

2018 AASCF ALL STAR CHEER SCORING RUBRIC



AUSTRALIAN ALL STAR CHEERLEADING FEDERATION

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AASCF - ALL STAR SCORING – BUILDING

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STUNT DIFFICULTY		
3.0 – 3.5	BELOW	Skills performed do not meet low range requirements
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
4.5 – 5.0	HIGH	4 different level appropriate skills performed by most of team, 2 of which are elite level appropriate

Level 6 Stunt Clarification: All Level 5 & 6 level appropriate skills will be considered level appropriate for scoring purposes (at least 2 different Level 6 skills are required to score in High range). Stunt skills will only receive full credit if they show control through the pop or transition to another skill.

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

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 synchronized in the same section

BUILDING TECHNIQUE/EXECUTION BASED ON MAJORITY OF TEAM EXECUTING LEVEL APPROPRIATE SKILLS		
3.5 – 4.0	AVERAGE	Less than 50% of the athletes execute excellent precision, form and synchronization
4.0 – 4.5	ABOVE AVERAGE	50% of the athletes execute excellent precision, form and synchronization
4.5 - 5.0	HIGH	75% of the athletes execute excellent precision, form and synchronization

*Be aware that if your team maximize building difficulty but execution is very poor, your technique score will be very low. It is always more effective to maximize your technique to score well. Your hardest skills will always be considered.

QUANTITY - TOSSES (ALL L2-6) and STUNTS (ALL GIRL, JUNIOR & BELOW, ALL L1, L4.2, SNR L2, OPEN L2, RESTRICTED 5)		
# 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



AASCF - ALL STAR SCORING – STUNT QUANTITY

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STUNT QUANTITY (BASED ON TRADITIONAL GROUP OF 4, RIPPLE OR SYNCHRONIZED, IN THE SAME SECTION)

*To maximize stunt quantity teams must have at least 1 traditional stunt sequence (1 spot, 2 bases & 1 flyer) doing elite skills

*“Same section” means there is no choreography between skills

4.0	Less than 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 Elite</u> level appropriate building skill
4.8	Majority of the team performs the <u>same Elite</u> level appropriate building skill
5.0	Most of the team performs the <u>same Elite</u> level appropriate building skill

MAJORITY = 50% (OF THE TEAM) MOST = 75% (OF THE TEAM)

COED STUNT QUANTITY CHART – SENIOR LEVEL 3, 4 & OPEN LEVEL 3, 4

# OF MALES ON TEAM	# OF LEVEL APPROPRIATE 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

COED STUNT QUANTITY – SENIOR LEVEL 3, 4 & OPEN LEVEL 3, 4

	Coed Style Assisted	Coed Style Unassisted
3.5	Skills performed that do not meet the 4.0 requirement	
4.0	Walk in Hands (prep level) 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 (prep level) 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/ extended single arm stunt Toss Extended single leg stunt/ extended single arm stunt (level 4 only)

*For a stunt to be credited a coed unassisted skill the flyer must start with 2 feet on the performance surface and there can be no assistance apart from the dismount.



AASCF - ALL STAR SCORING – STUNT QUANTITY

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COED STUNT QUANTITY – SENIOR LEVEL 5 & OPEN LEVEL 5 & 6		
	Coed Style Assisted	Coed Style Unassisted
3.5	Skills performed that do not meet the 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 (prep level) Toss hands
4.2	Walk in Extended single leg stunt/ extended single arm stunt Toss Extended single leg stunt	Walk in Hands press extension Toss hands press extension
4.4	Toss $\frac{1}{4}$ - $\frac{3}{4}$ 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 1 arm stunt Toss full up to Extended Stunt Toss Front handspring $\frac{1}{2}$ up to extended stunt	Walk in Extended single leg stunt/ single arm stunt Toss Extended single leg stunt
4.8	N/A	Toss $\frac{1}{4}$ - $\frac{3}{4}$ Twist to Extended single leg stunt
5.0	N/A	Toss Extended 1 arm stunt Toss full up to Extended Stunt Toss Front handspring $\frac{1}{2}$ up to extended stunt

Level 4.2 Coed and Level 5 Restricted Coed teams will always follow the Stunt Quantity Chart, not the Coed Chart.

Coed stunts must be performed with the same entry (toss or walk in) and the same skill to received quantity credit. A score in this category can be earned by meeting the stunt requirements listed – regardless of whether the stunts are based by male or female. For ‘unassisted’ credit, the entire skill must be performed unassisted, up through the actual dismount of the skill to a cradle or to the performing surface.



AASCF - ALL STAR SCORING – JUMP/TUMBLING

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STANDING TUMBLING DIFFICULTY (Level 1-5 Mini, Youth, Junior & Restricted)

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 team performs the same level appropriate pass which must be synchronized from initiation of the pass
4.5 – 5.0	HIGH	Most of 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 5 -6 Senior & Open)

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 team performs an Elite level appropriate pass in the same section

RUNNING TUMBLING DIFFICULTY (level 1-5 Mini, Youth, Junior & Restricted)

3.0 – 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 – 4.0	LOW	Less than majority of team performs a level appropriate pass
4.0 – 4.5	MID	Majority of the team performs a level of appropriate pass
4.5 – 5.0	HIGH	Most of the team performs a level appropriate pass

RUNNING TUMBLING DIFFICULTY (Level 5 -6 Senior & Open)

3.0 – 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 – 4.0	LOW	Majority of team performs a level appropriate pass
4.0 – 4.5	MID	Most of the team performs a level of appropriate pass
4.5 – 5.0	HIGH	Majority of the team performs an Elite level appropriate pass

Running tumbling is cumulative throughout the routine. The number of passes performed will be added up to determine which range the team should be scored in. However, only having few members of your team perform passes could affect your score within the range of 4.0 – 5.0 i.e. if you recycle tumblers to reach the high range you may score as low as a 4.0, whereas if you don't recycle could place you high in the range, nearer to 5.0.

JUMP DIFFICULTY

3.5	Skills performed do not meet the 4.0 requirements
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 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.

BASIC JUMP EXAMPLES: Spread Eagle, Tuck Jump

ADVANCED JUMPS EXAMPLES: Pike, Right/Left Hurdlers (front or Side), Toe Touch

TUMBLE/JUMP TECHNIQUE – BASED ON MAJORITY OF TEAM EXECUTING LEVEL APPROPRIATE SKILLS

3.5 – 4.0	AVERAGE	Less than 50% of the athletes execute excellent precision, form and synchronization
4.0 – 4.5	ABOVE AVERAGE	50% of the athletes execute excellent precision, form and synchronization
4.5 - 5.0	HIGH	75% of the athletes execute excellent precision, form and synchronization

*Be aware that if your team maximize jump & tumble difficulty but execution is very poor, your technique score will be very low. It is always more effective to maximize your technique to score well.

JUMP/TUMBLING QUANTITY TABLE		
# OF ATHLETES	MAJORITY	MOST
5 - 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

MAJORITY = 50% (OF THE TEAM)

MOST = 75% (OF THE TEAM)



AASCF - ALL STAR SCORING – OVERALL

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STUNT CREATIVITY		
2.0-2.3	BELOW / AVERAGE	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	ABOVE AVERAGE/ HIGH	50% stunt/pyramid skills effectively incorporating visual, unique and innovative ideas. This includes level and non-level appropriate skills.

PYRAMID CREATIVITY		
2.0-2.3	BELOW / AVERAGE	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	ABOVE AVERAGE/ HIGH	50% stunt/pyramid skills effectively incorporating visual, unique and innovative ideas. This includes level and non-level appropriate skills.

OVERALL ROUTINE COMPOSITION	
9.0 – 9.3	Minimal 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.
9.3 – 9.7	Majority 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.
9.7 – 10.0	Most 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.

OVERALL ROUTINE PERFORMANCE IMPRESSION	
9.0 – 9.3	None or few of the team demonstrate high levels of energy and excitement while maintaining consistent uniformity, genuine enthusiasm and showmanship.
9.3 – 9.7	Majority of the team demonstrate high levels of energy and excitement while maintaining consistent uniformity, genuine enthusiasm and showmanship.
9.7 – 10.0	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.

DANCE BREAK	
9.0 – 9.3	The team displays minor 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.
9.3 – 9.7	The team displays established 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.
9.7 – 10.0	The team displays strong 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 - ALL STAR SCORING GENERAL INFORMATION

BODY POSITIONS

- Lib and platform are not considered body positions
- Body positions include: Stretch, bow and arrow, arabesque, scale, scorpion.

NON-TUMBLE DIVISIONS

- Standing and Running Tumbling is removed from the non-tumble division scoresheet.
- Jumps will still be on the scoresheet.
- Level appropriate tumbling is still permitted in the routine, but realise it has no value on the scoresheet and you risk deductions or overall lower scoring if the Tumbling is not executed well.

COED QUANTITY

- Level 3 - 5 Senior Coed and Level 5 - 6 International Open Coed must satisfy this requirement.
- Only the skills listed on the coed requirement grid will count for Coed Quantity.
- Performing the same skill includes performing the same entry into the skill. Stunts may be rippled or synchronized.

COED STYLE

- Consists of a Base, Top Person and Spotter.
- Entry must be a Toss or Walk-In.
- Toss - Top person starts with both feet on performing surface. Base starts with hands on Top Persons' waist.
- Walk-In - Top person and Base start facing each other with one-foot loaded in.
- Base must be directly under the stunt.
- Base and Spotter may not be chest to chest.

STANDING TUMBLING/RUNNING TUMBLING/JUMPS

- Tumbling passes and jump skills 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, jumps that land on knee(s) or seat, etc. would not count).
- L1 – L5 Youth, Junior & Restricted Standing Tumbling – Same level appropriate synchronized pass cannot be used to fulfill Majority pass requirement.
- No skills out of a RO that are ILLEGAL in L1 will count for Level Appropriate credit in L2.
- No skills out of a BHS step out ½turn that are ILLEGAL in L2 will count for Level Appropriate credit in L3.
- Punch front forward roll will not count for Level Appropriate credit in L4.
- Jumps within a pass will not break up the pass (i.e. Toe Touch BHS Toe Touch BHS is 1 pass in L3).
- T-Jumps are not considered a jump and will break up a pass into two separate passes.

JUMPS

- Variety - at least 2 different jumps.

SAME SECTION

- Single portion of the routine where skills from a skill set (i.e. Standing Tumbling, Tosses, etc.) are performed. For Tosses and Stunt/Coed Quantity, athletes cannot be recycled in the same section.

NOVICE/LEVEL 1/LEVEL 2 MINI

- Tosses have been removed from the score sheet.
- Total possible score is out of 90 points.

DRIVERS - DIFFICULTY & TECHNIQUE

- Factors that judges will consider when determining an actual score within range.

DIFFICULTY DRIVERS

- Difficulty of the skill
- Percent of team participation
- Combination of skills (level and non-level appropriate)
- Pace of skills performed

STUNTS/PYRAMIDS TECHNIQUE DRIVERS

- Top Person
- Bases/Spotters
- Transitions/Dismounts
- Perfection
- Synchronization

TOSSES TECHNIQUE DRIVERS

- Top Person
- Bases/Spotters
- Height
- Dismount/Cradle
- Synchronization/Timing

TUMBLING TECHNIQUE DRIVERS

- Approach
- Speed
- Body Control
- Landings
- Synchronization

JUMPS TECHNIQUE DRIVERS

- Arm Placement
- Leg Placement
- Hyperextension/Height
- Landings
- Synchronization

NOVICE LEVEL 1 CHEER RULES

Novice Cheer teams must follow the current IASF/USASF Cheer Level 1 Rules but with the following amendments:

Standing/Running Tumbling

- A. *Front and back walkovers may not be connected to any other tumbling skill. Series Walkovers are not allowed. Clarification: Front Walkover x2 or Cartwheel Back Walkover are not allowed unless the athlete shows a definite and clear stop between the skills. A clear stop would be at least 4 counts before attempting the skill again.*

Stunts

- A. *All stunts must be performed by a minimum of 3 athletes.
Example: 1 Top Person + 1 Base + 1 Spotter or 1 Top person + 2 Bases.*

Exception 1: 2 Top Persons + 1 Base is not allowed.

Exception 2: A stunt where the top person starts and ends on performing surface and is only supported at the waist does not require a minimum number of athletes.

- B. *Prep level stunts where the flyer is in an upright position must be performed by a minimum of 2 bases and 1 spotter.
Clarification: Single base hands are not allowed. (Note: This includes what is sometimes referred to as 'dual base' hands)*
- C. *Braced prep level single leg stunts are not allowed.
Exception: See Pyramids B*

Pyramids

- A. *Two leg extended stunts:*

- 1. Top persons in a two-leg extended stunt must be braced by both arms with a hand-arm connection.*
- 2. Both hands of the top person must be connected to a separate hand of the bracer(s).
Example: An extended two leg stunt braced by only 1 person is legal in the Novice division if both hands of the top person are connected to a separate hand of the brace.*
- 3. The connection must be made at or below prep level.*
- 4. Prep level bracers must have both feet in bases' hands.*

- B. *Prep level single leg stunts:*

- 1. Must be braced by at least 2 people at prep level or below with hand-arm connection only.*
- 2. If a person bracing the top person is standing on the performance surface, the bracer must be a separate person not involved with basing or spotting.*
- 3. The connection must be made prior to initiating the single leg prep level stunt.*
- 4. Prep level bracers must have both feet in bases' hands.
Exception: Prep level bracers do not have to have both feet in the bases' hands if they are in a shoulder sit, flat back, straddle lift or shoulder stand.*