

2024-2025 Youth Rubric - Official 1

STANDING TUMBLING – DIFFICULTY			
0 - 5.0			
- Forward Rolls - Handstand Forward Rolls - Cartwheels - Walkovers (WO) - Aerials	- Back Handsprings (BHS) - Front Handsprings - Back Walkover into Back Handsprings - Back Handspring Series	- Jump(s) into Back Handsprings - Jump(s) into BHS Series - Standing Back Tucks - Back Handsprings to Back Tucks	- Jump(s) into BHS to Back Tucks - Jump(s) into Back Tucks - BHS Series to Whips, Layouts, or Fulls - Standing Fulls
Sliding scale based on progression, number of participants, and synchronization			

RUNNING TUMBLING – DIFFICULTY			
0 - 5.0			
- Running Cartwheels (2 or more steps) - Roundoffs (RO) - Walkovers(WO) into Cartwheel or Roundoffs - Aerials	- Cartwheels into BHS - Roundoffs into BHS - Roundoffs into BHS Series - Front WOs into Roundoff BHS Series	- Roundoffs into Back Tucks - Front Walkovers into RO to Back Tucks - Punch Fronts - ROs into BHS to Back Tucks - Roundoffs into Layouts - Roundoffs into X-Outs	- RO into BHS Series into Layouts - Punch Fronts into BHS Series or Back Tucks - Roundoffs into Fulls - Roundoffs into BHS to Fulls - Punch Fronts to Step Out into Fulls - ROs into Whip to BHS to Fulls - Other Specialty Passes
Sliding scale based on progression, number of participants, and synchronization Specialty Pass = Running tumbling across the performance surface that contains multiple back handsprings, step out, whip, Arabian, front walkover, front handspring, aerial or punch front skills and ends in a back tuck or higher Running Tumbling requires at least 2 steps or power hurdle into skill. Note: Rising Div. 1 and 2., Tiny Div., Shooting Div. 2 and K-5 Div. 1 and 2 are not allowed to do running tumbling and will receive a zero on their scoresheet.			

TUMBLING - EXECUTION				
0 - 1.9	2.0 - 3.9	4.0 - 5.9	6.0 – 7.9	8.0 - 10
Most demonstrate below average	Less than majority demonstrate average	Majority demonstrate average	Most demonstrate average	Most demonstrate above average
<ul style="list-style-type: none"> - Approach (body position into a skill or pass) - Landings (controlled, legs and feet together, finished skill or pass) - Body Control (head, chest, arms, leg placement, toes pointed, proper form for the skill) - Synchronization (timing of group skills or passes) - Speed (control, consistent throughout skill or pass, flow from skill to skill) 				
Many minor execution mistakes and/or many major execution mistakes	Few minor execution mistakes and/or a couple major execution mistakes	1-2 minor and no major execution mistakes	1-2 minor and no major execution mistakes	1-2 minor and no major execution mistakes

JUMPS – EXECUTION				
0 - 1.9	2.0 - 3.9	4.0 - 5.9	6.0 - 7.9	8.0 - 10
Most demonstrate below average:	Less than majority demonstrate average:	Majority demonstrate average:	Most demonstrate average:	Most demonstrate above average:
<ul style="list-style-type: none"> – Proper body position- Controlled (lifted chest, correct legs and arm placement for jump) – Height / Flexibility Level for both legs – Pointed Toes – Landing with Feet Together – Synchronization / Timing of jump as a group – Proper Approach (tight motions, timing, accuracy, synchronization) – No missed jumps 				
<p>Three different jumps required by most of the team</p> <p>Most = 75% of team</p> <p>Basic Jumps – Pencil, Tuck, Spread Eagle</p> <p>Advanced Jumps - Toe Touch, Right Side Hurdler, Left Side Hurdler, Right Front Hurdler, Left Front Hurdler), Pike and Double Nine</p>				

	Majority / Most Quantity Table (Majority = ½ + 1 and Most = 75%)																
# of Athletes	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Majority	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11
Most	3	4	5	6	6	7	8	9	9	10	11	12	12	13	14	14	15

TRANSITIONS AND FLOW		
1.0 - 1.9	2.0 - 3.9	4.0 - 5.0
<ul style="list-style-type: none"> - Major issues during transitions (bumping, excessive travel) - Minimal incorporation of skills during transitions - Choppy, lacks cohesion, excessive down time - Slow pace of routine 	<ul style="list-style-type: none"> - Some issues during transitions (bumping, excessive travel) - Average incorporation of skills during transitions - Average coordination among all elements of the routine - Average pace of routine 	<ul style="list-style-type: none"> - Clean transitions - Excellent incorporation of skills during transitions - Uncluttered changes between segments - Strong coordination among all elements of the routine - Fast pace of routine

2024-2025 Youth Rubric - Official 2 - Partner Stunts / Official 3 - Pyramids

PARTNER STUNT AND PYRAMIDS – DIFFICULTY				
Basic	Novice	Intermediate	Advanced	Elite
0 – .9	1 – 1.9	2 – 2.9	3 – 3.9	4 – 5
Non-Release Skills				
<ul style="list-style-type: none"> - Floor skill (no base) - Nugget/Knee Stand - Back Stand - Kneeling Thigh Stand - T-Lift - Thigh Stand - L Stand - Thigh to Body Position - Thigh Prep Hitch - Waist Level Mini Prep 	<ul style="list-style-type: none"> - Shoulder Sit - Flat Back - Straddle Sit at Prep Level - Prep - Prep Level Hitch - Shoulder Stand - Straddle Sit Extended 	<ul style="list-style-type: none"> - 1 Leg Prep - 1 Leg Prep Body Position - Prep Power Press to Extension - Extension 	<ul style="list-style-type: none"> - Straight Up to Post/Lib - Straight Up Pull Body Position - Straight Up to Body Position - Lib Power Press - Body Position Power Press 	<ul style="list-style-type: none"> - Single Base Prep Level - Single Base 1 Leg Prep - Single Base Extension - Single Base Lib - Single Base Body Position
Release Skills				
<ul style="list-style-type: none"> - Below Prep Level Release to Below Prep Level Stunt (Floor/Nugget) - Switch Up at Floor/ Nugget - Tick Tock at Floor/ Nugget 	<ul style="list-style-type: none"> - Below Prep Level Release to Below Prep Level at Thigh/Waist - Switch Up at Thigh/ Waist - Tick Tock at Thigh/Waist - High to Low Prep/Waist 	<ul style="list-style-type: none"> - 1 Leg Prep Tick Tock - Switch Up to 1 Leg Prep - Switch Up 1 Leg Prep to Body Position 	<ul style="list-style-type: none"> - ½ Twisting Transitions to Side/Prone/Cradle - ½ Twisting Switch Up to 1 Leg Prep - Switch Up to Post / Lib 	<ul style="list-style-type: none"> - Full Twisting Tick Tock to 1 Leg Prep - Switch Up to Body \ Position - Low to High Lib - Low to High Body Position - High to High
Twisting Skills				
<ul style="list-style-type: none"> - ½ Up to Thigh Stand - ½ Up to Waist - ½ Roll Log Roll 	<ul style="list-style-type: none"> - ¼ Up to Prep - Full Log Roll - ½ Up to Prep - Rewind to Load - ½ Up to 1 Leg Prep 	<ul style="list-style-type: none"> - ¼ Up to Extension - ½ Up to Extension - Full Up to Prep - Full Up to 1 Leg Prep 	<ul style="list-style-type: none"> - ½ Up to Lib - ½ Up to Body Position 	<ul style="list-style-type: none"> - Full Up to Extension - Faux Up to Lib/Body Position - Full Up to Lib/Body Position
Inversions – Braced Rolls – Braced Flips Skills				
<ul style="list-style-type: none"> - Non-Release from Waist (or below) to Below Waist - Non-Release from Below Waist to Waist 	<ul style="list-style-type: none"> - Non-Release from Below Prep to Prep - Release from Below Prep to Below Prep 	<ul style="list-style-type: none"> - Non-Release from Prep Level to Below Prep Level - Release from Prep to Below Prep - Non-Release from Prep to Prep Level - Release from Below Prep to Prep Level 	<ul style="list-style-type: none"> - Non-Release from Prep to Extension - Non-Release from prep to Extended 1 Leg - Release from Prep to Below Prep with ½ turn - Release from Prep to Prep 	<ul style="list-style-type: none"> - Non-Release from Below Prep to Extended - Non-Release from Below Prep to 1-legged Extended - Release from Prep to Extended - Release from Below Prep to Extended

PARTNER STUNT AND PYRAMID GROUP NUMBERS - BREAKDOWN				
# on the Floor	2 – 7	8 – 11	12 – 15	16 – 20
Majority	1	1	2	3
Most	1	2	3	4 or 5

- The above list is not all-inclusive
- Teams don't need to demonstrate skills in multiple categories (Non-Release, Release, Twisting, Inversions, Braced Rolls or Flips)
- If less than the required number of skills are hit, the score will be lowered
- When scoring stunt difficulty within a range, judges will take into account the following factors: entries and dismounts, how each skill is completed, the number of bases used, and amount of team participation (most participation will score higher).
- Modified skills (such as using front spots or faux ups), or less than majority participation will decrease the skill's value.
- Twisting – When scoring difficulty, judges will take into account the following: minimum movements of bases, limited number and type of connections between bases and top, top person's beginning and ending position, and completion of the skill.
- Body Position = A position a top person pulls in a 1 leg stunt showing flexibility (stretch, bow & arrow, arabesque, scale, scorpion, etc.).

Partner Stunts:

- **Rising, Shooting, Tiny, Mini Divisions and Northern K-5:** Teams need to **complete 2 different stunt skills by majority of groups** to score in a particular range. Performing the same skills or less than 2 skills will lower the range.
- **All Other Divisions** need to **complete 3 different stunt skills by majority of groups** to score in a particular range. Performing the same skills or less than 3 skills will lower the range.

Pyramids:

- **All teams** must hit a minimum of **3 different pyramid skills using most of the team** to score in a particular range. Performing the same skills or less than 3 skills will lower the range.
- Teams don't need to demonstrate skills in all categories (Non-Release, Release, Twisting, Inversions, Braced Rolls or Flips).
- If less than the required number of skills are hit, the score will be lowered
- Pyramids will only be counted when the top person connects with another top person during the performance.

Scoring:

- When scoring pyramid difficulty within a range, officials will take into account the following factors: number of bracers, variety and number of transitions, pace of skills, amount of team participation (full participation will score higher), and when the top becomes braced (from the ground up vs. during the skill vs. at the completion of the skill).
- Modified skills (such as using front spots or faux ups) will decrease the skill's value
- Body Position = A position a top person pulls in a 1 leg stunt to show flexibility (stretch, bow & arrow, arabesque, scale, scorpion, etc.)

PARTNER STUNT AND PYRAMID - EXECUTION

0 - 1.9	2.0 - 3.9	4.0 - 5.9	6.0 - 7.9	8.0 - 10
Most demonstrate below average:	Less than majority demonstrate average:	Majority demonstrate average:	Most demonstrate average:	Most demonstrate above average:
<ul style="list-style-type: none"> - Synchronization / Timing, Pace, Control, and Flow of All Groups, Missed Stunts - Technique of Bases (arms, legs, back and body position, spacing with each other) - Technique of Tops (body control, flexibility, motion placement, legs) - Stability of Stunts (shaky, movement of the bases, bobbles, drops, falls) - Distance Between Connections – Build of Pyramid Structure - Height / Movement of Dismounts, Releases and Braced Rolls / Flips 				
Many major AND minor execution mistakes	Many minor execution mistakes OR Many major execution mistakes	A few minor mistakes AND 1 major mistake OR A few major execution mistakes	1-2 minor execution mistakes OR 1 major execution mistake	1-2 minor AND no major execution mistakes

PARTNER STUNT AND PYRAMID GROUP NUMBERS - BREAKDOWN

# on the Floor	2 – 7	8 – 11	12 – 15	16 – 20
Majority	1	1	2	3
Most	1	2	3	4 or 5

2024-2025 Youth Rubric - Official 2

DANCE EXECUTION CHEER MOTIONS			DANCE EXECUTION FLOORWORK / LEVELS			DANCE EXECUTION FOOTWORK / PACING		
0 - 1.9	2.0 – 3.9	4.0 – 5.0	0 - 1.9	2.0 – 3.9	4.0 – 5.0	0 - 1.9	2.0 – 3.9	4.0 – 5.0
Most demonstrate below average:	Majority demonstrate average:	Most demonstrate above average:	Most demonstrate below average:	Majority demonstrate average:	Most demonstrate above average:	Most demonstrate below average:	Majority demonstrate average:	Most demonstrate above average:
<ul style="list-style-type: none"> - Complexity and Execution of Movements - Synchronization in Overall Choreography - Uniform Placement/Angles of Limbs/Body - Sharp Precision - Full Extension of Motions - Variety in Motions - Confidence and ability to connect with audience - Projection, expression, energy, entertainment value 			<ul style="list-style-type: none"> - Spacing - Consistent and even positioning throughout - Transitions - Seamless, quick and creative - Formation Changes - Varied formations - Use of floor - Level/group work, visual appeal and showcase skills, use of space 			<ul style="list-style-type: none"> - Incorporation and Movement of Footwork And whether both feet, one foot or stationary feet are used throughout performance - In Step with Music, Overall Timing and Knowledge of Choreography - Pace of Dance - Basic Rhythm and Musicality - Cleanliness 		
<p>Four consecutive 8-counts of full team dance required – If teams do not do this, they will receive a zero in Dance Execution Floorwork/Levels.</p> <p>Anything done during the 4 consecutive 8-counts that could be scored somewhere else on the rubric will result in a zero in dance. Teams must dance (simply holding for an 8-count is not considered dance.)</p>								

FORMATIONS AND SPACING		
1.0 - 1.9	2.0 - 3.9	4.0 - 5.0
<ul style="list-style-type: none"> - Unclear formations - Little variety - Spacing off throughout routine 	<ul style="list-style-type: none"> - Formations demonstrate alignment, symmetry and good use of floor - Some variety - Minor problems in spacing 	<ul style="list-style-type: none"> - Clear, visually effective formations - Lots of variety - Minimal or no spacing errors

2024-2025 Youth Rubric - Official 3

MOTIONS: CHEER EXECUTION			MOTIONS: JUMP EXECUTION			MOTIONS: STUNTS / PYRAMID EXECUTION		
0 - 1.9	2.0 – 3.9	4.0 – 5.0	0 - 1.9	2.0 – 3.9	4.0 – 5.0	0 - 1.9	2.0 – 3.9	4.0 – 5.0
Most demonstrate below average:	Majority demonstrate average:	Most demonstrate above average:	Most demonstrate below average:	Majority demonstrate average:	Most demonstrate above average:	Most demonstrate below average:	Majority demonstrate average:	Most demonstrate above average:
<ul style="list-style-type: none"> - Pace / Tight and Sharp Precision - Synchronization / Timing - Arm Placement / Angles - Variety in Motions - Wrist Placement / Fists / Thumbs - Uniform in Placement 			<ul style="list-style-type: none"> - Pace / Sharp Precision - Synchronization / Timing - Arm Placement / Angles - Variety in Motions - Wrist Placement / Fists / Thumbs - Uniform in Placement 			<ul style="list-style-type: none"> - Pace / Sharp Precision - Synchronization / Timing - Body, Arm, Leg Placement / Angles - Variety in Motions - Wrist Placement / Fists / Thumbs - Uniform in Placement 		
A cheer is required and should be long enough to be able to score motions within it. At least 2 8-counts of cheer is recommended.								

SHOWMANSHIP / PERFORMANCE APPEAL		
1.0 - 1.9	2.0 - 3.9	4.0 - 5.0
Most demonstrate below average:	Majority demonstrate average:	Most demonstrate above average:
<ul style="list-style-type: none"> - Showmanship - Genuine Facial Expressions - Energy / Excitement - Enthusiasm / Spirit - Presentation of Cheer Words (pitch, clarity, enunciation, volume) - Eye Contact / Confidence - Innovative, Visual, and Creative Choreography - Thoughtfully planned to create a unified routine - Ability to capture the crowd, not just on performing the skills - Athleticism / Stamina 		