

FINAL RELEASE - Nov 2025

Reference	Previous	2026	Comment
2025 ACU Cheer General Scoring			
<p>EXAMPLE ONLY**</p> <p>3.3 Cheer Difficulty</p> <p>**Please note, this section is NOT a rule change, and acts only as an example for document use.</p>	Difficulty drivers may have a point value assigned to them, however this is to be determined by event providers.	<p>Difficulty drivers have a point value assigned to them (0.1)</p> <ul style="list-style-type: none"> -Variety of flyer lines (back and front) -Percent of team participation (maximising stunt groups based on the number of athletes) -Immediate connection of two or more stunt skills (eg, bounce back skills) -Pace of skills performed / connections performed -Variety of stunt skills (one from each building skill category) 	Delivering clarity of scoring positions requirements within ranges for ease of scorecard use for all stakeholders (athletes, coaches, judges, EPs)
2025 ACU Cheer Age Grid			
ACU National Cheer Age Grid	Open age 14+	Open age 15+ in 2026, 15+ in 2027, 16+ in 2028	Increasing the open age to align with IASF and other sporting industries. Align with child protection recommendations. Grandfather approach so teams can catch up and it's a smaller change over 3 years. Open age to reach 16+ in 2028 L1-6
2025 ACU Dance Age grid			
ACU National Dance Age Grid	Open age 14+	Match cheer age grid ,Open age 15+ in 2026, 15+ in 2027, 16+ in 2028	Aligning cheer and dance to reduce confusion for coaches and EP's
ACU National Dance Age Grid	Adult age 18+	Increase to 21years	To increase the gap between Open and Adult. Also to encourage uptake of Open divisions again.
2025 ACSA Cheer Skills List			
No change			
2025 ACSA Cheer Novice Rules			

No change			
2025 ACU Cheer General Scoring			
7.1 Building difficulty		<p>1.1. When determining the score within the achieved difficulty range, judges will consider the following drivers:</p> <p>Each driver will have a 0.1 point attached</p> <p>1.1.1. Variety of flyer lines (back and front)</p> <p>1.1.2. Percent of team participation (Maximising stunt groups based on the number of athletes)</p> <p>1.1.3. Immediate connection of two or more elite stunt skills (eg, bounce back skills)</p> <p>1.1.4. Pace of skills performed</p> <p>1.1.5. Variety of stunt skills (one from each building category)</p>	Clarification only
2025 ACSA Cheer Scoring Rubric			
No changes			

2025 ACU Dance General Scoring			
<p>General information</p> <p>Novice</p> <p>Intermediate</p>	<p>1.4 A dancer CANNOT compete in a Novice division and an Advanced division within the same style.. i.e. if an athlete competes in Novice Jazz, they cannot compete in an Advanced Jazz division but can compete in Advanced All Star Pom, Hip Hop and Lyrical/Contemporary divisions.</p>	<p>1.4 A dancer CANNOT compete in a Novice division and an Advanced division within the same style & same age division. i.e. if an athlete competes in Youth Novice Jazz, they cannot compete in an Youth Advanced Jazz division but can compete in Advanced All Star Pom, Hip Hop and Lyrical/Contemporary divisions.</p> <p>A dancer can compete in a Novice division and a DanceAbility division in the same style. Dancers from Intermediate and above cannot crossover into the DanceAbility division in the same style.</p> <p>A crossover from novice to intermediate is allowed if the athlete is competing in an older age division or in the case of an emergency replacement athlete being required. A maximum of 20% of the team may consist of athletes crossing over between novice and intermediate divisions. This rule also aims to support the growth and development of teams from smaller programs.</p> <p>A dancer can only compete in an Intermediate division and a Novice or Advanced division within the same style if they compete in an older age division, or as an emergency replacement athlete.</p> <p>A dancer can only compete in an Advanced division and an Intermediate division within the same style if they compete in an older age division, or as an emergency replacement athlete. Advanced athletes cannot compete in the same genre in a Novice team with the exception of an emergency crossover.</p>	<p>The rule has been updated to strengthen the overall integrity and long-term development of the sport. It aims to create fairer, more sustainable opportunities for participation by ensuring that both large and small studio programs can continue to grow. This balance encourages healthy competition while supporting inclusivity, accessibility, and the ongoing progression of athletes and teams at all levels.</p>

		Athletes or teams competing in the Intermediate or Advanced All Star divisions during the season are not permitted to move into the Novice division within the same season, unless a written recommendation is provided by the Event Producer's judging panel at an earlier competition. Additionally, Any team that has placed in the top three of an intermediate division with five or more teams is ineligible to transfer into the Novice division, regardless of an Event Producer recommendation. This rule helps maintain the integrity of the division.	
General information Intermediate	2.1 Intermediate Dance is offered in Pom, Jazz, Hip Hop and Lyrical/Contemporary, in all ages.	2.1 Intermediate Dance is offered in Pom, Jazz, Hip Hop and Lyrical/Contemporary, in all ages. (High kick is offered for Intermediate in junior, senior, and open)	Clarification to align with Novice rule 1.1
General information Novice	1.1. To maintain the spirit of the division, Novice Dance teams will receive warnings for athlete falls or where a rule violation was the result of a performance error. In other instances, the team may receive a deduction.	1.2. To maintain the spirit of the division, Novice Dance teams will receive warnings for athlete falls or where a rule violation was the result of a performance error. In other instances, the team may receive a deduction.	Removal of deductions for individual falls to align with International standard
Routine Infractions Dance 5. Boundary Violation - 0.5	5. Boundary Violation - 0.5 5.1 A 0.5 deduction will be assessed per occurrence for an athlete that makes contact with both feet outside the competition floor.	1. Boundary Violation - 0.5 1.1. A 0.5 deduction will be assessed per occurrence for an athlete that makes contact with both feet outside the competition floor.	Removal of Boundary Violation deduction to align with International standard

<p>Routine Infractions</p> <p>Pom or Costume Hazard - 0.5</p>	<p>6 Pom or Costume Hazard - 0.5</p> <p>Pom or costume drops will incur a deduction only if the item becomes a hazard i.e.</p> <p>pom or costume drops in the middle of the floor, but picked up quickly, will not receive a deduction.</p> <p>Pom or costume dropped in the middle of the floor with dancers performing over the top of it, team will receive a 0.5 deduction.</p>	<p>6. Pom or Costume Hazard - 0.5</p> <p>Pom or costume drops will incur a deduction only if the item becomes a hazard i.e. pom or costume drops in the middle of the floor, but picked up quickly, will not receive a deduction.</p> <p>Pom or costume dropped or placed in the middle of the floor with dancers performing over the top of it, team will receive a 0.5 deduction.</p>	<p>Additional wording to clarify hazards when dancers intentionally place the pom on the performance surface eg during a group lift.</p>
<p>Routine Infractions</p> <p>Major Error - 1.0</p>	<p>7 Drops or falls to the floor during choreography, jumps, leaps, tumbling, kicks, tricks, lifts or freezes</p>	<p>7. Drops or falls to the floor during choreography, jumps, leaps, tumbling, kicks, tricks, lifts or freezes</p>	<p>Removal of deductions for individual falls to align with International standard</p>
<p>Choreography, Music & Costuming Violation - 1.0</p>	<p>Follows IASF rules for choreography, music and costuming</p>	<p>Choreography, Music & Costuming Violation - 1.0</p> <p>All Star Dance competitions are vibrant showcases of creativity, athleticism, and artistry, offering dancers the opportunity to express themselves and demonstrate their skills.</p> <p>However, as the dance world has evolved, so too has the conversation about the importance of age-appropriate costumes.</p> <p>The attire worn by dancers on stage does more than complement choreography; it also communicates values, respect, and professionalism.</p>	<p>The rule has been updated to ensure that all child safety and image use standards remain consistent with the integrity of the general dance rules. This update reinforces our commitment to providing a safe, respectful, and professional environment for all participants, protecting the wellbeing and privacy of minors. It also brings our policies into alignment with the standards upheld across other areas of the dance and performing arts industry, ensuring a uniform and consistent approach to child protection and image management.</p>

		<p>By working collaboratively—educators, parents, choreographers, and dancers—dance competitions can continue to be a space where young talent is celebrated in a safe, supportive, and inspiring way in the public arena of All Star Dance Competitions.</p> <p>1. Suggestive, offensive, or vulgar choreography, costuming, makeup and/or music are inappropriate for family audiences and therefore lack audience appeal. Regarding costuming this includes underwear worn as outerwear, suspender belts, etc.</p> <p>2. Routine choreography must be appropriate and entertaining for all audience members. Vulgar or suggestive material is defined as any movement or choreography implying something improper or indecent, appearing offensive or sexual in content, and/or relaying lewd or profane gestures or implications. References in music must be age appropriate for the age division.</p> <p>3. Teams may not compromise the integrity of the performance surface. (Examples: Residue from sprays, powders, oils, etc.)</p> <p>4. Use of fire, noxious gases, live animals, and other potentially hazardous elements are strictly prohibited.</p>	
--	--	---	--

		<p>5. Inappropriate choreography, costuming and/or music may also affect the judges' overall impression and/or score of the routine.</p> <p>6. All costuming, makeup and choreography must be age appropriate and acceptable for family audiences. What is considered "age-appropriate" may evolve with societal norms and varies according to cultural context, dance style, and performance intent. However, there are core principles that guide this determination:</p> <p>Coverage: Costumes must provide adequate coverage for the dancer's age group, particularly for children and pre-teens. Exposed midriffs, low-cut tops, high-cut shorts, sheer & PVC fabrics are not suitable for young dancers & are not permitted in the tiny, mini & youth age divisions.</p> <p>Fit and Comfort: Ill-fitting costumes—whether too tight or too loose—can distract from performance and cause discomfort or embarrassment. Costumes must allow free movement without risk of wardrobe malfunction.</p> <p>Style and Theme: Costume designs must reflect the theme of the dance and the maturity level of the performers. For example, a jazz routine for eight-year-olds might feature bright, playful</p>	
--	--	---	--

		<p>costumes, while a lyrical routine for teenagers could incorporate the sleek lines of a unitard.</p> <p>Embellishments and Accessories: Sequins, rhinestones, and accessories can enhance a costume but should be age-appropriate in placement and design. Avoid excessive makeup or mature jewellery for young dancers.</p> <p>7. All costuming must be secure and offer full coverage of body parts appropriate for family viewing. Costume malfunctions resulting in team members being exposed may be grounds for disqualification. Appropriate undergarments must be worn for modesty</p> <p>8. Tights must be worn under briefs, hot pants or excessively short shorts.</p> <p>9. Footwear is required. Partial sole shoes are acceptable. Performing barefoot, in socks and/or footed tights, high heels, roller skates, roller blades or any other footwear that is inappropriate for the sport is prohibited. If in doubt, please consult the ICU Rules Committee for approval.</p> <p>10. Jewellery as a part of the costume is allowed.</p> <p>11. All male performers' costumes must include a shirt that is fastened; however, it can be sleeveless.</p>	
--	--	---	--

		<p>12. No cheers or chants are allowed.</p> <p>13. Exposed midriff is not permitted in Tiny and Mini divisions</p> <p>14. Music violations for inappropriate content will result in an automatic deduction with no warning, as this is considered a preventable infraction.</p>	
2025 ACU Dance Novice & Intermediate Rules			
A. Turns	<p>Novice: Stationary turns (any leg position including a la secondes/fouettes) are limited to 1.25 turning rotations. Series non-travelling turns such as fouettés are not allowed Series travelling turns must not involve a jump or leap. Clarification: a combination with more than 1 rotation which travels must not involve an airborne element. eg chaine then chasse into a grand jete; or chasse into calypso not permitted in novice as these combinations involve multiple rotations which travel</p> <p>Intermediate:</p> <p>Pirouettes limited to 2.25 rotations in any</p>	<p>Novice: TINY,MINI and YOUTH stationary turns (any leg position including a la secondes/fouettes) are limited to 1.25 turning rotations. Exception- kick turns not allowed. Standing tilt, mount or supported arabesque after a rotation are allowed.</p> <p>JUNIOR,SENIOR and OPEN</p> <p>Stationary turns (any leg position including a la secondes/fouettes) are limited to 1.25 turning rotations.</p> <p>Exception- kick turns not allowed. Standing tilt, mount or supported arabesque after a rotation are allowed.</p> <p>Series non-travelling turns such as fouettés</p>	<p>The rule has been clarified to provide greater transparency and consistency in its application. In addition, previous restrictions on connections have been removed to allow for more creative flexibility and freedom of movement, while still maintaining safety and adherence to the overall intent of the rules.</p>

	<p>leg position.</p> <p>Maximum 4 rotations allowed in fouette combinations plus 1.25 exit pirouettes</p>	<p>are not allowed</p> <p>Intermediate:</p> <p>TINY, MINI and YOUTH</p> <p>Pirouettes limited to 2.25 rotations in any leg position.</p> <p>Maximum 4 rotations allowed in fouette combinations plus 1.25 exit pirouettes</p> <p>JUNIOR, SENIOR and OPEN</p> <p>Pirouettes limited to 2.25 rotations in any leg position.</p> <p>Maximum 8 rotations allowed in fouette combinations (including entry & exit turns) or series turns</p>	
B. Leaps and jumps	<p>Novice:</p> <p>Turning leaps and jumps are limited to 0.5 rotation whilst airborne - exception saute de basque and turning tuck jump.</p>	<p>Novice:</p> <p>'Russian' or 'Switch Jetes' in any position are not allowed.</p> <p>Turning leaps / jumps / hops allowed are:</p> <ul style="list-style-type: none"> • turning tuck jumps • saut de basque 	<p>The rule has been clarified to provide greater transparency and consistency in its application.</p>

B. Leaps and jumps	<p>Intermediate:</p> <p>Turning leaps and jumps are allowed up to 1 rotation. Turning leaps and jumps must not have immediate connected skills, exception: turning jete' can have one full rotation on landing to feet or ground.</p>	<p>Intermediate:</p> <p>TINY,MINI AND YOUTH</p> <p>'Russian' or 'Switch Jeté 'in parallel plane (hip squared forward facing) are allowed.</p> <p>Turning leaps / jumps / hops allowed are:</p> <ul style="list-style-type: none"> • turning tuck jumps • saut de basque • grande jete en tournant • calypso • Axel <p>JUNIOR, SENIOR AND OPEN</p> <p>Turning leaps / jumps / hops allowed are:</p> <ul style="list-style-type: none"> • turning tuck jumps • saut de basque • grande jete en tournant • calypso • axel • barrel • double stag • disc / turning toe • c jump 	<p>The rule has been clarified to provide greater transparency and consistency in its application.</p> <p>Connected skills restrictions clarified and or removed.</p>
C. Inverted Skills	<p>Novice</p> <p>Non-airborne skills must involve hand support with at least one hand throughout the skill</p>	<p>Novice</p> <p>Non-airborne skills must involve hand support with at least one hand throughout the skill (example:</p>	<p>Addition of IASF wording regarding holding anything in the supporting hand during inverted skills</p>

	(example: shoulder stall)	shoulder stall) and are not allowed while holding poms/costume elements in supporting hand(s). (Exception: proper use of hands free poms allowed).	
C. Inverted Skills	Intermediate: No additional amendments	Intermediate: No additional amendments to the IASF rules	Additional wording to clarify that ACU Intermediate follows the IASF Inverted Skills rules
D. Tumbling & Tricks	Novice: All hip overhead rotation skills must involve hand support with at least one hand throughout the skill. Hip over head rotation in forward roll or cartwheel position only. Airborne hip over head rotation skills are not allowed. Exception: round-offs.	Novice: TINY, MINI AND YOUTH All hip overhead rotation skills must involve hand support with at least one hand throughout the skill. Hip over head rotation in forward/ backward roll or cartwheel position only. Airborne hip over head rotation skills are not allowed. Exception: round-offs. Allowed skills: <ul style="list-style-type: none">• forward roll• backward roll• cartwheel• one-handed cartwheel• round-off• bridge kick-over Exceptions Front & back walkers are allowed in mini & youth division Tiny- no walkovers JUNIOR, SENIOR AND OPEN	Updated wording to clarify rules and give examples of skills that are allowed for each age division.

		<p>All hip overhead rotation skills must involve hand support with at least one hand throughout the skill.</p> <p>Hip over head rotation in forward/ backward roll or cartwheel position only.</p> <p>Airborne hip over head rotation skills are not allowed. Exception: round-offs.</p> <p>Allowed skills:</p> <ul style="list-style-type: none"> • forward roll • backward roll • cartwheel • one-handed cartwheel • round-off • bridge kick-over • front & back walkovers 	
	<p>Intermediate: Airborne skills with hand support are allowed provided:</p> <ol style="list-style-type: none"> It is not airborne in approach but may be airborne in the descent. (Clarification: in the approach the hands must touch the ground before the feet leave the ground.) eg no back handsprings in any division They are limited to two consecutive hip over head rotation skills. 	<p>Intermediate: TINY, MINI AND YOUTH</p> <p>Airborne hip overhead rotation skills without hand support in cartwheel position only and must not link to any other skill (e.g. turns).</p> <p>Airborne skills with hand support are allowed provided: It is not airborne in approach but may be airborne in the descent. (Clarification: in the approach the hands must touch the ground before the feet leave the ground.) eg no back handsprings in any division. They are limited to two consecutive</p>	Updated wording to clarify rules and give examples of skills that are allowed for each age division.

		<p>hip over head rotation skills. May not hold poms and/or costume elements in supporting hand(s).</p> <p>Allowed skills:</p> <ul style="list-style-type: none"> • forward roll • backward roll • cartwheel • round-off • bridge kick-over • front & back walkovers <p>Exception youth allowed</p> <ul style="list-style-type: none"> • side aerial <p>JUNIOR, SENIOR AND OPEN</p> <p>Airborne hip overhead rotation skills without hand support in cartwheel position only and must not link to any other skill (e.g. turns).</p> <p>Airborne skills with hand support are allowed provided: It is not airborne in approach but may be airborne in the descent with the exception of back handsprings.</p> <p>They are limited to two consecutive hip over head rotation skills. May not hold poms and/or costume elements in supporting hand(s).</p> <p>Allowed skills:</p> <ul style="list-style-type: none"> • forward roll 	
--	--	---	--

		<ul style="list-style-type: none"> • backward roll • cartwheel • round-off • bridge kick-over • front & back walkovers • side aerial • standing back handspring- limited to 1 • round off back handspring- limited to 1 	
E. Drops to the shoulder, back and seat	<p>Novice: No toe rises or toe drops including fly rolls (also known as a Sarah Jane or butterfly roll)</p> <p>Intermediate: TINY, MINI, YOUTH: no toe rises or toe drops including fly rolls (also known as a Sarah Jane or butterfly roll) JUNIOR, SENIOR, OPEN, ADULT: Toe rise or, toe drops including fly rolls should not connect to any other skill)</p>	<p>Novice: No toe rises or toe drops (single or double leg) including fly rolls (also known as a Sarah Jane or butterfly roll)</p> <p>Intermediate: TINY, MINI, YOUTH: Tiny & Mini division- No toe rises or toe drops (single or double leg) including fly rolls (also known as a Sarah Jane or butterfly roll) in tiny & mini divisions. Exception- Youth division Toe rises & toe drops allowed. Fly rolls (also known as a Sarah Jane or butterfly roll) NOT allowed.</p> <p>JUNIOR, SENIOR AND OPEN Only drops to the shoulder, back or seat are permitted provided the height of the airborne athlete does not exceed hip level. (Clarification: Drops directly to the knee, thigh, front or head are not</p>	Updated wording to clarify rules and give examples of skills that are allowed for each age division.

		<p>allowed).</p> <p>Landing on the performance surface in a push up position from an airborne skill while holding poms/costume elements in supporting hand(s) is not allowed.</p>	
F. Partnering & Lifts	<p>Novice: Any lift in which the executing dancer has their head, neck and torso above extended arm level must involve 3 or more supporting dancers with at least 1 of these in a position to protect the head and neck. Any lift in which the executing athlete leaves the performance surface, they must maintain constant contact with one supporting athlete throughout the skill.</p> <p>Intermediate: Any lift in which the executing athlete leaves the performance surface, they must maintain constant contact with one supporting athlete throughout the skill.</p>	<p>Novice: Any lift in which the executing dancer has their head, neck and torso above extended arm level must involve 3 or more supporting dancers with at least 1 of these in a position to protect the head and neck. Any lift in which the executing athlete leaves the performance surface, they must maintain constant contact with one supporting athlete throughout the entire skill above waist level. EXCEPTION: Hip level leap frog style skills are permitted in Mini and up.</p> <p>Intermediate: Any partnering or lift in which the executing athlete leaves the performance surface, they must maintain constant contact with one supporting athlete throughout the entire skill above shoulder level. EXCEPTION: Shoulder level leap frog style skills are permitted in Mini and up.</p>	<p>Addition of height restrictions to allow more partnering options - eg hip hop style leap frog.</p>
2025 ACU CheerAbility & DanceAbility General Scoring & Rules & Scoring Rubric			
CheerAbility & DanceAbility Crossover Rules recommendations for EPs	N/A	<p><i>Changes in red</i></p> <p>A. CheerAbility Divisions - adaptive ability athletes from any All Star, CheerStars, Novice, Adult, Scholastic and University</p>	<p>The new crossover rules will clarify any ambiguity between the two divisions and serve as an authentic/fair playing field for all.</p>

		<p>divisions are permitted to cross over into Independent and Unified CheerAbility divisions, however they must follow appropriate level crossover rules. This does not include IASF Divisions (see table in document).</p> <p>B. DanceAbility Divisions - adaptive ability athletes from any DanceStars, Novice and Adult divisions are permitted to cross over into Independent and Unified DanceAbility divisions. Athletes cannot crossover from Intermediate, Advanced and IASF divisions.</p> <p>C. A dancer can compete in a Novice division and a DanceAbility division in the same style. Dancers from Intermediate and above cannot crossover into the DanceAbility division in the same style.</p> <p>D. Exceptions - It is up to the discretion of the EP if an All Star athlete or coach can be an emergency fill in, regardless of crossover rules, for an absent adaptive ability athlete in any CheerAbility and DanceAbility division, but for stunting or manual wheelchair assistance purposes only, to maintain the adaptive ability athlete's participation and integrity of the Division. They are NOT athletes on the team so cannot contribute to the scorecard.</p>	
--	--	--	--

		E.	
Pre Submission Form - recommendation for EPs	N/A	New pre-submission form and free judges education for judges to ensure consistency, correctness and fairness in how the divisions are scored.	<p>The pre submission form is optional and is being introduced for any specific accommodations or considerations that may be needed during the judging process.</p> <p>A person does not have a legal obligation to disclose their disability, however if disability is disclosed, it can be taken into consideration to ensure that judges' comments are appropriate, helpful and considerate for the athlete/s on the team.</p> <p>Previous inappropriate feedback has been commented on and could've been avoided with judges' education and/or a pre submission form.</p>
Judges Training - recommendation for EPs	N/A	ACU has provided free training opportunities for judges as a way to ensure consistency, correctness and fairness in how the CADA divisions are scored.	ACU is interested in ensuring judges understand different athlete's needs and their requirements. We have taken steps to educate judges about different types of disabilities and how they might affect performance. This can help judges make more informed and sensitive evaluations. This training is open to all judges, from all EP's, and includes a certificate of completion at the end. We are hopeful the certificate of completion can be added to a database to encourage EP's to utilise judges who have undergone this training when doing panel allocations at competitions.
CheerAbility Scorecard - Stunt Difficulty	<p>Current rule: 3.0-3.5 BELOW range doesn't cater for 1 level appropriate skill by most of the team or less than the team. Currently states "2 Different level appropriate skills performed by most of the team"</p> <p>Current rule: 4.5-5.0 HIGH range "5 different level appropriate skills performed by most of the team"</p>	<p>Addition to the 3.0-3.5 BELOW range 1 or 2 Different level appropriate skills performed by most of the team.</p> <p>Addition to the 4.5-5.0 HIGH range Minimum of 5 different level appropriate skills performed by most of the team, 1 of which is elite level.</p> <p>Judges can then use drivers and the number of groups participating to determine where they sit within this range.</p>	<p>ACU promotes this change as it makes the scope of the scorecard achievable for a wider variety of impairments.</p> <p>Including 1 elite level skill encourages coaches to challenge athletes.</p>
CheerAbility Scorecard - Pyramid Below Difficulty	Current rule: 3.0 - 3.5 BELOW 1 structure performed by most of the team	3.0-3.5 BELOW 1 level appropriate skill , 1 structure performed by most of the team.	Typo corrected

<p>CheerAbility - Jumps</p>	<p>Basic jumps: Star, Tuck jump.</p> <p>Advanced jumps: Pike, Right/Left Hurdlers (front or side), Toe Touch</p>	<p>Addition of T-Jump being classified as a basic jump.</p> <p>Basic jumps: Star, Tuck jump, T-jump.</p>	<p><i>ACU encourages this change to make the scope of the scorecard achievable for a wider variety of possible athlete impairments.</i></p>
<p>CheerAbility - Tumble and Jump Quantity</p> <p>Change of quantities for 'most'.</p>	<p>Athlete # 4-5 Maj. = 1 Most = 1</p> <p>Athlete # 6-7 Maj. = 2 Most = 3</p> <p>Athlete # 8-9 Maj. = 4 Most = 5</p> <p>Athlete # 10-11 Maj. = 5 Most = 6</p> <p>Athlete # 12-14 Maj. = 6 Most = 7</p> <p>Athlete # 15-16 Maj. = 7 Most = 9</p> <p>Athlete # 17-19 Maj. = 8 Most = 10</p> <p>Athlete # 20-22 Maj. = 10 Most = 12</p> <p>Athlete # 23-25 Maj. = 11 Most = 13</p> <p>Athlete # 26-27 Maj. = 13 Most = 15</p> <p>Athlete # 28-30 Maj. = 14 Most = 16</p> <p>Athlete # 31-38 Maj. = 15 Most = 18</p>	<p>'Most' quantity is now one less. Changes in red.</p> <p>Athlete # 4-7 Maj. = 1 Most = 2</p> <p>Athlete # 8-9 Maj. = 2 Most = 4</p> <p>Athlete # 10-11 Maj. = 4 Most = 5</p> <p>Athlete # 12-14 Maj. = 5 Most = 6</p> <p>Athlete # 15-16 Maj. = 6 Most = 8</p> <p>Athlete # 17-19 Maj. = 7 Most = 9</p> <p>Athlete # 20-22 Maj. = 9 Most = 11</p> <p>Athlete # 23-25 Maj. = 10 Most = 12</p> <p>Athlete # 26-27 Maj. = 12 Most = 14</p> <p>Athlete # 28-30 Maj. = 13 Most = 15</p> <p>Athlete # 31-38 Maj. = 14 Most = 17</p>	<p>ACU strongly recommends the change is implemented to make most quantities more achievable considering that various impairments can restrict an athlete's ability to tumble and jump safely.</p>
<p>CheerAbility - Stunt Quantity</p> <p>Change of quantities for 'most'.</p>	<p>Athlete # 4-11 Maj. = 1 Most = 1</p> <p>Athlete # 12-15 Maj. = 1 Most = 2</p> <p>Athlete # 16-19 Maj. = 2 Most = 3</p> <p>Athlete # 20-23</p>	<p>Changes in red</p> <p>Athlete # 4-11 Maj. = 1 Most = 1</p> <p>Athlete # 12-15 Maj. = 1 Most = 2</p> <p>Athlete # 16-23</p>	<p>ACU strongly recommends the change is implemented to make most quantities more achievable considering that various impairments can restrict an athlete's ability to stunt safely.</p>

	Maj. = 3 Most = 4 Athlete # 24-27 Maj. = 4 Most = 5 Athlete # 28-31 Maj. = 4 Most = 6 Athlete # 32-38 Maj. = 5 Most = 7	Maj. = 2 Most = 3 Athlete # 24 - 28 Maj. = 3 Most = 4 Athlete # 29- 38 Maj. = 4 Most = 5	
CheerAbility - Stunt Quantity	Missing ranges below 4.6	Added - 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.	Typo amended
Overall - Showmanship / Appropriate Athlete Impression	Current 9.0-10.0	Changed to 8.5-10.0 to align with other overall scores	Typo amended
Judges Training - recommendation for EPs	N/A	Judges will not penalize or comment on bent legs in body positions or bent arms by top persons during building skills. Tumbling - Cartwheels Judges will not penalize athletes attempting a cartwheel or round off which may include: <ul style="list-style-type: none"> • running across the floor with arms up • dipping down/touching the floor and standing back up. Tumbling - Rolls No penalty will be given for athletes that land in a flat position after a roll due to issues completing the skill. Jumps - Judges will not penalize for: <ul style="list-style-type: none"> • toes that are not pointed • bent legs 	Added from IASF Exceptional Athlete International Championship scorecard.

		<ul style="list-style-type: none"> • low height or • timing of landing. <p>Dance - Judges will not penalize athletes standing in a single formation, 1-2 athletes lacking precise timing, or imperfect body placement.</p> <p>Showmanship / Appropriate Athlete Impression - Judges will not penalize nor comment on lack of skills or abilities.</p> <p>Routine Composition - Judges will not penalize a team for lack of skills but will give credit to teams with innovative skill sets and skills that fit the overall capabilities of the team. Judges will not penalize assistants pushing wheelchairs or assisting sight impaired athletes to their spots. Judges will not penalize for bent arms, imperfect placement, or 1-2 athletes lacking precise timing.</p>	
Available Cheer & Dance Structures	1.2 Unified: Combination of adaptive and non-adaptive ability athletes. No more than 75% of the team can be made up of non-adaptive ability athletes (see definition below).	<p>1.2 Unified: Combination of adaptive and non-adaptive ability athletes.</p> <p>Non-adaptive ability athletes - no more than 60% of the team.</p> <p>Adaptive ability athletes - minimum 40% of the team.</p>	The purpose of a unified team is to highlight the adaptive ability athletes, with the support of their team.
Assistant/Support Personnel		Assistants and spotters may perform dual roles as needed when prompting adaptive ability athletes on the floor.	To reduce the number of additional assistants on the floor, one person may serve as both spotter and assistant depending on the required support during the routine.
Eligible Impairment Types		It is recommended to check the National Disability Insurance Scheme (NDIS) conditions and impairments list for further clarification.	This will remove any ambiguity of eligible disabilities (if not listed on ACU documents).