



2024 CheerBrandz - Scoring Rubric

Building: All Tiny, Mini, Youth, Junior, Senior + Open 4.2

Stunt Difficulty		
0.0		No legal or controlled stunt performed
3.0-3.5	Below	Less than 4 different level appropriate skills performed by the team.
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 (as per IASF glossary definition)		
0.0		No legal or controlled stunt performed
3.0-3.5	Below	Less than 4 different level appropriate skills performed by the team.
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	
0.0	No legal toss performed
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	
<i>Must be performed by groups of 3-5 athletes. Must be in the same section, rippled or synchronised. Athletes may not be recycled</i>	
0.0.	No legal or controlled stunt performed
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 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.	Maj.	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 Drivers	
Stunt / Pyramid Drivers.	Toss Drivers
<ul style="list-style-type: none"> • Top person • Bases / Spotters • Transitions • Synchronisation 	<ul style="list-style-type: none"> • Top Person • Bases / Spotters • Height • Cradle
3.5-5.0	Team's ability to execute Stunts, Pyramids and Tosses with excellent precision and form

Difficulty Drivers		
Degree of Difficulty	0.1	3 or more elite skills performed
Degree of Difficulty	0.2	4 or more elite skills performed
Percentage of team participation	0.1	Maximising stunt groups based on the number of athletes
Combination of skills (level & Non Level Appropriate)	0.1	Combining level & non level appropriate skills
Pace of Skills performed	0.1	Consistent pace throughout sequence between skills



2024 CheerBrandz - Scoring Rubric

Building: Open Coed Level 3 & 4

		Stunt Difficulty	Pyramid Difficulty		Toss Difficulty
0.0		No legal or controlled stunt performed	No legal or controlled stunt performed	0.0	No legal toss performed
3.0-3.5	Below	Less than 4 different level appropriate skills performed by the team	1 level Appropriate Skill, 1 Structure performed by most of the team		n/a
3.5-4.0	Low	4 Different level appropriate skills performed by Most of the team	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
4.0-4.5	Mid	4 different level appropriate skills performed by Most of the team, 1 of which is Elite level appropriate	3 Different level appropriate skills, 2 structures performed by most of the team	4.5	Majority of the team performs a level appropriate toss
4.5-5.0	High	4 different level appropriate skills performed by Most of the team, 2 of which are Elite level appropriate	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

Building Quantity		
#Athletes	Maj.	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	
# Males	# Stunts
1-3	1
4-5	2
6-7	3
8-9	4
10-11	5
12-13	6
14-19	7

Execution Drivers	
Stunt / Pyramid Drivers	Toss Drivers
<ul style="list-style-type: none"> • Top Person • Bases/Spotters • Transitions • Synchronisation • Obvious Mistakes 	<ul style="list-style-type: none"> • Top Person • Bases/Spotters • Height • Cradle • Obvious Mistakes
3.5-5.0	Team Ability to execute Stunts, Pyramids & Tosses with excellent precision & Form

Coed Style Definition
<ul style="list-style-type: none"> • 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 the 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 performs a lower value skill, then this is the skill which will be credited.

Open Coed Quantity Skills

	Assisted L3	Unassisted L3	Assisted L4	Unassisted L4
0.0	No legal or controlled coed style stunt performed	No legal or controlled coed style stunt performed	No legal or controlled coed style stunt performed	No legal or controlled coed style stunt performed
4.0	Skills performed do not meet the 4.2 req.	n/a	Skills performed do not meet the 4.2 req.	n/a
4.2	<ul style="list-style-type: none"> • Walk-in hands • Toss hands 	n/a	<ul style="list-style-type: none"> • Walk-in hands press ext • Toss hands - pause - press ext 	n/a
4.4	<ul style="list-style-type: none"> • Walk-in hands - immediate press ext • Toss hands - pause - press ext 	Skills performed do not meet the 4.6 req.	<ul style="list-style-type: none"> • Walk-in hands press ext single leg/arm stunt • Walk-in ext 2 leg stunt • Toss hands - immediate press ext 	Skills performed do not meet 4.4 req.
4.6	<ul style="list-style-type: none"> • Walk-in ext single leg/arm stunt • Walk-in hands press ext single leg/arm stunt • Walk-in ext 2 leg stunt • Toss hands - immediate press ext • Toss hands press ext single leg/arm stunt 	<ul style="list-style-type: none"> • Walk-in hands • Toss hands 	<ul style="list-style-type: none"> • Walk-in ext single leg / single arm stunt • Walk-in ¼+ twist to ext stunt • Walk-in ¼+ twist to ext single leg/arm stunt • Toss hands press ext single leg/arm stunt • Toss ext 2 leg stunt • Prep single leg release to ext single leg transition • Toss ext single leg/arm stunt 	<ul style="list-style-type: none"> • Walk-in hands press ext • Toss hands - pause - press ext
4.8	n/a	<ul style="list-style-type: none"> • Walk-in hands - immediate press ext • Toss hands - pause - press ext 	n/a	<ul style="list-style-type: none"> • Walk-in hands press ext single leg/arm stunt • Walk-in ext 2 leg stunt • Toss hands - immediate press ext
5.0	n/a	<ul style="list-style-type: none"> • Walk-in ext single leg/arm stunt • Walk-in hands press ext single leg/arm stunt • Walk-in ext 2 leg stunt • Toss hands - immediate press ext • Toss hands press ext single leg/arm stunt 	n/a	<ul style="list-style-type: none"> • Walk-in ext single leg/ single arm stunt • Walk-in ¼+ twist to ext stunt • Walk-in ¼+ twist to ext single leg/arm stunt • Toss hands press ext single leg/arm stunt • Toss ext 2 leg stunt • Prep single leg release to ext single leg transition • Toss ext single leg/arm stunt

Difficulty Drivers		
Degree of Difficulty	0.1	3 or more elite skills performed
Degree of Difficulty	0.2	4 or more elite skills performed
Percentage of team participation	0.1	Maximising stunt groups based on the number of athletes
Combination of skills (level & Non Level Appropriate)	0.1	Combining level & non level appropriate skills
Pace of Skills performed	0.1	Consistent pace throughout sequence between skills



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Building: Open Coed Level 5, 6 & 7

Stunt Difficulty		
0.0		No legal or controlled stunt performed
3.0-3.5	Below	Less than 4 different level appropriate skills performed by the team
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		
0.0		No legal or controlled stunt performed
3.0-3.5	Below	1 Level appropriate skill, 1 Structure performed by most of the team
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	
0.0	No legal toss performed
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	0.1	3 or more elite skills performed
Degree of Difficulty	0.2	4 or more elite skills performed
Percentage of team participation	0.1	Maximising stunt groups based on the number of athletes
Combination of skills (level & Non Level Appropriate)	0.1	Combining level & non level appropriate skills
Pace of Skills performed	0.1	Consistent pace throughout sequence between skills

Execution Drivers	
Stunt / Pyramid Drivers	Toss Drivers
<ul style="list-style-type: none"> • Top Person • Bases/Spotters • Transitions • Synchronisation • Obvious Mistakes 	<ul style="list-style-type: none"> • Top Person • Bases/Spotters • Height • Cradle • Obvious Mistakes
3.5-5.0	Team Ability to execute Stunts, Pyramids & Tosses with excellent precision & Form

Open Coed Quantity		
	Coed Style Assisted	Coed Style Unassisted
0.0	No legal or controlled coed style stunt performed.	No legal or controlled coed style stunt performed
3.5	Skills performed do not meet 4.0 requirement	N/a
4.0	<ul style="list-style-type: none"> • Walk-in extended double leg stunt • Toss extended double leg stunt • Walk-in hands press extended single leg / single arm stunt • Toss hands press extended single leg / single arm stunt 	Skills performed do not meet 4.2 requirement
4.2	<ul style="list-style-type: none"> • Walk-in extended single leg / single arm stunt • Toss extended single leg stunt 	<ul style="list-style-type: none"> • Walk-in hands press extension • Toss Hands press extension
4.4	<ul style="list-style-type: none"> • Toss ¼ - ¾ twist to extended single leg stunt 	<ul style="list-style-type: none"> • Walk-in extended double leg stunt • Toss extended double leg stunt • Walk-in hands press extended single leg / single arm stunt • Toss hands press extended single leg / single arm stunt
4.6	<ul style="list-style-type: none"> • Toss extended single arm stunt • Toss full up to extended stunt • Toss front handspring ½ up to extended stunt • Rewind to extended stunt (level 6 & 7 only) 	<ul style="list-style-type: none"> • Walk-in extended single leg / single arm stunt • Toss extended single leg stunt
4.8	N/A	<ul style="list-style-type: none"> • Toss ¼ - ¾ twist to extended single leg stunt
5.0	N/A	<ul style="list-style-type: none"> • Toss extended single arm stunt • Toss full up to extended stunt • Toss front handspring ½ up to extended stunt • Rewind to extended stunt (level 6 & 7 only)

Building Quantity		
#Athletes	Maj.	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	
# Males	# Stunts
1-3	1
4-5	2
6-7	3
8-9	4
10-11	5
12-13	6
14-19	7

Coed Style Definition
<ul style="list-style-type: none"> • 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.



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Tumbling: Level 1 - 5 + 6 Junior

Standing Tumbling Difficulty		
0.0		No legal or controlled tumbling performed
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		
0.0		No legal or controlled tumbling performed
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

Jump Difficulty		
0.0		No legal or controlled jump performed
3.5	Below	Skills performed do not meet Low range requirement
4.0	Low	Most of the team performs at least 1 advanced jump
4.5	Mid	Most of the team performs 2 connected advanced jumps. Must be synchronised and must include variety. <i>Tiny / Mini: Most of the team performs 2 advanced jumps, must be synchronised, but do not need to be connected or include variety</i>
5.0	High	Most of the team performs 3 connected advanced jumps or 2 connected advanced jumps, plus 1 additional advanced jump. Must be synchronised and must include variety. <i>Tiny / Mini: Most of the team performs 3 advanced jumps, must be synchronised, but do not need to be connected or include variety</i>

Additional Information

- L1-5 & 6 JNR Standing Tumbling – Same level appropriate synchronised pass cannot be used to fulfil Majority pass requirement.
- Tumbling passes must land on feet to be considered level appropriate and receive difficulty credit (ie jump ¾ front flip to seat, back handsprings which lands in a prone position etc. would not count)
- Jumps within a tumbling pass will not break up the pass (ie 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. Safety judges will use the IASF Jump Skill definition where a jump skill does break up the pass.
- L2 - No lower level skills out of a RO that are ILLEGAL in L1 will count for level appropriate credit.
- L3 - No lower level skills out of a BHS step out ½ turn that are ILLEGAL in L2 will count for level appropriate credit.
- L4 - Punch front forward roll will not count for level appropriate credit.
- Variety – at least 2 different jumps. Performing the same jump with different legs doesn't constitute variety (ie left/right hurdler)
- Jump skills must land on feet to be considered level appropriate and receive difficulty credit (ie jumps that land on knee(s) or seat etc would not count).
- *Basic jumps:* Star, Tuck jump. *Advanced jumps:* Pike, Right/Left Hurdlers (front or side), Toe Touch
- Tiny & mini: Star and Tuck jumps will be credited as advanced

Tumbling / Jump Quantity Chart

# Athletes	Maj	Most	Max
6-7	2	3	4
8-9	4	5	6
10-11	5	6	7
12-14	6	7	9
15-16	7	9	11
17-19	8	10	12
20-22	10	12	16
23-25	11	13	17
26-27	13	15	19
28-30	14	16	22
31-38	15	18	24

Execution Drivers

Standing / Running Tumbling Drivers		Jump Drivers
<ul style="list-style-type: none"> • Approach • Speed • Body Control • Landings • Synchronisation 		<ul style="list-style-type: none"> • Approach • Arm Placement • Leg Placement • Landings • Synchronisation
3.5-5.0.	Team's ability to execute Standing Tumbling, Running Tumbling & Jumps with excellent precision and form	

Standing Tumble Difficulty Drivers

Degree of Difficulty	0.1	1 Level Appropriate Pass by Majority, 1 Elite Pass by Most
	0.2	1 Elite Pass by Majority, 1 Elite Pass by Most
Variety of Passes	0.1	A Variety of passes
Max participation utilising grouped or Synchronised passes	0.2	Elite passes performed by Max

Running Tumble Difficulty Drivers

Degree of Difficulty	0.1	Advanced Pass performed by Most
	0.2	Elite Pass performed by Most
Variety of Passes	0.1	A Variety of passes
Max participation utilising grouped or Synchronised passes	0.2	Elite passes performed by Max



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Tumbling: Level 6 & 7

Standing Tumbling Difficulty		
0.0		No legal or controlled tumbling performed
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		
0.0		No legal or controlled tumbling performed
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

Jump Difficulty		
<i>Jumps must use a whip approach to be considered connected (Variety = at least 2 different jumps)</i>		
0.0		No legal or controlled tumbling performed
3.5	Below	Skills performed do not meet Low range requirement
4.0	Low	Most of the team performs at least 1 advanced jump
4.5	Mid	Most of the team performs 2 connected advanced jumps. Must be synchronised and must include variety.
5.0	High	Most of the team performs 3 connected advanced jumps or 2 connected advanced jumps, plus 1 additional advanced jump. Must be synchronised and must include variety.

Standing Tumble Difficulty Drivers		
Degree of Difficulty	0.1	1 Level Appropriate Pass by Majority, 1 Elite Pass by Most
	0.2	1 Elite Pass by Majority, 1 Elite Pass by Most
Variety of Passes	0.1	A Variety of passes
Max participation utilising grouped or Synchronised passes	0.2	Elite passes performed by Max

Additional Information

- Tumbling passes must land on feet to be considered level appropriate and receive difficulty credit (ie jump ¾ front flip to seat, back handsprings which lands in a prone position etc. would not count)
- Jumps within a tumbling pass will not break up the pass (ie 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. Safety judges will use the IASF Jump Skill definition where a jump skill does break up the pass.
- L6 & L7 - Standing Tumbling skills ending in a layout that are legal in L5 will not receive level appropriate credit (ie BHS-BHS-Layout)
- Variety – at least 2 different jumps. Performing the same jump with different legs doesn't constitute variety (ie left/right hurdler)
- Jump skills must land on feet to be considered level appropriate and receive difficulty credit (i.e. jumps that land on knee(s) or seat etc would not count).
- Basic jumps: Star, Tuck jump. Advanced jumps: Pike, Right/Left Hurdlers (front or side), Toe Touch

Tumbling / Jump Quantity Chart

# Athletes	Maj	Most	Max
6-7	2	3	4
8-9	4	5	6
10-11	5	6	7
12-14	6	7	9
15-16	7	9	11
17-19	8	10	12
20-22	10	12	16
23-25	11	13	17
26-27	13	15	19
28-30	14	16	22
31-38	15	18	24

Execution Drivers	
Standing / Running Tumbling Drivers	Jump Drivers
<ul style="list-style-type: none"> • Approach • Speed • Body Control • Landings • Synchronisation 	<ul style="list-style-type: none"> • Approach • Arm Placement • Leg Placement • Landings • Synchronisation
3.5-5.0.	Team's ability to execute Standing Tumbling, Running Tumbling & Jumps with excellent precision and form

Running Tumble Difficulty Drivers		
Degree of Difficulty	0.1	Advanced Pass performed by Most
	0.2	Elite Pass performed by Most
Variety of Passes	0.1	A Variety of passes
Max participation utilising grouped or Synchronised passes	0.2	Elite passes performed by Max



2024 CheerBrandz - Scoring Rubric

Overall	
Stunt Creativity	
0.0	No legal or controlled stunt performed
2.0-2.5	Stunt skills incorporate visual, unique or innovative ideas. This includes level and non-level appropriate skills. This may include: Entries, Transitions, Dismounts, Clarity, Flow
Pyramid Creativity	
0.0	No legal or controlled pyramid performed
2.0-2.5	Pyramid skills incorporate visual, unique or innovative ideas. This includes level and non-level appropriate skills. This may include: Entries, Transitions, Dismounts, Clarity, Flow
Dance	
9.0-10.0	A team's ability to demonstrate a high level of energy and entertainment value which may incorporate: Visual elements, Variety of levels, Formation changes, Footwork, Floorwork, Partner work, Pace This also includes: Technique, Perfection, Motion strength/placement, Synchronisation.
Showmanship / Appropriate Athlete Impression	
9.0-10.0	A team's ability to demonstrate a high level 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 the following throughout the routine: Precise spacing, Formations, Transitions This also includes innovative, visual and intricate ideas, as well as any additional skills performed to enhance the overall appeal
Cheer (Global Divisions To Replace Showmanship)	
9.0-10.0	The Cheer component / portion of the routine must be completed before the music section of the routine Cheer Criteria: Crowd leading, Ability to lead the crowd, Crowd effectiveness, Voice (pace and flow), Proper use of: (signs, poms, megaphones, flags) and motion technique, Practical use of stunts / pyramids to lead the crowd, Execution.