

## 2021 School Rubric

All difficulty will be judged by a 75% majority. Teams with less than 75% completing the skill should be moved to the lower bracket.

Stunt Difficulty	Pyramid Difficulty	Tumbling Difficulty ** (cumulative throughout routine)
<b>2-3</b>	<b>2-3</b>	<b>2-3</b>
2 - Preps, one leg variations below prep level 3 - Extended 2 leg stunts, one leg variations at prep level or below	2 - Extended 2 leg stunts, one leg variations at prep level or below 3 - Pyramids involving extended one leg stunts	2 - Cartwheels, Round-offs, Forward Rolls 3- Standing BHS, Round-off BHS
<b>3-4</b>	<b>3-4</b>	<b>3-4</b>
Extended one leg stunts Full twist from 2 legs (required to max)	Pyramids with multiple transitional elements including a release and multiple structures including at least one extended single leg structure	Standing BHS Series RO Tuck, RO BHS Tuck
<b>4-5</b>	<b>4-5</b>	<b>4-5</b>
Elite Skills* Single Twist from one leg (required to max)	Extended single leg stunts with multiple transitions where at least one is a braced flip or braced tic tock	Standing Tucks, Standing BHS Tucks RO BHS Layouts +

\*Elite Skills: Full up to extended position, Release to extended position, tic-tock variations, toss extended stunt, others of similar difficulty (one and a half up, inversions, etc)

For all categories: Once in the range, the following should be considered to move to top of range: difficulty of skills, percent of team, combination of skills, pace

\*\* Must land on feet to count

Score	Requirements:
4.0	Single Jump
4.2	Double Jump (no variety)
4.4	Double Jump Variety
4.6	Triple Jump (no variety) OR Double Jump + 1 with variety
4.8	Triple Jump Variety OR Double Jump Variety with a jump tumble combination (can be connected to triple or a jump tumble combo separate)
5.0	Triple Jump Variety with a jump tumble combination (can be connected to triple or a jump tumble combo separate)

\* All jumps must be advanced ( TT, R/L Hurdler, Pike)

\*\* Non advanced jumps should be scored one level below

**Overall Skill 8.0 - 10.0**

**Dance 8.0 - 10.0**

**Projection 8.0 - 10.0**

**Choreography 8.0 - 10.0**

**Overall Routine 8.0 - 10.0**