

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 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
4.5-5.0	HIGH	4 different level appropriate skills performed by Most of the team, 2 of which are Elite level appropriate

STUNT/TOSS QUANTITY CHART		
# OF ATHLETES	MAJORITY	MOST
6-11	1	1
12-15	1	2
16-19	2	3
20-23	3	4
24-27	4	5
28-31	4	6
32-38	5	7

COED QUANTITY CHART	
# OF MALES ON TEAM	# OF STUNTS
1-3	1
4-5	2
6-7	3
8-9	4
10-11	5
12-13	6
14-15	7
16-17	8
18-19	9

PYRAMID DIFFICULTY		
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 team
4.0-4.5	MID	3 different level appropriate skills, 2 structures performed by Most of the team
4.5-5.0	HIGH	4 different level appropriate skills, 2 structures performed by Most of the team

STUNT QUANTITY	
Required to be performed by a traditional group of 4 or 5. Used for: * All Tiny, Mini, Youth and Junior divisions * All All-Girl divisions * All level 1, 2 and 4.2 divisions	
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 same Elite level appropriate building skill
4.8	Majority of the team performs the same Elite level appropriate building skill
5.0	Most of the team performs the same Elite level appropriate building skill

COED QUANTITY - LEVEL 3 & 4 SENIOR & OPEN TEAMS (BASED ON A GROUP OF 3, RIPPLE OR SYNCHRONIZED IN THE SAME SECTION)		
	Coed Style Assisted	Coed Style Unassisted
3.5	Skills performed do not meet 4.0 requirement	Skills performed do not meet 4.0 requirement
4.0	Walk-in Hands Toss Hands	N/A
4.2	Walk-in Hands press Extension Toss Hands press Extension	N/A
4.4	Walk-in Extended double leg stunt Toss Extended double leg stunt (Level 4 ONLY) Walk-in Hands press Extended single leg stunt/single arm stunt Toss Hands press Extended single leg stunt/single arm stunt	Walk-in Hands Toss Hands
4.6	Walk-in Extended single leg stunt/single arm stunt Toss Extended single leg stunt/single arm stunt (Level 4 ONLY)	Walk-in Hands press Extension Toss Hands press Extension
4.8	N/A	Walk-in Extended double leg stunt Toss Extended double leg stunt (Level 4 ONLY) Walk-in Hands press Extended single leg stunt/single arm stunt Toss Hands press Extended single leg stunt/single arm stunt
5.0	N/A	Walk-in Extended single leg stunt/single arm stunt Toss Extended single leg stunt/single arm stunt (Level 4 ONLY)

TOSS DIFFICULTY	
4.0	Less than a Majority of the team performs a toss
4.5	Majority of the team performs a level appropriate toss
5.0	Majority of the team performs a level appropriate toss rippled or synchronised in the same section

COED QUANTITY – SENIOR & OPEN LEVELS 5, 6, 7 (BASED ON A GROUP OF 3, RIPPLE OR SYNCHRONIZED IN THE SAME SECTION)		
	Coed Style Assisted	Coed Style Unassisted
3.5	Skills performed do not meet 4.0 requirement	Skills performed do not meet 4.0 requirement
4.0	Walk-in Extended double leg stunt Toss Extended double leg stunt Walk-in Hands press Extended single leg stunt/single arm stunt Toss Hands press Extended single leg stunt/single arm stunt	Walk-in Hands Toss Hands
4.2	Walk-in Extended single leg stunt/single arm stunt Toss Extended single leg stunt	Walk-in Hands press Extension Toss Hands press Extension
4.4	Toss ¼ - ¾ Twist to Extended single leg stunt	Walk-in Extended double leg stunt Toss Extended double leg stunt Walk-in Hands press Extended single leg stunt/ single arm stunt Toss Hands press Extended single leg stunt/single arm stunt
4.6	Toss Extended single arm stunt Toss Full up to Extended Stunt Toss Front handspring 1/2 up to Extended stunt	Walk-in Extended single leg stunt/single arm stunt Toss Extended single leg stunt
4.8	N/A	Toss ¼ - ¾ Twist to Extended single leg Stunt
5.0	N/A	Toss Extended single arm stunt Toss Full up to Extended Stunt Toss Front handspring 1/2 up to Extended Stunt

TECHNIQUE	
<b>Stunt and Pyramid Drivers:</b> * Top Person/Body Control * Bases/Spotters/Stability of Stunt * Entries/Transitions/Dismounts * Obvious Mistakes * Synchronization	<b>Toss Drivers:</b> * Top Person * Bases/Spotters * Height * Cradle * Synchronization/Timing
3.5-5.0	Team's ability to execute Stunts, Pyramids and Tosses with excellent precision and form.

DIFFICULTY DRIVERS
* Degree of difficulty * Percent of team participation * Combination of skills (level and non-level appropriate) * Pace of skills performed



# 2019 ACSA SCORING RUBRIC – TUMBLING



STANDING TUMBLING DIFFICULTY: LEVEL 1-5		
3.0-3.5	BELOW	Skills performed do not meet Low range 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
4.5-5.0	HIGH	Most of the team performs the same level appropriate pass which must be synchronized from initiation of the pass, plus Majority of the team performs an additional level appropriate pass

STANDING TUMBLING DIFFICULTY: LEVEL 6-7		
3.0-3.5	BELOW	Skills performed do not meet Low range 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 an Elite level appropriate pass
4.5-5.0	HIGH	Most of the team performs a level appropriate pass in the same section

RUNNING TUMBLING DIFFICULTY: LEVEL 1-5		
3.0-3.5	BELOW	Skills performed do not meet Low range 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
4.5-5.0	HIGH	Most of the team performs a level appropriate pass

RUNNING TUMBLING DIFFICULTY: LEVEL 6-7		
3.0-3.5	BELOW	Skills performed do not meet Low range requirement
3.5-4.0	LOW	Majority of the team performs a level appropriate pass
4.0-4.5	MID	Most of the team performs a level appropriate pass
4.5-5.0	HIGH	Majority of the team performs an Elite level appropriate pass

DIFFICULTY DRIVERS	
* Degree of difficulty	
* Percent of team participation	
* Combination of skills	
* Synchronization or grouping of passes.	
* Variety of passes	

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 connected advanced jumps. Must be synchronized and must include a variety Tiny/Mini: Most of the team performs 2 advanced jumps must be synchronized, but DO NOT need to be connected or include a variety.
5.0	Most of the team performs 3 connected advanced jumps or 2 connected advanced jumps, plus 1 additional advanced jump. Must be synchronized and include a variety Tiny/Mini: Most of the team performs 3 advanced jumps must be synchronized, but DO NOT need to be connected or include a variety.

TUMBLING/JUMPS QUANTITY CHART		
# of athletes	Majority	Most
6-7	2	3
8-9	4	5
10-11	5	6
12-14	6	7
15-16	7	9
17-19	8	10
20-22	10	12
23-25	11	13
26-27	13	15
28-30	14	16
31-38	15	18

TECHNIQUE	
<b>Standing/Running Tumbling Drivers:</b> * Approach * Speed * Body Control * Landings * Synchronization	<b>Jump Drivers:</b> * Arm Placement * Leg Placement * Hyperextension/Height * Landings * Synchronization
3.5-5.0	A team's ability to execute Standing Tumbling, Running Tumbling and Jumps with excellent precision and form.



# 2019 ACSA SCORING RUBRIC – OVERALL



## STUNT & PYRAMID CREATIVITY

2.0-2.3	Less than 50% stunt/pyramid skills effectively incorporating visual, unique and innovative ideas. This includes level and non-level appropriate skills.
2.3-2.5	50% stunt/pyramid skills effectively incorporating visual, unique and innovative ideas. This includes level and non-level appropriate skills.

## AASCF DANCE RUBRIC

8.6-9.0	The team displays <u>MINOR</u> ability to demonstrate a high level of energy and entertainment value. This incorporates multiple visual elements including a variety of levels, formation changes, partner work, footwork, and floor work. This includes technique, perfection, synchronization, pace and intricacy of dance moves performed.
9.1-9.5	The team displays <u>ESTABLISHED</u> ability to demonstrate a high level of energy and entertainment value. This incorporates multiple visual elements including a variety of levels, formation changes, partner work, footwork, and floor work. This includes technique, perfection, synchronization, pace and intricacy of dance moves performed.
9.6-10.0	The team displays <u>STRONG</u> ability to demonstrate a high level of energy and entertainment value. This incorporates multiple visual elements including a variety of levels, formation changes, partner work, footwork, and floor work. This includes technique, perfection, synchronization, pace and intricacy of dance moves performed.

## AASCF PERFORMANCE RUBRIC

8.6-9.0	<u>FEW</u> of the team demonstrate high levels of energy and excitement while maintaining consistent uniformity, genuine enthusiasm and showmanship.
9.1-9.5	<u>MAJORITY</u> of the team demonstrate high levels of energy and excitement while maintaining consistent uniformity, genuine enthusiasm and showmanship.
9.6-10.0	<u>MOST</u> of the team shows ability to demonstrate high levels of energy and excitement while maintaining consistent uniformity, genuine enthusiasm and showmanship. This will include appropriate athletic impression throughout the routine.

## AASCF ROUTINE COMPOSITION RUBRIC

8.6-9.0	<u>FEW</u> parts of the routine demonstrate innovative, visual, and intricate ideas. None or few of the team demonstrate ability to EXECUTE precise spacing and seamless patterns of movement performed throughout the routine.
9.1-9.5	<u>MAJORITY</u> of the routine demonstrates innovative, visual, and intricate ideas. Less than majority of the team demonstrates ability to EXECUTE precise spacing and seamless patterns of movement performed throughout the routine.
9.6-10.0	<u>MOST</u> of routine demonstrates innovative, visual, and intricate ideas; that can include incorporations choreography, the right pace and additional skills performed to enhance the overall appeal. The team demonstrates ability to EXECUTE precise spacing and seamless patterns of movement performed throughout the routine.