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 DIFFICULTY
No legal or controlled stunt performed = 0

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

PYRAMID DIFFICULTY
No legal or controlled pyramid performed = 0

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

DIFFICULTY DRIVERS

- Degree of difficulty
- Percent of team participation (minimising bases / maximising groups)
- Combination of skills (level and 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

4.0	Less than a Majority of the team performs a level appropriate 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

STUNT QUANTITY
Required to be performed by a traditional group of 4 or 5.
Must be in same section. Rippled or synchronised.
Athletes may not be recycled
No legal or controlled stunt performed = 0

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

BUILDING QUANTITY CHART

# 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

EXECUTION

Stunt/Pyramid Drivers:	Toss Drivers:
- Top Person - Bases/Spotters - Transitions - Synchronisation - Obvious Mistakes	- Top Person - Bases/Spotters - Height - Cradle - Obvious Mistakes

3.5-5.0	Team's ability to execute Stunts, Pyramids and Tosses with excellent precision and form.

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

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

PYRAMID DIFFICULTY
No legal or controlled pyramid performed = 0

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
Must be in same section. Rippled or synchronised. Athletes may not be recycled
No legal toss performed = 0

4.0	Less than a Majority of the team performs a level appropriate 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

DIFFICULTY DRIVERS

- Degree of difficulty
- Percent of team participation (minimising bases / maximising groups)
- Combination of skills (level and non-level appropriate)
- Pace of skills / connections performed

BUILDING 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	# OF COED STYLE STUNTS
1-3	1
4-5	2
6-7	3
8-9	4
10-11	5
12-13	6
14-19	7

COED QUANTITY - LEVEL 3 & 4 SENIOR & OPEN TEAMS
No legal or controlled coed style stunt performed = 0

	Coed Style Assisted	Coed Style Unassisted
3.5	Skills performed do not meet 4.0 requirement	N/A
4.0	Walk-in Hands Toss Hands	Skills performed do not meet 4.4 requirement.
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/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/single arm stunt (LEVEL 4 ONLY)

COED STYLE DEFINTION

- 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.
- Base must be directly under the stunt and cannot be chest to chest with the Spotter
- 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.

EXECUTION

Stunt/Pyramid Drivers:	Toss Drivers:
• Top Person • Bases/Spotters • Transitions • Synchronisation • Obvious Mistakes	• Top Person • Bases/Spotters • Height • Cradle • Obvious Mistakes

3.5-5.0	Team's ability to execute Stunts, Pyramids and Tosses with excellent precision and form.

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

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

PYRAMID DIFFICULTY
No legal or controlled pyramid performed = 0

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
Must be in same section. Rippled or synchronised. Athletes may not be recycled
No legal toss performed = 0

4.0	Less than a Majority of the team performs a level appropriate 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

DIFFICULTY DRIVERS

- Degree of difficulty
- Percent of team participation (minimising bases / maximising groups)
- Combination of skills (level and non-level appropriate)
- Pace of skills / connections performed

BUILDING 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	# OF COED STYLE STUNTS
1-3	1
4-5	2
6-7	3
8-9	4
10-11	5
12-13	6
14-19	7

COED QUANTITY - LEVEL 5, 6 & 7 SENIOR & OPEN TEAMS
No legal or controlled coed style stunt performed = 0

	Coed Style Assisted	Coed Style Unassisted
3.5	Skills performed do not meet 4.0 requirement	N/A
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	Skills performed do not meet 4.2 requirement.
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

EXECUTION

Stunt/Pyramid Drivers:
- Top Person
- Bases/Spotters
- Transitions
- Synchronisation
- Obvious Mistakes

Toss Drivers:
- Top Person
- Bases/Spotters
- Height
- Cradle
- Obvious Mistakes

3.5-5.0	Team's ability to execute Stunts, Pyramids and Tosses with excellent precision and form.

COED STYLE DEFINTION

- 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.
- Base must be directly under the stunt and cannot be chest to chest with the Spotter
- 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 ½ 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 1 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: • Approach • Speed • Body Control • Landings • Synchronisation	**Jump Drivers:** • Approach • Arm Placement • Leg Placement • Landings • Synchronisation
3.5-5.0	A team's ability to execute Standing Tumbling, Running Tumbling and Jumps with excellent precision and form.

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 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 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.

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 1 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:
- Approach - Speed - Body Control - Landings - Synchronisation	- Approach - Arm Placement - Leg Placement - Landings - Synchronisation

3.5-5.0	A team's ability to execute Standing Tumbling, Running Tumbling and Jumps 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	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 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 includes innovative, visual and intricate ideas, as well as, any additional skills performed to enhance overall appeal.