stunt with a Level Appropriate skill by MOST.	1.0 Unassisted single based stunt with a Level Appropriate skill by MOST.
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STUNT DIFFICULTY (5.0) – COMPARATIVE PORTION

There are 5 different Level Appropriate skills required to reach the **minimum** score. **Once credit is awarded within the Rubric Portion of the scoresheet, all skills performed will be considered in the Comparative Portion.** Additional skills, minimal use bases, complexity of the skills, and technical differences in how the skills are performed will be considered when assessing Degree of Difficulty (DOD)

SUBJECTIVE RANGE	DEGREE OF DIFFICULTY (3.0)	VARIETY (1.0)	PACE (1.0)
LOW - MID	0.1 – 2.0	0.1 – 0.6	0.1 – 0
MID - HIGH	1.5 – 3.0	0.4 – 1.0	0.4 – 1.0

BUILDING QUANTITY CHART

# OF ATHLETES	NUMBER OF GROUPS			
	MAJORITY	MOST	MAX	MAX Non-Tumbling
12 - 15	2	3	4	5
16 - 24	3	4	5	6
25 - 30	4	5	6	7

PYRAMID DIFFICULTY (5.0) – RUBRIC PORTION

PYRAMID SCORE: Considers from the first braced skill (including the skill to the connection) to the last braced skill or once all stunts are separated from each other.

STRUCTURE: 2 or more stunts connected. Required structures must have a moment that the pyramid **pauses/holds/stops**.

LEVEL APPROPRIATE: Allowed for the first time in that level.

- **Required skills MUST be different**
- Required structures don't need to be Level Appropriate.
- Level Appropriate structures counts as a structure and as a Level Appropriate skill. ie, **braced extended stunts L3**
- Level 1 Teams: ALL skills are Level Appropriate.
- L6 Teams: L5 skills are also considered Level Appropriate.

LEVEL APPROPRIATE BRACED SKILL

1 braced skill plus 1 structure by MOST	1.0
2 braced skills plus 2 structures by MOST	2.0
3 braced skills plus 2 structures by MOST	3.0
4 braced skills plus 2 structures by MOST	4.0
5 braced skills plus 2 structures by MOST	5.0

PYRAMID DIFFICULTY (5.0) – COMPARATIVE PORTION

There are 5 different Level Appropriate skills required and 2 structures by **MOST** to **achieve** the **minimum** score. **Once credit is awarded within the Rubric Portion of the scoresheet, all skills performed will be considered in the Comparative Portion.**

Additional skills, minimal use bases, complexity of the skills, and technical differences in how the skills are performed will all be considered when assessing Degree of Difficulty (DOD)

SUBJECTIVE RANGE	DEGREE OF DIFFICULTY (3.0)	VARIETY (1.0)	PACE (1.0)
LOW - MID	0.1 – 2.0	0.1 – 0.6	0.1 – 0.6
MID - HIGH	1.5 – 3.0	0.4 – 1.0	0.4 – 1.0

BUILDING QUANTITY CHART

# OF ATHLETES	NUMBER OF GROUPS			
	MAJORITY	MOST	MAX	MAX Non-Tumbling
12 - 15	2	3	4	5
16 - 24	3	4	5	6
25 - 30	4	5	6	7

TOSS DIFFICULTY / CRADLE – LEVEL 1 TEAMS (2.5) – RUBRIC PORTION

LEVEL APPROPRIATE: Allowed for the first time in that level.

- Level 1 Teams: Must perform a cradle dismount. *Clarification: Cradles ALSO counts as a Level Appropriate Skill for stunt scoring purpose.*

LEVEL APPROPRIATE	LESS THAN MAJORITY	MAJORITY	MAJORITY RIPPLE/SYNC
<ul style="list-style-type: none"> • Toss • Cradle – L1 	1.5	2.0	2.5

TOSS DIFFICULTY / CRADLE – LEVEL 1 TEAMS (2.5) – COMPARATIVE PORTION

DEGREE OF DIFFICULTY: Includes complexity, quantity and height. L1-2 Teams includes quantity and height.

VARIETY: Includes entry to basket/load-in, different skills/type of skills and additional tosses (level and non-level appropriate). L1-2 Teams includes entry to basket/load-in and additional tosses.

SUBJECTIVE RANGE	DEGREE OF DIFFICULTY (1.5)	VARIETY (1.0)
LOW - MID	0.1 – 1.0	0.1 – 0.6
MID - HIGH	0.5 – 1.5	0.4 – 1.0

TOSS QUANTITY CHART

# OF ATHLETES	NUMBER OF GROUPS			
	MAJORITY	MOST	MAX	MAX Non-Tumbling
12 - 15	1	2	3	3
16 - 24	3	4	5	6
25 - 30	4	5	6	6

EXECUTION STARTING VALUE STUNT (15.0) / PYRAMID (15.0)

- Scores will start at 15.0 and may be reduced between 0.5 and 3.0 based on the lack of technical execution of each driver by the team and its severity.
- 0.5 or 1.0 – Minimal technique issues by the team.
- 1.5 or 2.0 – Multiple technique issues by the team.
- 2.5 or 3.0 – Widespread technique issues by the team.
- No more the 3.0 will be taken off for a single driver.
- Stylistic differences will not factor into a team's execution score.

SEVERITY	MINIMAL	MULTIPLE	WIDESPREAD
MINOR - MODERATE	0.5	1.5	2.5
MODERATE - MAJOR	1.0	2.0	3.0

STUNT / PYRAMID DRIVERS

- TOP PERSON/FLYER
- BASES/SPOTTER
- TRANSITIONS
- SYNCHRONIZATION

EXECUTION STARTING VALUE TOSS / CRADLE – LEVEL 1 TEAMS (5.0)

- Scores will start at 5.0 and may be reduced between 0.1 and 2.0 based on the lack of technical execution of each driver by the team and its severity
- 0.1 or 0.5 – Minimal technique issues by the team
- 0.5 or 1.0 – Multiple technique issues by the team
- 1.5 or 2.0 – Widespread technique issues by the team
- No more the 2.0 will be taken off for a single driver (Exception: Height Driver)
- Stylistic differences will not factor into a team's execution score

SEVERITY	MINIMAL	MULTIPLE	WIDESPREAD
MINOR - MODERATE	0.1	0.5	1.5
MODERATE - MAJOR	0.5	1.0	2.0

TOSS DRIVERS / CRADLE – LEVEL 1 TEAMS

- TOP PERSON/FLYER
- BASES/SPOTTER
- HEIGHT - **No more than 1.0 can be deducted**

TUMBLING DIFFICULTY STANDING (1.0) / RUNNING (1.0) – RUBRIC PORTION

LEVEL APPROPRIATE: Allowed for the first time in that level.

- L5-7 Teams - Standing Tumbling: Jump – Tuck combination will be considered Level Appropriate.
- L6-7 Teams – Standing/Running Tumbling: All single and double twisting skills will be considered Level Appropriate.
- Tumbling must land on both feet to be considered in the scoring process.

LEVEL APPROPRIATE	LESS THAN MAJORITY	MAJORITY	MOST
Skill/Pass	0.3	0.5	1.0

TUMBLING DIFFICULTY STANDING (1.5) / RUNNING (1.5) – COMPARATIVE PORTION

SUBJECTIVE RANGE	DEGREE OF DIFFICULTY (0.5)	VARIETY (0.5)	SYNC/GROUP TUMBLING (0.5)
LOW - MID	0.1 – 0.3	0.1 – 0.3	0.1 – 0.3
MID - HIGH	0.2 – 0.5	0.2 – 0.5	0.2 – 0.5

TUMBLING/JUMP QUANTITY CHART

# OF ATHLETES	MAJORITY	MOST	MAX
12 - 15	8	9	13
16 - 24	11	12	18
25 - 30	14	15	23

JUMP DIFFICULTY (2.0) – RUBRIC PORTION

- For teams with 12, 13, 16, 17 and 18 athletes: All athletes must perform the jump skill requirements to meet MAX SYNC.
- Advanced Jumps: Pike, right/left Hurdlers (front or side), Toe Touch, Double Nine.
- To be considered connected, jump skills must have a continuous arm movement through a swing between jumps.
- Jump skills must land on both feet to be considered in the scoring process.

LESS THAN MAJORITY	MAJORITY SYNC	MOST SYNC	MAX SYNC
0.3	0.5	0.7	1.0

1 advanced jump	2 advanced jumps	2 connected advanced jumps	3 connected advanced jumps or 2 connected advanced jumps plus 1 additional advanced jump
0.3	0.5	0.7	1.0

JUMP DIFFICULTY (0.5) – COMPARATIVE PORTION

VARIETY: Includes different jumps, angles and connections

SUBJECTIVE RANGE	VARIETY
LOW - MID	0.1 – 0.3
MID - HIGH	0.2 – 0.5

EXECUTION STARTING VALUE TUMBLING STANDING & RUNNING (5.0)

- Scores will start at 5.0 and may be reduced between 0.3 and 1.5 based on the lack of technical execution of each driver by the team and its severity.
- 0.3 or 0.5 – Minimal technique issues by the team.
- 0.7 or 1.0 – Multiple technique issues by the team.
- 1.3 or 1.5 – Widespread technique issues by the team.
- No more the 1.5 will be taken off for a single driver (Exceptions: Landing and Synchronization Drivers).
- Stylistic differences will not factor into a team's execution score.

SEVERITY	MINIMAL	MULTIPLE	WIDESPREAD
MINOR - MODERATE	0.3	0.7	1.3
MODERATE - MAJOR	0.5	1.0	1.5

STANDING / RUNNING TUMBLING DRIVERS

- APPROACH
- BODY CONTROL
- LANDING - **No more than 1.0 can be deducted**
- SYNCHRONIZATION - **No more than 1.0 can be deducted**

EXECUTION STARTING VALUE JUMP (2.5)

- Scores will start at 2.5 and may be reduced between 0.1 and 1.0 based on the lack of technical execution of each driver by the team and its severity.
- 0.1 or 0.2 – Minimal technique issues by the team.
- 0.3 or 0.5 – Multiple technique issues by the team.
- 0.7 or 1.0 – Widespread technique issues by the team.
- No more the 1.0 will be taken off for a single driver (Exception: Synchronization Driver).
- Stylistic differences will not factor into a team's execution score.

SEVERITY	MINIMAL	MULTIPLE	WIDESPREAD
MINOR - MODERATE	0.1	0.3	0.7
MODERATE - MAJOR	0.2	0.5	1.0

JUMP DRIVERS

- ARM PLACEMENT
- LEG PLACEMENT
- SYNCHRONIZATION - **No more than 0.5 can be deducted**

DANCE (5.0) – COMPARATIVE

Dance score is a combination of dance difficulty and execution. Considerations include:

- Team participation
- Visuals
- Levels
- Formation changes
- Pace
- Footwork
- Floorwork
- Partnerwork
- Level of perfection
- Synchronization
- Spacing
- Uniformity
- Showmanship
- Placement
- Entertainment
- Energy

SUBJECTIVE RANGE	DIFFICULTY & EXECUTION
LOW – MID	1.0 – 3.0
MID – HIGH	2.0 – 5.0

ROUTINE CREATIVITY (5.0) – COMPARATIVE

Considerations include: Innovation, visuals, creative elements, use of the floor, intricate ideas, entries, transitions, dismounts, flow of the routine, unique choreography, composition and team identity.

SUBJECTIVE RANGE	ROUTINE CREATIVITY
LOW – MID	1.0 – 3.0
MID – HIGH	2.0 – 5.0

ROUTINE EXECUTION (10.0) – COMPARATIVE

Considerations include: Control, timing, clarity and spacing of all elements, along with successful execution of the routine.

SUBJECTIVE RANGE	ROUTINE EXECUTION
LOW – MID	1.0 – 6.0
MID – HIGH	5.0 – 10.0

PERFORMANCE (5.0) – COMPARATIVE

Considerations include: Consistent energy, audience engagement, eye contact, composure, athletic impression, showmanship, and entertainment.

SUBJECTIVE RANGE	SHOWMANSHIP
LOW – MID	1.0 – 3.0
MID – HIGH	2.0 – 5.0