



2026 AASCF SCORING RUBRIC – BUILDING

All CheerAbility Divisions

Revised May 2026 (VI)

STUNT DIFFICULTY			PYRAMID DIFFICULTY			DIFFICULTY DRIVERS		
No legal or controlled stunt performed = 0			No legal or controlled pyramid performed = 0			● Combination of skills ● Pace of skills performed ● Number of adaptive ability athletes utilised ● Linking skills with transitions ● Variety of skills ● Variety of body positions ● Difficulty of skill		
3.0-3.5	BELOW	Skills performed do not meet Low range requirement	3.0-3.5	BELOW	Skills performed do not meet Low range requirement			
3.5-4.0	LOW	3 Different level appropriate skills performed by most of the team.	3.5-4.0	LOW	2 different level appropriate skills, 1 structure performed by most of the team.			
4.0-4.5	MID	4 Different level appropriate skills 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	Minimum of 5 different level appropriate skills performed by most of the team, 1 of which is elite level.	4.5-5.0	HIGH	4 different level appropriate skills, 2 structures performed by most of the team.			

EXECUTION DRIVERS			STUNT QUANTITY			BUILDING QUANTITY CHART																				
Stunt/Pyramid Drivers: ● Top person ● Bases / Spotters ● Transitions ● Synchronisation ● Obvious Mistakes			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			<table><tr><th># ATHLETES</th><th>MAJORITY</th><th>MOST</th></tr><tr><td>6-11</td><td>1</td><td>1</td></tr><tr><td>12-15</td><td>1</td><td>2</td></tr><tr><td>16-23</td><td>2</td><td>3</td></tr><tr><td>24-28</td><td>3</td><td>4</td></tr><tr><td>29-38</td><td>4</td><td>5</td></tr></table>			# ATHLETES	MAJORITY	MOST	6-11	1	1	12-15	1	2	16-23	2	3	24-28	3	4	29-38	4	5
			# ATHLETES	MAJORITY	MOST																					
			6-11	1	1																					
			12-15	1	2																					
			16-23	2	3																					
24-28	3	4																								
29-38	4	5																								
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																									

3.5-5.0	Team's ability to execute Stunts, Pyramids and Tosses with excellent precision and form.	
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2026 AASCF SCORING RUBRIC – TUMBLING

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STANDING TUMBLING DIFFICULTY		
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 a level appropriate pass in the same section without recycling athletes
4.5-5.0	HIGH	Most of the team performs a level appropriate pass in the same section without recycling athletes

RUNNING TUMBLING DIFFICULTY		
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	
EXECUTION DRIVERS	
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

JUMP DIFFICULTY		
3.5	BELOW	Skills performed do not meet Low range requirement
4.0	LOW	Majority of the team performs a jump
4.5	MID	Majority of team performs 2 non advanced jumps
5.0	HIGH	Majority of the team performs one of the following: • 3 non advanced jumps (connection not required) • 2 advanced jumps (connection not required)

TUMBLING/JUMPS QUANTITY CHART		
# of athletes	Majority	Most
4-7	1	2
8-9	2	4
10-11	4	5
12-14	5	6
15-16	6	8
17-19	7	9
20-22	9	11
23-25	10	12
26-27	12	14
28-30	13	15
31-38	14	17



2026 AASCF SCORING RUBRIC – OVERALL

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STUNT CREATIVITY

No legal or controlled stunt performed = 0

1.5 – 1.8	LOW	SOME of the Stunt elements are creative, innovative or visually appealing (Entries, Transitions, Skills and Dismounts)
1.9 – 2.1	MID	MAJORITY of the Stunt elements are creative, innovative or visually appealing (Entries, Transitions, Skills and Dismounts)
2.2 - 2.5	HIGH	MOST of the Stunt elements are creative, innovative or visually appealing (Entries, Transitions, Skills and Dismounts)

PYRAMID CREATIVITY

No legal or controlled pyramid performed = 0

1.5 – 1.8	LOW	SOME of the Pyramid elements are creative, innovative or visually appealing (Entries, Transitions, Structures and Dismounts)
1.9 – 2.1	MID	MAJORITY of the Pyramid elements are creative, innovative or visually appealing (Entries, Transitions, Structures and Dismounts)
2.2 - 2.5	HIGH	MOST of the Pyramid elements are creative, innovative or visually appealing (Entries, Transitions, Structures and Dismounts)

DANCE

8.5-9	LOW	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	MID	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	HIGH	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.



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AASCF SHOWMANSHIP/APPROPRIATE ATHLETE IMPRESSION

9.0-9.3	LOW	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	MID	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	HIGH	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.

AASCF ROUTINE COMPOSITION

8.5-9	LOW	SOME OF THE ROUTINE demonstrates precision in formations and transitions as well as incorporates innovative, visual and intricate ideas to enhance the overall appeal.
9-9.5	MID	MAJORITY OF THE ROUTINE demonstrates precision in formations and transitions as well as incorporates innovative, visual and intricate ideas to enhance the overall appeal.
9.5-10	HIGH	MOST OF THE ROUTINE demonstrates precision in formations and transitions as well as incorporates innovative, visual and intricate ideas to enhance the overall appeal.



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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 3/4 front flip to seat, back handsprings which lands in a prone position etc. would not count) – Exception: forward rolls.
- No skills out of a round off that are ILLEGAL in Level 1 will count for level appropriate credit in Level 2.
- No skills out of a BHS step out 1/2 turn that are ILLEGAL in Level 2 will count for level appropriate credit in Level 3.
- Punch front forward roll will not count for level appropriate credit in Level 4.
- Jumps within a tumbling pass will not break up the pass (ie Toe Touch BHS Toe Touch BHS is 1 pass in L3).
- 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: T-jump, Star, Tuck jump.
- Advanced jumps: Pike, Right/Left Hurdlers (front or side), Toe Touch.