

OSAA/OCCA Building Rubric

STUNT DIFFICULTY

0.0-1.9		
Inversions	Stunts	Transitions
Non-released inversion FROM below <u>prep</u> level group stunt	2-foot <u>prep</u> level and below group stunt	Up to 1/4 twist TO 2-foot <u>prep</u> level stunt
	1-foot <u>prep</u> level and below group stunt (lib/torch, arabesque)	Up to 1/2 twist (non-released) FROM <u>prep</u> level stunt
Dismounts and Tosses	Partner Stunts	
Straight cradle from group stunt	Shoulder sits or other comparable partner stunt	
Up to 1/2 twist dismount from below <u>prep</u> level stunt		
2.0-3.9		
Inversions	Stunts	Transitions
Non-released inversion TO below <u>prep</u> level	2-foot <u>extended</u> group stunt	Up to 1/2 twist TO 2-foot <u>prep</u> level stunt
	1-foot <u>prep</u> level FRONT variations (stretch, bow, etc)	Full twist FROM 2-foot <u>prep</u> level stunt
	1-foot <u>prep</u> level BACK variations (scorpion, scale, etc)	Up to 1/2 twist (non-released) FROM 1-foot <u>prep</u> level stunt
Dismounts and Tosses	Partner Stunts	
Full twist dismount from 2-foot <u>prep</u> level stunt	Chair sits or other comparable partner stunt	
Up to 1/2 twist dismount from 1-foot <u>prep</u> level stunt		
Single skill toss		
4.0-5.9		
Inversions	Stunts	Transitions
Non-released inversion TO 2-foot <u>prep</u> level stunt	1-foot <u>extended</u> group stunt (lib/torch, arabesque)	Tic/switch up TO 1-foot <u>prep</u> level stunt
Released inversion TO below <u>prep</u> level stunt		Up to 1/2 twist TO 2-foot <u>extended</u> level stunt
Foldover non-released inversion FROM up to <u>extended</u> level stunt		Full twist TO 2-foot <u>prep</u> level stunt
Dismounts & Tosses	Partner Stunts	Full around FROM any <u>prep</u> level group stunt TO any <u>prep</u> level stunt
Full twist dismount from 2-foot <u>extended</u> stunt	Hands/ <u>prep</u> level and other comparable partner stunt	Up to 1/2 twist TO 1-foot <u>prep</u> level stunt
Up to 1/2 twist dismount from 1-foot <u>extended</u> stunt		Full twist (non-released) FROM 2-foot <u>extended</u> stunt
Full twist dismount from <u>prep</u> level partner stunt		Up to 1/2 twist (non-released) FROM 1-foot <u>extended</u> stunt
Single twist toss		Full twist (non-released) FROM 1-foot <u>prep</u> level stunt
Multi-skill toss with no twist		

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STUNT DIFFICULTY

6.0-7.9		
Inversions	Stunts	Transitions
Non-released inversion TO 2-foot <u>extended</u> stunt	1-foot <u>extended</u> group stunt FRONT variation (stretch, bow, etc)	Tic/switch up TO <u>extended</u> 1-foot stunt
Non-released inversion TO 1-foot <u>prep</u> level stunt	1-foot <u>extended</u> group stunt BACK variation (scorpion, scale, etc)	Tic/switch up with up to 1/2 twist TO <u>extended</u> 1-foot stunt
Released inversion TO 2-foot <u>prep</u> level stunt		High to low tic toc TO <u>prep</u> 1-foot stunt
Dismounts and Tosses	Partner Stunts	Full twist TO 2-foot <u>extended</u> stunt
Full twist dismount from 1-foot <u>extended</u> level group stunt	2-foot <u>extended</u> and other comparable partner stunts	Up to 1/2 twist TO 1-foot <u>extended</u> stunt
Full twist dismount from 2-foot <u>extended</u> level partner stunt		Full around FROM any <u>prep</u> level stunt TO 2-foot <u>extended</u> stunt
Single skill toss with twist		Full twist (non-released) FROM 1-foot <u>extended</u> stunt
		Up to 1 1/2 twist (non-released) FROM 2-foot <u>extended</u> stunt
8.0-10.0		
Inversions	Stunts	Transitions
Non-released inversion TO 1-foot <u>extended</u> stunt		Low to high tic toc TO <u>extended</u> 1-foot stunt
Released inversion TO 1-foot <u>prep</u> level stunt		High to high tic toc on <u>extended</u> 1-foot
Dismounts and Tosses	Partner Stunts	Tic/switch up with more than 1/2 twist TO <u>extended</u> 1-foot stunt
Full twist with additional skill dismount from 1-foot stunt	1-foot <u>extended</u> and other comparable partner stunt	Full twist TO 1-foot <u>extended</u> stunt
Full twist dismount from 1-foot <u>extended</u> partner stunt		1 1/2 twist TO 2-foot <u>prep</u> level stunt
Multi-skill toss with twist		Full around FROM any <u>prep</u> level stunt TO 1-foot <u>extended</u> stunt
		Full around FROM any <u>extended</u> stunt TO any <u>extended</u> stunt
		More than one twist (non-released) FROM 1-foot <u>extended</u> stunt
		More than 1 1/2 twist (non-released) FROM 2-foot <u>extended</u> stunt

* At least four skills from the majority of the stunt groups must be performed in order to score in that difficulty range. Skills may not be repeated to get into that range. The variety and creativity of load-ins, transitions, stunts, and dismounts will move the score through that range. The pace/speed of skills can affect difficulty.

* Stunt MAJORITY is 51% of the maximum number of stunts that can be performed based on a traditional group of four people. Teams of eight or nine have a stunt majority of one group.

* MAJORITY of the team (51%) will get a team into range, MOST of the team (75%) will get a team further through the range and ALL of the team (100%) will drive a team through the range.

* If you do not meet the requirements to score in a range, you will score 0.50 in difficulty and be accurately rewarded for the execution of the skills performed.

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PYRAMID DIFFICULTY

0.0-1.9
At least 1 STRUCTURE and 1 TRANSITION, transition must be a 1/2 twist or more, release, or inversion (one of these skills).
2.0-3.9
At least 1 STRUCTURE and 2 TRANSITIONS, transitions must be a 1/2 twist or more, release, or inversion (two out of three of these skills), all structures need to include a 2-foot <u>extended</u> stunt.
4.0-5.9
At least 2 STRUCTURES and 2 TRANSITIONS, transitions must be a 1/2 twist or more, release, or inversion (two out of three of these skills), at least one structure needs to include a 1-foot <u>extended</u> stunt.
6.0-7.9
At least 2 STRUCTURES and 3 TRANSITIONS, transitions must be a 1/2 twist or more, release, or inversion (all three of these skills), all structures need to include either a 1-foot <u>extended</u> stunt or connected <u>extended</u> stunts.
8.0-10.0
At least 3 STRUCTURES and 4 TRANSITIONS, transitions must be a twist, release, or inversion (all three of these skills), all structures need to include a 1-foot <u>extended</u> stunt and one structure needs to include a majority of the stunts to be 1-foot <u>extended</u> stunts.

* Exact skills may not be repeated to get into that range. Transitions also include load ins and dismounts. The pace/speed of skills performed can affect difficulty.

* Skills with comparable difficulty can be used to score in a certain range (i.e. an extended two foot partner stunt can be used in place of an extended 1-foot group stunt)☐

* Stunt MAJORITY is 51% of the maximum number of stunts that can be performed based on a traditional group of four people. Teams of eight or nine have a stunt majority of one group.

* MAJORITY of the team (51%) will get a team into range, MOST of the team (75%) will get a team further through the range and ALL of the team (100%) will drive a team through the range.

STUNT AND PYRAMID EXECUTION

1-7
Poor technique, placement, flexibility and synchronization.
8-11
Standard technique, placement, flexibility and synchronization.
12-15
Nearly perfect to perfect technique, placement, flexibility and synchronization.

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BUILDING CREATIVITY

1
Little to no creative elements in stunts including load-ins, transitions, and dismounts.
2-3
Some creative elements in stunts including load-ins, transitions, and dismounts.
4-5
Strong creative elements in stunts including load-ins, transitions, and dismounts.