



2026 AASCF SCORING RUBRIC – BUILDING

All Novice divisions

Revised May 2026 (V3) Changes from 2025 in red. Clarification (no change in interpretation) from 2025 in blue.

STUNT DIFFICULTY		
No legal or controlled stunt performed = 0		
3.0-3.5	BELOW	Skills performed do not meet High range requirement
3.5-4.0	HIGH	4 different level appropriate skills performed by Most of the team (performed at the same time, rippled or synchronised without recycling athletes)

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
4.5-4.7	HIGH	4 different level appropriate skills, 2 structures performed by Most of the team

DIFFICULTY DRIVERS
- Degree of difficulty (e.g. Skill difficulty, minimal bases, technique utilised, variety of styles & body positions) - 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

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

BUILDING QUANTITY CHART		
# ATHLETES	# GROUPS FOR MAJORITY	# GROUPS FOR MOST
5-11	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: - Top Person - Bases/Spotters - Transitions - Synchronisation - Obvious Mistakes	
3.5-5.0	Team's ability to execute Stunts and Pyramids with excellent precision and form.



2026 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 May 2026 (V3) Changes from 2025 in red. Clarification (no change in interpretation) from 2025 in blue.

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, 1 of which is Elite level appropriate (performed at the same time, rippled or synchronised without recycling athletes)
4.0-4.5	MID	4 different level appropriate skills performed by Most of the team, 2 of which are Elite level appropriate (performed at the same time, rippled or synchronised without recycling athletes)
4.5-5.0	HIGH	4 different level appropriate skills performed by Most of the team, 3 of which are Elite level appropriate (performed at the same time, rippled or synchronised without recycling athletes)

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 (e.g. Skill difficulty, minimal bases, technique utilised, variety of styles & body positions) - 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
5-11	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: - 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.

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, 1 of which is Elite level appropriate (performed at the same time, rippled or synchronised without recycling athletes)
4.0-4.5	MID	4 different level appropriate skills performed by Most of the team, 2 of which are Elite level appropriate (performed at the same time, rippled or synchronised without recycling athletes)
4.5-5.0	HIGH	4 different level appropriate skills performed by Most of the team, 3 of which are Elite level appropriate (performed at the same time, rippled or synchronised without recycling athletes)

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 (e.g. Skill difficulty, minimal bases, technique utilised, variety of styles & body positions) ● 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

# OF ATHLETES	MAJORITY	MOST
5-11	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 DRIVERS	
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 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	• Walk-in hands • Toss hands	N/A	• Walk-in hands press extended 2 leg stunt • Toss hands – pause – press extended 2 leg stunt	N/A
4.4	• Walk-in hands press extended 2 leg stunt • Toss hands – pause – press extended 2 leg stunt	Skills performed do not meet the 4.6 requirement	• Walk-in hands press extended single leg/arm stunt • Walk-in extended 2 leg stunt • Toss hands – immediate press extended 2 leg stunt	Skills performed do not meet the 4.6 requirement
4.6	• Walk-in extended single leg/arm stunt • Walk-in hands press extended single leg/arm stunt • Walk-in extended 2 leg stunt • Toss hands – immediate press extended 2 leg stunt • Toss hands press extended single leg/arm stunt	• Walk-in hands • Toss hands	• Walk-in extended single leg/arm stunt • Walk-in ¾ twist to extended 2 leg stunt • Walk-in ¾ twist to extended single leg/arm stunt • Toss hands press extended single leg/arm stunt • Toss extended 2 leg stunt • Prep single leg release to extended single leg stunt • Toss extended single leg/arm stunt	• Walk-in hands press extended 2 leg stunt • Toss hands – pause – press extended 2 leg stunt
4.8	N/A	• Walk-in hands press extended 2 leg stunt • Toss hands pause press extended 2 leg stunt	N/A	• Walk-in hands press extended single leg/arm stunt • Walk-in extended 2 leg stunt • Toss hands – immediate press extended 2 leg stunt
5.0	N/A	• Walk-in extended single leg/arm stunt • Walk-in hands press extended single leg/arm stunt • Walk-in extended 2 leg stunt • Toss hands – immediate press extended 2 leg stunt • Toss hands press extended single leg/arm stunt	N/A	• Walk-in extended single leg/arm stunt • Walk-in ¾ twist to extended 2 leg stunt • Walk-in ¾ twist to extended single leg/arm stunt • Toss hands press extended single leg/arm stunt • Toss extended 2 leg stunt • Prep single leg release to extended single leg • Toss extended single leg/arm stunt

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.	



2026 AASCF SCORING RUBRIC – BUILDING

Mixed Level 5, 6 & 7 Open divisions

Revised May 2026 (V3) Changes from 2025 in red. Clarification (no change in interpretation) from 2025 in blue.

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, 1 of which is Elite level appropriate (performed at the same time, rippled or synchronised without recycling athletes)
4.0-4.5	MID	4 different level appropriate skills performed by Most of the team, 2 of which are Elite level appropriate (performed at the same time, rippled or synchronised without recycling athletes)
4.5-5.0	HIGH	4 different level appropriate skills performed by Most of the team, 3 of which are Elite level appropriate (performed at the same time, rippled or synchronised without recycling athletes)

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 (e.g. Skill difficulty, minimal bases, technique utilised, variety of styles & body positions) - 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
5-11	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 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	- Walk-in Extended 2 leg stunt - Toss Extended 2 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 Extended 2 leg stunt - Toss Hands press Extended 2 leg stunt
4.4	Toss 1/4 - 3/4 Twist to Extended single leg stunt	- Walk-in Extended 2 leg stunt - Toss Extended 2 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 (Level 6 and 7 only) - 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 1/4 - 3/4 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 (Level 6 and 7 only) - 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.	



2026 AASCF SCORING RUBRIC – TUMBLING

All Novice divisions

Revised May 2026 (V3) Changes from 2025 in red. Clarification (no change in interpretation) from 2025 in blue.

STANDING TUMBLING DIFFICULTY: NOVICE		
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
4.5-4.7	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: NOVICE		
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
4.5-4.7	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 the following criteria will be used when awarding scores within a range: - Degree of difficulty of the passes - Variety of passes - Satisfies or exceeds the quantity requirement utilising grouped or synchronised passes.
ADDITIONAL INFORMATION	
- If no legal skill is performed within the relevant category = 0. - 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. - Jumps within a tumbling pass will not break up the 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. - 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</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 Tiny/Mini: Tuck and Star jumps will be credited as advanced jumps
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. Tuck and Star jumps will be credited as advanced jumps
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. Tuck and Star jumps will be credited as advanced jumps

TUMBLING/JUMPS QUANTITY CHART		
# of athletes	Majority	Most
5-7	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: - 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.



2026 AASCF SCORING RUBRIC – TUMBLING

All Level 1-5 divisions & Level 6 Junior

Revised May 2026 (V3) Changes from 2025 in red. Clarification (no change in interpretation) from 2025 in blue

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 or exceeds the quantity requirement utilising grouped or synchronised passes.

ADDITIONAL INFORMATION

- If no legal skill is performed within the relevant category = 0.
- 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 $\frac{3}{4}$ 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 one 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 count for level appropriate credit.
- L3 - No lower level skills out of a BHS step out $\frac{1}{2}$ turn that are ILLEGAL in L2 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

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

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 Tiny/Mini: Tuck and Star jumps will be credited as advanced jumps
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. Tuck and Star jumps will be credited as advanced jumps
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. Tuck and Star jumps will be credited as advanced jumps

TUMBLING/JUMPS QUANTITY CHART

# of athletes	Majority	Most
5-7	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:

- 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.



AASCF SCORING RUBRIC – TUMBLING

All Level 6 & 7 divisions (Excl. Junior)

Revised May 2026 (V3) Changes from 2025 in red. Clarification (no change in interpretation) from 2025 in blue.

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 (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

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

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
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

TUMBLING/JUMPS QUANTITY CHART

# of athletes	Majority	Most
5-7	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.



2026 AASCF SCORING RUBRIC – OVERALL

Revised May 2026 (V3) Changes from 2025 in **red**. Clarification (no change in interpretation) from 2025 in **blue**.

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)

AASCF 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.



2026 AASCF SCORING RUBRIC – OVERALL

Revised May 2026 (V3) Changes from 2025 in red. Clarification (no change in interpretation) from 2025 in blue.

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.