



2024 AASCF SCORING RUBRIC – BUILDING

All Tiny, Mini, Youth, Junior, and Senior Divisions

All All-Girl divisions

All Level 1, 2 and 4.2 divisions

Revised 24th January 2024 (VI) Changes to 2023 in red.

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

TOSS DIFFICULTY	
Must be in same section. Rippled or synchronised. 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	
Must be performed by groups of 3 to 5. Must be in same section, rippled or synchronised. Athletes may not be recycled. No legal or controlled stunt performed = 0	
4.0	Less than a 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	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 DRIVERS	
Stunt/Pyramid Drivers: <ul style="list-style-type: none"> Top Person Bases/Spotters Transitions Synchronisation Obvious Mistakes 	Toss Drivers: <ul style="list-style-type: none"> 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.



2024 AASCF SCORING RUBRIC – BUILDING

Coed Level 3 & 4 Open Teams

Revised 24th January 2024 (V1) Changes to 2023 in red.

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
<ul style="list-style-type: none"> Degree of difficulty Percent of team participation (Maximising stunt groups based on the number of athletes) Combination of skills (level and non-level appropriate) Pace of skills Connection of skills

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 - LEVEL 3 & 4 OPEN TEAMS				
No legal or controlled COED style stunt performed = 0				
	COED Style Assisted L3	COED Style Unassisted L3	COED Style Assisted L4	COED Style Unassisted L4
4.0	Skills performed do not meet 4.2 requirement	N/A	Skills performed do not meet 4.2 requirement	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 extension Toss hands – pause – press extension 	N/A
4.4	<ul style="list-style-type: none"> Walk-in hands – immediate press extension Toss hands – pause – press extension 	Skills performed do not meet the 4.6 requirement	<ul style="list-style-type: none"> Walk-in hands press extension single leg/arm stunt Walk-in extension 2 leg stunt Toss hands – immediate press extension 	Skills performed do not meet the 4.6 requirement
4.6	<ul style="list-style-type: none"> Walk-in extension single leg/arm stunt Walk-in hands press extension single leg/arm stunt Walk-in extension 2 leg stunt Toss hands – immediate press extension Toss hands press extension single leg/arm stunt 	<ul style="list-style-type: none"> Walk-in hands Toss hands 	<ul style="list-style-type: none"> Walk-in extension single leg/arm stunt Walk-in ¼ twist to extension stunt Walk-in ¼ twist to extension single leg/arm stunt Toss hands press extension single leg/arm stunt Toss extension 2 leg stunt Prep single leg release to extension single leg transition Toss extension single leg/arm stunt 	<ul style="list-style-type: none"> Walk-in hands press extension Toss hands pause press extension
4.8	N/A	<ul style="list-style-type: none"> Walk-in hands – immediate press extension Toss hands pause press extension 	N/A	<ul style="list-style-type: none"> Walk-in hands press extension single leg/arm stunt Walk-in extension 2 leg stunt Toss hands – immediate press extension
5.0	N/A	<ul style="list-style-type: none"> Walk-in extension single leg/arm stunt Walk-in hands press extension single leg/arm stunt Walk-in extension 2 leg stunt Toss hands – immediate press extension Toss hands press extension single leg/arm stunt 	N/A	<ul style="list-style-type: none"> Walk-in extension single leg/arm stunt Walk-in ¼ twist to extension single leg/arm stunt Toss hands press extension single leg/arm stunt Toss extension 2 leg stunt Prep single leg release to extension single leg transition Toss extension single leg/arm stunt

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

EXECUTION DRIVERS	
Stunt/Pyramid Drivers: <ul style="list-style-type: none"> Top Person Bases/Spotters Transitions Synchronisation Obvious Mistakes 	Toss Drivers: <ul style="list-style-type: none"> 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 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.



2024 AASCF SCORING RUBRIC – BUILDING

Coed Level 5, 6 & 7 Open Teams

Revised 24th January 2024 (V1) Changes to 2023 in red.

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
<ul style="list-style-type: none"> Degree of difficulty Percent of team participation (Maximising stunt groups based on the number of athletes) Combination of skills (level and non-level appropriate) Pace of skills Connection of skills

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 - LEVEL 5, 6 & 7 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	<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> Walk-in Extended single leg stunt/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 1/4 - 3/4 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 stunt/ single arm stunt Toss Hands press Extended single leg stunt/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 1/2 up to Extended stunt Rewind to Extended Stunt (Level 6 and 7 only) 	<ul style="list-style-type: none"> Walk-in Extended single leg stunt/single arm stunt Toss Extended single leg stunt
4.8	N/A	<ul style="list-style-type: none"> Toss 1/4 - 3/4 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 1/2 up to Extended stunt Rewind to Extended Stunt (Level 6 and 7 only)

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

EXECUTION	
Stunt/Pyramid Drivers: <ul style="list-style-type: none"> Top Person Bases/Spotters Transitions Synchronisation Obvious Mistakes 	Toss Drivers: <ul style="list-style-type: none"> 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 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.



2024 AASCF SCORING RUBRIC – TUMBLING LEVEL 1-5 & 6 JNR

Revised 24th January 2024 (V1) Changes to 2023 in red.

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	
<ul style="list-style-type: none"> Degree of difficulty Percent of team participation Combination of skills Synchronisation or grouping of passes Variety of passes 	<p>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:</p> <ul style="list-style-type: none"> Degree of difficulty of the passes Variety of passes Satisfies or exceeds the quantity requirement utilising grouped or synchronised passes.

ADDITIONAL INFORMATION	
<ul style="list-style-type: none"> If no legal skill is performed within the relevant category = 0. 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 (i.e., 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 (i.e., 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 (i.e., 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. 	

JUMP DIFFICULTY		
<i>Jumps must use a whip approach to be considered connected (Variety = at least 2 different jumps)</i>		
3.5	BELOW	Skills performed do not meet 4.0 (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 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	HIGH	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 DRIVERS	
Standing/Running Tumbling Drivers: <ul style="list-style-type: none"> Approach Speed Body Control Landings Synchronisation 	Jump Drivers: <ul style="list-style-type: none"> 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.



2024 AASC F SCORING RUBRIC – TUMBLING LEVEL 6 & 7

Revised 24th January 2024 (V1) Changes to 2023 in red.

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

ADDITIONAL INFORMATION
<ul style="list-style-type: none"> If no legal skill is performed within the relevant category = 0. Tumbling passes must land on feet to be considered level appropriate and receive difficulty credit (i.e., 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 (i.e., Toe Touch BHS Toe Touch BHS Full is 1 pass). 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 (i.e., BHS-BHS-Layout). Variety – at least 2 different jumps. Performing the same jump with different legs doesn't constitute variety (i.e., 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.

JUMP DIFFICULTY		
<i>Jumps must use a whip approach to be considered connected. (Variety = at least 2 different jumps)</i>		
3.5	BELOW	Skills performed do not meet 4.0 (low range) requirement
4.0	LOW	Most of the team performs 1 advanced jump
4.5	MID	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	HIGH	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: <ul style="list-style-type: none"> Approach Speed Body Control Landings Synchronisation 	Jump Drivers: <ul style="list-style-type: none"> 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.



2024 AASCF SCORING RUBRIC – OVERALL

Revised 24th January 2024 (V1) Changes to 2023 in red.

STUNT CREATIVITY No legal or controlled stunt performed = 0	
1.5-2.5	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 No legal or controlled pyramid performed = 0	
1.5-2.5	Pyramid skills incorporate visual, unique, or innovative ideas. This includes level and non-level appropriate skills. This may include: Entries - Transitions - Dismounts - Clarity - Flow.

AASCF DANCE	
8.5-9	A team's ability to demonstrate a MINOR 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.
9-9.5	A team's ability to demonstrate an ESTABLISHED 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.
9.5-10	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.

AASCF SHOWMANSHIP/APPROPRIATE ATHLETE IMPRESSION	
9.0-9.3	SOME of the 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.
9.4-9.6	MAJORITY of the 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.
9.7-10.0	MOST of the 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.



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AASCF ROUTINE COMPOSITION

8.5-9	SOME OF THE ROUTINE demonstrates 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.
9-9.5	MAJORITY OF THE ROUTINE demonstrates 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.
9.5-10	MOST OF THE ROUTINE demonstrates 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.

AASCF CHEER (GLOBAL DIVISIONS TO REPLACE SHOWMANSHIP)

The Cheer component/portion of the routine MUST be completed before the music section of the routine.

9.0-9.3	Cheer Criteria: Crowd Leading – MINOR Ability to lead the crowd – Crowd Effectiveness – Voice, Pace & Flow – Proper use of signs, poms, megaphones, flags & motion technique – Practical use of stunts/pyramids to lead the crowd – Execution.
9.4-9.6	Cheer Criteria: Crowd Leading – ESTABLISHED Ability to lead the crowd – Crowd Effectiveness – Voice, Pace & Flow – Proper use of signs, poms, megaphones, flags & motion technique – Practical use of stunts/pyramids to lead the crowd – Execution.
9.7-10.0	Cheer Criteria: Crowd Leading – HIGH Ability to lead the crowd – Crowd Effectiveness – Voice, Pace & Flow – Proper use of signs, poms, megaphones, flags & motion technique – Practical use of stunts/pyramids to lead the crowd – Execution.