

### STUNT DIFFICULTY

ZERO		No legal or controlled stunt performed
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 MUST be an Elite level appropriate skill
4.5 – 5.0	HIGH	4 different level appropriate skills performed by Most of the team, 2 of which MUST be an Elite level appropriate skill

### PYRAMID DIFFICULTY

ZERO		No legal or controlled skills performed
3.0 – 3.5	BELOW	Skills performed do NOT meet Low range requirement
3.5 – 4.0	LOW	2 different level appropriate skills, and 2 structures performed by Most of the team
4.0 – 4.5	MID	3 different level appropriate skills, and 2 structures performed by Most of the team
4.5 – 5.0	HIGH	4 different level appropriate skills, and 2 structures performed by Most of the team

### STUNT QUANTITY

*Must be performed by groups of 3-5 athletes.  
Must be in the same section, rippled or synchronised.  
Athletes may not be recycled*

ZERO	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

### TOSS DIFFICULTY

ZERO	No legal toss performed
4.0	LESS than MAJORITY of the team perform a level appropriate toss
4.5	MAJORITY of the team perform a level appropriate toss
5.0	MAJORITY of the team perform a level appropriate toss either rippled or synchronised in the same section.

### EXECUTION DRIVERS

<ul style="list-style-type: none"> <li>Stunt / Pyramid Drivers</li> <li>Top person</li> <li>Bases / Spotters</li> <li>Transitions</li> <li>Synchronisation</li> <li>Obvious Mistakes</li> </ul>	<ul style="list-style-type: none"> <li>Toss Drivers</li> <li>Top Person</li> <li>Bases / Spotters</li> <li>Height</li> <li>Cradle</li> <li>Obvious Mistakes</li> </ul>
3.5 – 5.0	Team's ability to execute Stunts, Pyramids and Tosses with excellent precision and form

### BUILDING QUANTITY

Number 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

### DIFFICULTY DRIVERS

<ul style="list-style-type: none"> <li>Degree of difficulty</li> <li>Percent of team participation (maximising stunt groups based on the number of athletes)</li> <li>Combination of skills (level and non-level appropriate)</li> <li>Pace of skills performed / connections performed</li> </ul>
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		STUNT DIFFICULTY	PYRAMID DIFFICULTY
ZERO		No legal or controlled stunt performed	No legal or controlled pyramid performed
3.0 - 3.5	BELOW	Skills performed do NOT meet low range	Skills performed do NOT meet low range
3.5 - 4.0	LOW	4 Different level appropriate skills performed by MOST of the team	2 Different level appropriate skills, AND 2 structures 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 MUST be an Elite Level Appropriate skill.	3 Different level appropriate skills, AND 2 structures performed by MOST of the team
4.5 - 5.0	HIGH	4 Different level appropriate skills performed by MOST of the team, 2 of which MUST be an Elite Level Appropriate skill	4 Different level appropriate skills, AND 2 structures performed by MOST of the team

		TOSS DIFFICULTY
ZERO		No legal toss performed
4.0		LESS than a MAJORITY of 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 either rippled or synchronized in the SAME section.

COED SKILL REQUIREMENT		
	Assisted Level 3 and 4	Unassisted Level 3 and 4
ZERO	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
4.2	Walk-in hands (Press ext L4) Toss hands (Press ext L4)	N/A
4.4	Walk-in hands - immediate press ext (single leg/arm stunt L4) (Walk-in ext 2 leg stunt L4) Toss hands - pause - press ext (immediate press ext L4)	Skills performed do not meet the 4.6 req.
4.6	Walk-in ext single leg/arm stunt (single arm L4) 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 (Toss ext L4) (Walk-in ¾+ twist to ext stunt L4) (Walk-in ¾+ twist to ext single leg/arm stunt L4) (Toss ext 2 leg stunt L4) (Prep single leg release to ext single leg transition L4)	Walk-in hands (Press ext L4) Toss hands (Pause - press ext L4)
4.8	N/A	Walk-in hands - immediate press ext (Single leg/arm stunt L4) (Walk-in ext 2 leg stunt L4) Toss hands - pause - press ext (Immediate press ext L4)
5.0	N/A	Walk-in ext single leg/arm stunt (Single arm L4) Walk-in hands press ext single leg/arm stunt Walk-in ext 2 leg stunt (toss L4) Toss hands - immediate press ext Toss hands press ext single leg/arm stunt (Toss ext L4) (Walk-in ¾+ twist to ext stunt L4) (Walk-in ¾+ twist to ext single leg/arm stunt L4) (Prep single leg release to ext single leg transition L4)

EXECUTION DRIVERS	
Stunt / Pyramid Drivers	Toss Drivers
<ul style="list-style-type: none"> <li>• Top person</li> <li>• Bases / Spotters</li> <li>• Transitions</li> <li>• Synchronisation</li> <li>• Obvious Mistakes</li> </ul>	<ul style="list-style-type: none"> <li>• Top Person</li> <li>• Bases / Spotters</li> <li>• Height</li> <li>• Cradle</li> <li>• Obvious Mistakes</li> </ul>
3.5 - 5.0	Team's ability to execute Stunts, Pyramids & Tosses with excellent precision & form

DIFFICULTY DRIVERS
<ul style="list-style-type: none"> <li>• Degree of difficulty</li> <li>• Percent of team participation (maximising stunt groups based on the number of athletes)</li> <li>• Combination of skills (level &amp; non-level appropriate)</li> <li>• Pace of skills performed / connections performed</li> </ul>

BUILDING QUANTITY		
Number 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	
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"> <li>• Based on a group of 3. A Base, Top Person &amp; Spotter.</li> <li>• Entry must be a Toss or Walk-In (Refer to general information for definitions).</li> <li>• Must be in the same section either rippled or synchronised. Athletes cannot be recycled.</li> <li>• Base must be directly under the stunt and cannot be chest to chest with the Spotter.</li> <li>• Stunts must show a controlled hold at the desired skill/height for 2 counts followed by a controlled dismount or pop down.</li> <li>• If one of the required groups performs a lower value skill, then this is the skill which will be credited.</li> </ul>

		STUNT DIFFICULTY	PYRAMID DIFFICULTY
ZERO		No legal or controlled stunt performed	No legal or controlled skills performed
3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement	Skills performed do NOT meet Low range requirement
3.5 - 4.0	LOW	4 different level appropriate skills performed by Most of the team	2 different level appropriate skills, and 2 structures 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 MUST be an Elite level appropriate skill	3 different level appropriate skills, and 2 structures performed by Most of the team
4.5 - 5.0	HIGH	4 different level appropriate skills performed by Most of the team, 2 of which MUST be an Elite level appropriate skill	4 different level appropriate skills, and 2 structures performed by Most of the team

		TOSS DIFFICULTY
ZERO		NO legal toss performed
4.0		LESS than MAJORITY of the team perform a level appropriate toss
4.5		MAJORITY of the team perform a level appropriate toss
5.0		MAJORITY of the team perform a level appropriate toss either rippled or synchronised in the same section.

COED SKILL REQUIREMENT		
	ASSISTED	UNASSISTED
ZERO	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	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	Walk-in extended single leg / 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 / single arm stunt Toss hands press extended single leg / single arm stunt
4.6	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)	Walk-in extended single leg / 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 ½ up to extended stunt Rewind to extended stunt (level 6 & 7 only)

EXECUTION DRIVERS	
<ul style="list-style-type: none"> <li>Stunt / Pyramid Drivers</li> <li>Top person</li> <li>Bases / Spotters</li> <li>Transitions</li> <li>Synchronisation</li> <li>Obvious Mistakes</li> </ul>	<ul style="list-style-type: none"> <li>Toss Drivers</li> <li>Top Person</li> <li>Bases / Spotters</li> <li>Height</li> <li>Cradle</li> <li>Obvious Mistakes</li> </ul>
3.5 - 5.0	Team's ability to execute Stunts, Pyramids and Tosses with excellent precision and form

DIFFICULTY DRIVERS
<ul style="list-style-type: none"> <li>Degree of difficulty</li> <li>Percent of team participation (maximising stunt groups based on the number of athletes)</li> <li>Combination of skills (level and non-level appropriate)</li> <li>Pace of skills performed / connections performed</li> </ul>

BUILDING QUANTITY		
Number 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	
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"> <li>Based on a group of 3. A Base, Top Person &amp; Spotter.</li> <li>Entry must be a Toss or Walk-In (Refer to general information for definitions).</li> <li>Must be in the same section either rippled or synchronised. Athletes cannot be recycled.</li> <li>Base must be directly under the stunt and cannot be chest to chest with the Spotter</li> <li>Stunts must show a controlled hold at the desired skill/height for 2 counts followed by a controlled dismount or pop down.</li> <li>If one of the required groups performs a lower value skill, then this is the skill which will be credited.</li> </ul>

# 2022 AUSTRALIAN CHEER UNION SCORING RUBRIC

## TUMBLING

### Level 1-5 and Junior Level 6

STANDING TUMBLING DIFFICULTY		
ZERO		No legal or controlled skills performed
3.0 – 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 – 4.0	LOW	MOST of the team perform a level appropriate pass
4.0 – 4.5	MID	MAJORITY of the team perform the SAME level appropriate pass which MUST be synchronised from the initiation of the pass
4.5 – 5.0	HIGH	MOST of the team perform the SAME level appropriate pass which must be synchronised from the initiation of the pass, plus MAJORITY of the team perform an additional level appropriate pass

RUNNING TUMBLING DIFFICULTY		
ZERO		No legal or controlled skills performed
3.0 – 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 – 4.0	LOW	LESS than MAJORITY of the team perform a level appropriate pass
4.0 – 4.5	MID	MAJORITY of the team perform a level appropriate pass
4.5 – 5.0	HIGH	MOST of the team perform a level appropriate pass

DIFFICULTY DRIVERS	
<ul style="list-style-type: none"> <li>Degree of difficulty</li> <li>Percent of team participation</li> <li>Combination of skills</li> <li>Synchronisation or grouping of passes</li> <li>Variety of passes</li> </ul>	<p><i>In an effort to reduce the number of standing tumbling passes performed in L1-L5, the following criteria will be used when awarding higher scores within a range</i></p> <ul style="list-style-type: none"> <li>Degree of difficulty of the passes</li> <li>Variety of passes</li> <li>Satisfies or exceeds the quantity requirement utilising grouped or synchronised passes</li> </ul>

JUMP DIFFICULTY		
ZERO		No legal or controlled skills performed
3.5	BELOW	Skills performed do not meet Low range requirement
4.0	LOW	MOST of the team perform at minimum 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 synchronized, 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 synchronized, but do not need to be connected or include variety</i>

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

JUMP AND TUMBLE QUANTITY		
Number 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

ADDITIONAL INFORMATION
<ul style="list-style-type: none"> <li>L1-5 &amp; 6 JNR Standing Tumbling – Same level appropriate synchronised pass cannot be used to fulfil Majority pass requirement.</li> <li>Tumbling passes must land on feet to be considered level appropriate and receive difficulty credit (ie jump 3/4 front flip to seat, back handsprings which lands in a prone position etc. would not count)</li> <li>Jumps within a tumbling pass will not break up the pass (ie Toe Touch BHS Toe Touch BHS is 1 pass in L3)</li> <li>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.</li> <li>L2 - No lower level skills out of a RO that are ILLEGAL in L1 will count for level appropriate credit.</li> <li>L3 - No lower level skills out of a BHS step out 1/2 turn that are ILLEGAL in L2 will count for level appropriate credit.</li> <li>L4 - Punch front forward roll will not count for level appropriate credit.</li> <li>Variety – at least 2 different jumps. Performing the same jump with different legs doesn't constitute variety (ie left/right hurdler)</li> <li>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).</li> <li>Basic jumps: Star, Tuck jump. Advanced jumps: Pike, Right/Left Hurdlers (front or side), Toe Touch</li> </ul>

STANDING TUMBLING DIFFICULTY		
ZERO		No legal or controlled skills performed
3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	MOST of the team perform a level appropriate pass
4.0 - 4.5	MID	MAJORITY of the team perform the SAME level appropriate pass
4.5 - 5.0	HIGH	MOST of the team perform an ELITE level appropriate pass in the SAME section

RUNNING TUMBLING DIFFICULTY		
ZERO		No legal or controlled skills performed
3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	MAJORITY of the team perform a level appropriate pass
4.0 - 4.5	MID	MOST of the team perform a level appropriate pass
4.5 - 5.0	HIGH	MAJORITY of the team perform an ELITE level appropriate pass.

DIFFICULTY DRIVERS
<ul style="list-style-type: none"> <li>● Degree of difficulty</li> <li>● Percent of team participation</li> <li>● Combination of skills</li> <li>● Synchronisation or grouping of passes</li> <li>● Variety of passes</li> </ul>

JUMP DIFFICULTY		
Jumps MUST use a whip approach to be considered connected *** Variety - at least 2 DIFFERENT jumps performed		
ZERO		No legal or controlled skills performed
3.5	BELOW	Skills performed do not meet Low range requirement
4.0	LOW	MOST of the team perform at minimum 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.

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

Jump & Tumble Quantities		
Number 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

ADDITIONAL INFORMATION
<ul style="list-style-type: none"> <li>● Tumbling passes must land on feet to be considered level appropriate and receive difficulty credit (ie jump 3/4 front flip to seat, back handsprings which lands in a prone position etc. would not count)</li> <li>● Jumps within a tumbling pass will not break up the pass (ie Toe Touch BHS Toe Touch BHS is 1 pass in L3)</li> <li>● 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.</li> <li>● L6 &amp; L7 - Standing Tumbling skills ending in a layout that are legal in L5 will not receive level appropriate credit (ie BHS-BHS-Layout)</li> <li>● Variety - at least 2 different jumps. Performing the same jump with different legs doesn't constitute variety (ie left/right hurdler)</li> <li>● 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).</li> <li>● Basic jumps: Star, Tuck jump. Advanced jumps: Pike, Right/Left Hurdlers (front or side), Toe Touch</li> </ul>

### STUNT CREATIVITY

ZERO	NO legal or controlled stunts 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

ZERO	NO legal or controlled stunts 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, Floor work, Partner work, Pace This also includes: Technique, Perfection, Motion strength/placement, Synchronisation.
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### SHOWMANSHIP

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.
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### 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
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### CHEER/CHANT (relevant for Global Divisions)

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.
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