



School Building Rubric



Building Quantity Chart

Number of participants	Majority	Most	Max
15 or Less	1	2	3
16-19	2	3	4
20-23	3	4	5

Building Quantity Chart

Number of participants	Majority	Most	Max
24-27	4	5	6
27-30	5	6	7
27-30	14	17	22

STUNT DIFFICULTY

2-3
<ul style="list-style-type: none">• Prep Level 2 Leg Stunt or One Leg Variations Below Prep Level• Extensions or One Leg Variations at Prep Level
3-4
<ul style="list-style-type: none">• Extended One Leg Stunts• Required Dismount: Single Twist from One or Two Leg Stunts
4-5
<ul style="list-style-type: none">• Full up to extended stunt - 2 foot or 1 foot• Release moves to extended positions• Tick Toc variations to extended level• Other unique mounts and transitions with similar difficulty

PYRAMID/TOSS* DIFFICULTY

2-3
<ul style="list-style-type: none">• Pyramids involving an Extended Two Leg Stunts and/ or One Leg Stunt at Prep Level• Pyramids involving an Extended One Leg Stunt
3-4
<ul style="list-style-type: none">• Pyramids involving multiple transitional elements, one of which is a release and multiple extended structures including extended one leg stunts
4-5
<ul style="list-style-type: none">• Pyramids involving Extended One Leg Stunts with Multiple Transitional Sequences , at least one of which is a Braced Flip Transition or Arm Braced Tic Toc and Multiple Extended Structures

****TOSSES ARE NOT REQUIRED BUT CAN BE USED TO INCREASE THE PYRAMID DIFFICULTY SCORE.***



School Jumps/Tumbling Rubric



TUMBLING DIFFICULTY

JUMP DIFFICULTY

2-3

2-3

Less than majority execute standing or running Back Handspring(s)

Single Advanced Jump Performed by Most of team

3-4

3-4

Majority - Standing or Running Back Handspring(s)

2 Connected Advanced Jumps performed by Most of team

4-5

4-5

Most - Standing or Running Back Tuck or more

3 Connected Advanced Jumps Performed by Most of the team
or
2 Connected Advanced Jumps AND 1 Single Advanced Jump performed by Most of team

Jump/Tumbling Quantity Chart

Number of participants	Majority	Most	Max
5-10	5	6	7
12-15	6	7	9
16-19	8	10	12
20-23	10	13	16
24-27	12	15	19
27-30	14	17	22

*Advanced Jumps: Side Hurdler, Front Hurdler, Pike, Toe Touch
Connected = Continuous movement through swing.*



School Subjective Scoring Areas



Crowd Effective Material Easy to follow/encourages crowd participation	1-5
Incorporation Proper use of skills to lead the crowd	1-5
Incorporation Use of signs/poms and/or megaphones	1-5
Voice and Pace Loud and natural voices, good inflection, moderate controlled pace	1-5
Motions Placement, sharpness, and sync	1-5
Motions Use of motions to lead the crowd	1-5
Formations and Spacing Spacing, formations, use of floor, flow	1-5
Squad Skills Use of squad skills/participation	1-5
Overall Effectivnesss Creative, pleasing to watch, exectution of incorporation	1-10



School Technique Scoring Areas



Stunt Execution Safety, technique, completion, and sync	1-10
Pyramid Execution Safety, technique, completion, and sync	1-10
Tumbling Execution Safety, technique, completion, and sync	1-5
Jump Execution Safety, technique, completion, and sync	1-5



School Deductions



Deductions	Point Penalty	Description <i>Included but NOT limited to</i>
Athlete Fall	-1.0	<ul style="list-style-type: none">• Drops to the performance floor during tumbling, and/or jump skills.• Hand, both hands, knee, both knees, or head hitting the performance floor while performing a tumbling or jump skill or tumbling transition in and/or out of a building skill.
Building Fall	-2.0	<ul style="list-style-type: none">• Flyer falls from a stunt onto a base or spotter and does not hit the floor and does not maintain control - also includes falling into a cradle or a base falling during any portion of the stunt.• Base/Spotter Falls to the ground.• Athletes that fall as they are being set out of cradle/stunt transition
Major Building Fall	-3.0	<ul style="list-style-type: none">• Flyer falls from a stunt and flyer hits the ground in an unsafe manner. (including hands on the floor during prone catches, feet on the floor during cradles)• Flyer falls onto the base/spotter and the base/spotter hits the ground. <p>*Stunts that pop off due to safety do not constitute a Major Building Fall.</p> <p>*Athletes that fall as they are being set out of a cradle are not considered major building falls.</p>

Legalities	Point Penalty	Description
Illegal Skill	5points	<ul style="list-style-type: none">• Any skill that is illegal will result in a 5 point penalty from the final score.• NFHS rules are the rules that are followed.

Time Limit Violation	Over Time Limit 1-5 Seconds = - 5 points	Over Time Limit 6+ Seconds = - 10 points
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