2021 ACSA SCORING RUBRIC – BUILDING

All Tiny, Mini, Youth and Junior Divisions
All All-Girl divisions
All Level 1, 2 and 4.2 divisions

Released 5th March 2021 (V1) Changes to 2020 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

- 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

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

STUNT QUANTITY

Required to be performed by a traditional group of 4 or 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

Stunt/Pyramid Drivers:	Toss Drivers:
• Top Person • Bases/Spotters • Transitions • Synchronisation • Obvious Mistakes	• 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.

2021 ACSA SCORING RUBRIC – BUILDING

Coed Level 3 & 4, Senior & Open Teams

Released 5th March 2021 (V1) Changes to 2020 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

- 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 / connections performed

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 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: • Top Person • Bases/Spotters • Transitions • Synchronisation • Obvious Mistakes	**Toss Drivers:** • 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 QUANTITY - LEVEL 3 & 4 SENIOR & 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	Walk-in Hands Toss Hands	Skills performed do not meet 4.4 requirement.
4.2	Walk-in Hands press Extension Toss Hands press Extension	N/A
4.4	Walk-in Extended double leg stunt Toss Extended double leg stunt (LEVEL 4 ONLY) Walk-in Hands press Extended single leg stunt/single arm stunt Toss Hands press Extended single leg stunt/single arm stunt	Walk-in Hands Toss Hands
4.6	Walk-in Extended single leg stunt/single arm stunt Toss Extended single leg/single arm stunt (LEVEL 4 ONLY)	Walk-in Hands press Extension Toss Hands press Extension
4.8	N/A	Walk-in Extended double leg stunt Toss Extended double leg stunt (LEVEL 4 ONLY) Walk-in Hands press Extended single leg stunt/single arm stunt Toss Hands press Extended single leg stunt/single arm stunt
5.0	N/A	Walk-in Extended single leg stunt/single arm stunt Toss Extended single leg/single arm stunt (LEVEL 4 ONLY)

COED STYLE DEFINITION

- 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.

2021 ACSA SCORING RUBRIC – BUILDING

Coed Level 5, 6 & 7, Senior & Open Teams

Released 5th March 2021 (V1) Changes to 2020 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

- 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 / connections performed

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 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:	Toss Drivers:
• Top Person • Bases/Spotters • Transitions • Synchronisation Obvious Mistakes	• 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 QUANTITY - LEVEL 5, 6 & 7 SENIOR & 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	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	Walk-in Extended single leg stunt/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 stunt/ single arm stunt Toss Hands press Extended single leg stunt/single arm stunt
4.6	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)	Walk-in Extended single leg stunt/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 1/2 up to Extended stunt Rewind to Extended Stunt (Level 6 and 7 only)

COED STYLE DEFINITION

- 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.

2021 ACSA SCORING RUBRIC – TUMBLING LEVEL 1-5 & 6 JNR

Released 5th March 2021 (V1) Changes to 2020 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

- Degree of difficulty
- Percent of team participation
- Combination of skills
- Synchronisation or grouping of passes
- Variety of passes

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:

- Degree of difficulty of the passes
- Variety of passes
- Satisfies of exceeds the quantity requirement utilising grouped or synchronised passes.

ADDITIONAL INFORMATION

- 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 (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

JUMP DIFFICULTY	
3.5	Skills performed do not meet 4.0 requirement
4.0	Most of the team performs at least 1 advanced jump
4.5	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	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

** Jumps must use a whip approach to be considered connected(Variety = at least 2 different jumps)*

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:

- Approach
- Speed
- Body Control
- Landings
- Synchronisation

Jump Drivers:

- 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.

2021 ACSA SCORING RUBRIC – TUMBLING LEVEL 6 & 7

Released 5th March 2021 (V1) Changes to 2020 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

- Degree of difficulty
- Percent of team participation
- Combination of skills
- Synchronisation or grouping of passes
- Variety of passes

ADDITIONAL INFORMATION

- 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 (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 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 (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 (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

JUMP DIFFICULTY	
3.5	Skills performed do not meet 4.0 requirement
4.0	Most of the team performs 1 advanced jump
4.5	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	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.

** Jumps must use a whip approach to be considered connected. (Variety = at least 2 different jumps)*

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:	Jump Drivers:
• Approach • Speed • Body Control • Landings • Synchronisation	• 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.

2021 ACSA SCORING RUBRIC – OVERALL

Released 5th March 2021 (V1) Changes to 2020 in red.

STUNT CREATIVITY No legal or controlled stunt performed = 0	
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 No legal or controlled pyramid performed = 0	
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 high levels 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 & Flow – Proper use of signs, poms, megaphones, flags & motion technique – Practical use of stunts/pyramids to lead the crowd – Execution