

• Synchronisation

3.5-5.0

Obvious Mistakes

Cradle

Team's ability to execute Stunts, Pyramids and Tosses

with excellent precision and form.

Obvious Mistakes

2020 CHEERBRANDZ SCORING RUBRIC - BUILDING

All Tiny, Mini, Youth and Junior Divisions

All All-Girl divisions

All Level 1, 2 and 4.2 divisions Please also refer to the General Scoring Information document for further clarifications

		STUNT D	IFFICULTY			PYRAMID DIFFICULTY	DIFFICULTY DRIVERS		
	No leg		ed stunt performed = 0		No legal or controlled pyramid performed = 0				
3.0-3.5	0-3.5 BELOW Skills performed do not meet Low range requirement		3.0-3.5	3.0-3.5 BELOW Skills performed do not meet Low range requirement			Dogroo of difficulty		
3.5-4.0	LOW		level appropriate skills by Most of the team	3.5-4.0	LOW	2 different level appropriate skills, 2 structures performed by Most of the team	 Degree of difficulty Percent of team participation 		
4.0-4.5	4 different level appropriate skills		4.0-4.5	MID	3 different level appropriate skills, 2 structures performed by Most of the team	(minimising bases / maximising groups)Combination of skills (level an		•	
4.5-5.0	4 different level appropriate skills		non-level appropriate)Pace of skills performed						
	TOSS DIFFICULTY Must be in same section. Rippled or synchronised. Athletes may not be recycled No legal toss performed = 0				Must b	STUNT QUANTITY o be performed by a traditional group of 4 or 5. e in same section. Rippled or synchronised. Athletes may not be recycled legal or controlled stunt performed = 0		G QUANT HART	ΙΤΥ
4.0	Less than appropria		f the team performs a <mark>level</mark>	4.2	Majority o	of the team performs a level appropriate building skill	# ATHLETES	MAJORITY	MOST
4.5			performs a level appropriate toss	4.4	Most of th	ne team performs a level appropriate building skill	6-11	1	1
ч.5	majority c	or the team p	ber for this a level appropriate toss	т.т	Prost of th	le team performs a level appropriate building skill	12-15	1	2
5.0			performs a level appropriate toss	4.6	Less than a Majority of the team performs the same Elite level		16-19	2	3
5.0	rippled or synchronised in the same section			1.0	appropriate building skill		20-23	3	4
				4.8		of the team performs the same Elite level	24-27	4	5
	EXECUTION			1.0	appropria	te building skill	28-31	4	6
Stunt/Pyramid Drivers:Toss Drivers:• Top Person• Top Person			5.0	Most of th building sl	ne team performs the same Elite level appropriate kill	32-38	5	7	
 Bases/Spotters Transitions Bases/Spotters Height 									



2020 CHEERBRANDZ SCORING RUBRIC – BUILDING

Coed Level 3 & 4, Senior & Open Teams Please also refer to the General Scoring Information document for further clarifications

	STUNT DIFFICULTY No legal or controlled stunt performed = 0					No legal	PYRAMID DIFFICULTY or controlled pyramid performed = 0		Μ	TOSS DIFFICULTY Iust be in same section. Rippled or	DIFFICULTY DRIVERS
3.0-3.5	0-3.5 BELOW Skills performed do not me requirement		not meet Low range	3.0-3.	5 BELOW	Skills performed do not meet Low range requirement	s		ronised. Athletes may not be recycled No legal toss performed = 0	• Degree of difficulty	
3.5-4.0	LOW	4 different l performed		opriate skills of the team	3.5-4.	LOW	2 different level appropriate skills,2 structures performed by Most of the team		4.0	Less than a Majority of the team performs a level appropriate toss	Percent of team participation (minimising
4.0-4.5	MID	performed	by Most o	opriate skills of the team, rel appropriate	4.0-4.	5 MID	3 different level appropriate skills,2 structures performed by Most of the team		4.5	Majority of the team performs a level appropriate toss	 bases / maximising groups) Combination of skills (level and non-level appropriate)
4.5-5.0	HIGH	performed	by Most o	opriate skills of the team, evel appropriate	4.5-5.	HIGH	4 different level appropriate skills, 2 structures performed by Most of the team		5.0	Majority of the team performs a level appropriate toss rippled or synchronised in the same section	Pace of skills / connections performed
		DING QUA								4 SENIOR & OPEN TEAMS	
	THLETES	MAJOR	ITY	MOST				ed co	oed s	style stunt performed = 0	
	5-11	I		I			Coed Style Assisted			Coed Style Unassisted	
	2-15			2	3.5	kills perform	ed do not meet 4.0 requirement			N/A	
	6-19	2		3	10	Valk-in Hand	S		Skills performed do not meet 4.4 requirement.		
	0-23	3		4		Toss Hands					
	4-27	4		5		4.2 Walk-in Hands press Extension N/A				N/A	
	8-31 2-38	4		6 7							
					 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		
	# OF MAL		QUANTITY CHART # OF COED STYLE STUNTS					Toss Hands			
	<u># OF MAL</u> I-3	.ES									
	4-5				Walk-in Extended single leg stunt/single arm stunt			Walk-in Hands press Extension			
	6-7			3	4.6 -	4.6 Toss Extended single leg/single arm stunt (LEVEL 4 ONLY)			Toss Hands press Extension		
	8-9			4							
	10-11			5						Walk-in Extended double leg stunt	
	12-13	6		4.8	I/A				Toss Extended double leg stunt (LEVE		
4- 9			7							Walk-in Hands press Extended single leg stunt/single arm stunt Toss Hands press Extended single leg stunt/single arm stunt	
EXECUTION											
Stunt/Pyramid Drivers:Top Person		Privers:	Toss Dr		5.0 1	I/A				Walk-in Extended single leg stunt/sing	
Top Person Bases/Spotters Bases/Spotters		S.0 Toss Extended single leg/single arm stunt (LEVEL 4 ONLY) COED STYLE DEFINITION									
Transitions Associate and the set of the set o			Based on a group of 3. A Base, Top Person & Spotter. Entry must be a Toss or Walk-In (Refer to general information for definitions).								
Synchronisation Cradle			 Based on a group of 3. A base, Top Person & Spotter. Entry must be a Toss or Walk-In (Refer to general information for definitions). Must be in same section either rippled or synchronised. Athletes cannot be recycled. 								
• Obv	vious Mistak	xes (• Obv	ious Mistakes	Base must be directly under the stunt and cannot be chest to chest with the Spotter						
3.5-5.0				, Pyramids and	• Stunts must show a controlled hold at the desired skill/height for 2 counts followed by a controlled dismount or pop down.						
3.5-5.0 Tosses with excellent precision and form.				and form.	 If one of the required groups perform a lower value skill, then this is the skill which will be credited. 						



2020 CHEERBRANDZ SCORING RUBRIC – BUILDING

Coed Level 5, 6 & 7, Senior & Open Teams Please also refer to the General Scoring Information document for further clarifications

STUNT DIFFICULTY No legal or controlled stunt performed = 0					PYRAMID DIFFICULTY or controlled pyramid performed = 0		TOSS DIFFICULTY Must be in same section. Rippled or	DIFFICULTY DRIVERS		
3.0-3.5	BELOW	Skills performed do requirement	not meet Low range	3.0-3.5	BELOW	Skills performed do not meet Low range requirement		hronised. Athletes may not be recycled No legal toss performed = 0	• Degree of difficulty	
3.5-4.0	LOW	4 different level appr performed by Most	of the team	3.5-4.0	3.5-4.0 LOW 2 structures performed by Most of the team 4.0 performs a level appropriate toss		 Percent of team participation (minimising bases / movimising groups) 			
4.0-4.5	4 different level appropriate skills		of the team,	4.0-4.5	MID	3 different level appropriate skills, 2 structures performed by Most of the team	4.5	Majority of the team performs a level appropriate toss	 bases / maximising groups) Combination of skills (level and non-level appropriate) 	
4.5-5.0	HIGH	4 different level appr performed by Most 2 of which are Elite	of the team,	4.5-5.0	HIGH	4 different level appropriate skills, 2 structures performed by Most of the team	5.0	Majority of the team performs a level appropriate toss rippled or synchronised in the same section	• Pace of skills / connections performed	
	BUILD	DING QUANTITY	CHART		-	COED QUANTITY - LEV	EL 5, 6	& 7 SENIOR & OPEN TEAMS	· · · · · · · · · · · · · · · · · · ·	
# OF A	THLETES	MAJORITY	MOST			No legal or controlle	d coed	style stunt performed = 0		
-	-11					Coed Style Assisted		Coed Style U	nassisted	
	2-15		2	3.5 Ski	lls perform	ed do not meet 4.0 requirement		N/A		
	<u>6-19</u>	2	3	Wa	alk-in Exten	ded double leg stunt				
	0-23	3	4			double leg stunt		Skills performed do not meet 4.2 requ	urement.	
24	4-27	4	5	Wa Wa		s press Extended single leg stunt/single arm stunt				
	8-31	4	6	10	ss Hands pi	ress Extended single leg stunt/single arm stunt				
32	2-38	5	7		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		
	CO	ED QUANTITY CI	HART	To						
	MALES	# OF COED	STYLE STUNTS					Walk-in Extended double leg stunt		
	1-3	1		4.4 To	4.4 Toss 1/4 - 3/4 Twist to Extended single leg stunt			Toss Extended double leg stunt Walk-in Hands press Extended single leg stunt/ single arm stunt		
	4-5		2				Toss Hands press Extended single leg stunt/single arm stunt			
	6-7		3	То	ss Extondo	single arm stunt				
	3-9		4					Walk-in Extended single leg stunt/single arm stunt		
10	D-11		5					Toss Extended single leg stunt		
Ľ	2-13		6	4.8 N/	4			Toss 1/4 - 3/4 Twist to Extended single	leg stunt	
1	4-1 <mark>9</mark>		7					Toss Extended single arm stunt		
		EXECUTION		5.0 N/.	4			Toss Full up to Extended Stunt		
EXECUTION Stunt/Pyramid Drivers: Toss Drivers:		Toss Front handspring 1/2 up to Extended stunt					nded stunt			
Top Person Top Person Top Person Top Person			COED STYLE DEFINITON							
	Bases/Spotters Bases/Spotters				• Based on a group of 3. A Base, Top Person & Spotter.					
Transitions Height			• Entry must be a Toss or Walk-In (Refer to general information for definitions).							
Synchronisation Cradle			Must be in same section either rippled or synchronised. Athletes cannot be recycled.							
Obvious Mistakes • Obvious Mistakes				Base must be directly under the stunt and cannot be chest to chest with the Spotter						
3.5-5.0		lity to execute Stunts h excellent precision		 Stunts must show a controlled hold at the desired skill/height for 2 counts followed by a controlled dismount or pop down. If one of the required groups perform a lower value skill, then this is the skill which will be credited. 						



2020 CHEERBRANDZ SCORING RUBRIC – TUMBLING LEVEL 1-5

Please also refer to the General Scoring Information document for further clarifications

	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 synchronised from initiation of the pass			
4.5-5.0	HIGH	Most of the team performs the same level appropriate pass which must be synchronised from initiation of the pass, plus Majority of the team performs an additional level appropriate pass			

	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			

DIFFICULTY DRIVERS

- Degree of difficulty
- Percent of team participation
- Combination of skills
- Synchronisation or grouping of passes
- Variety of passes

NOTES (Please see General Scoring Information document for further detail)

- If no legal skill is performed within the relevant category = 0
- Skills must land on feet to be considered level appropriate and receive difficulty credit Tumbling:
- For panel scoring a jump within a tumbling pass will not break up the pass (excluding a T-jump, which is not a considered jump and therefore will break up the pass) Safety judges will use the IASF Jump Skill definition where a jump skill does break up the pass
- Standing tumbling: Same level appropriate synchronised pass cannot be used to fulfil the Majority pass requirement.
- No skills out of a round off that are ILLEGAL in Level 1 will count for level appropriate credit in Level 2.
- No skills out of a BHS step out $\frac{1}{2}$ turn that are ILLEGAL in Level 2 will count for level appropriate credit in Level e3.
- No skills out of a Tuck, in standing tumbling, that is ILLEGAL in Level 4 will count for level appropriate credit in Level 5 (i.e. BHS-Tuck-BHS-Tuck).
- Punch front forward roll will not count for level appropriate credit in Level 4. Jumps:
- Jumps must use a whip approach to be considered connected
- Performing the same jump with different legs does not constitute variety (ie left/right hurdler)

	JUMP DIFFICULTY						
3.5	Skills performed do not meet 4.0 requirement						
4.0	Most of the team performs I advanced jump						
4.5	Most of the team performs 2 connected advanced jumps. Must be synchronised and must include a variety Tiny/Mini: Most of the team performs 2 advanced jumps must be synchronised, 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 I additional advanced jump. Must be synchronised and include a variety Tiny/Mini: Most of the team performs 3 advanced jumps must be synchronised, 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				

EXECUTION				
Standing/Running Tumbling Drivers:	Jump Drivers:			
Approach	Approach			
Speed	Arm Placement			
Body Control	Leg Placement			
Landings	Landings			
Synchronisation	Synchronisation			
3.5-5.0 A team's ability to execute Stanwith excellent precision and for	ding Tumbling, Running Tumbling and Jumps m.			



2020 CHEERBRANDZ SCORING RUBRIC – TUMBLING LEVEL 6 & 7

Please also refer to the General Scoring Information document for further clarifications

	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 an Elite level appropriate pass in the same section			

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
- Synchronisation or grouping of passes
- Variety of passes

NOTES:

- If no legal skill is performed within the relevant category = 0
- Skills must land on feet to be considered level appropriate and receive difficulty credit Tumbling:
- For panel scoring a jump within a tumbling pass will not break up the pass (excluding a Tjump, which is not a considered jump and therefore will break up the pass) Safety judges will use the IASF Jump Skill definition where a jump skill does break up the pass
- Standing tumbling skills ending in a layout that are LEGAL in Level 5 will not receive Level Appropriate credit for Level 6 and 7 (ie BHS-BHS-Layout)
- Same section is defined as single portion of the routine where a skill set is performed. Skills must be continuously performed within that portion. A substantial break in skills being performed (such as a break for choreography) will separate the skill set into two sections. lumps:
- -Jumps must use a whip approach to be considered connected
- Performing the same jump with different legs does not constitute variety (ie left/right hurdler)

	JUMP DIFFICULTY						
3.5	Skills performed do not meet 4.0 requirement						
4.0	.0 Most of the team performs I advanced jump						
4.5	Most of the team performs 2 connected advanced jumps. Must be synchronised and must include a variety Tiny/Mini: Most of the team performs 2 advanced jumps must be synchronised, 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 synchronised and include a variety Tiny/Mini: Most of the team performs 3 advanced jumps must be synchronised, 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				

EXECUTION		
Standing/Running Tumbling Drivers:		Jump Drivers:
 Approa 	ch	Approach
 Speed 		Arm Placement
Body C	ontrol	Leg Placement
Landings		Landings
Synchro	onisation	Synchronisation
3.5-5.0 A team's ability to execute Standing Tumbling, Running Tumbling and Jum with excellent precision and form.		



2020 CHEERBRANDZ SCORING RUBRIC – OVERALL

STUNT CREATIVITY	
	No legal or controlled stunt performed = 0
2.0-2.5	Stunt skills incorporate visual, unique or innovative ideas. This includes level and non-level appropriate skills.

PYRAMID CREATIVITY	
	No legal or controlled pyramid performed = 0
2.0-2.5	Pyramid skills incorporate visual, unique or innovative ideas. This includes level and non-level appropriate skills.

	DANCE	
9.0-10.0	90-100	A team's ability to demonstrate a high level of energy and entertainment value which incorporates multiple visual elements including a variety of levels, formation
	7.0 10.0	changes, partner work, footwork and floorwork. This includes technique, perfection, synchronisation, pace and intricacy of dance moves performed.

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

ROUTINE COMPOSITION	
9.0-10.0	A team's ability to demonstrate precise spacing in formations and seamless patterns of movement in transitions performed throughout the routine. This
9.0-10.0	includes innovative, visual and intricate ideas, as well as, any additional skills performed to enhance overall appeal.