

OSAA/OCCA Building Rubric

Stunt Difficulty

Inversions	Stunts	Twisting Transitions	Other Transitions	Dismounts	Partner Stunts
1.0-1.9					
non-released inversion FROM below prep level stunt (load, shoulder sit, ect)	2- footed <u>prep</u> level and below group stunt	1/4 twist TO 2-footed <u>prep</u> level stunt		straight cradle from group stunt	shoulder sits or other comparable partner stunts
	1-footed <u>prep</u> level and below group stunt (lib/torch or arabesque)	1/2 twist (non-released) FROM <u>prep</u> level group stunt		1/4 twist dismount from prep level group stunt	
				1/2 twist dismount from below prep level group stunt	
2.0 - 3.9					
non-released inversion TO below prep level stunt (load, shoulder sit, etc.)	2-footed extended group stunt	1/2 twist TO 2-footed prep level stunt		full twist dismount from 2-footed prep level group stunt	chair sits or other comparable partner stunt
	1-footed prep level group stunt variations (stretch, scorpion, scale, bow, etc)	full twist FROM 2-footed prep level group stunt		1/2 twist dismount from 1-footed prep level group stunt	straight cradle from any partner stunt
		1/2 twist (non-released) FROM 1-footed prep level group stunt			<u>assisted</u> variation from ground to hands/prep level
4.0 - 5.9					
non-released inversion TO 2-footed prep level group stunt	1-footed extended group stunt (lib/torch or arabesque)/	1/2 twist TO 2-footed extended level group stunt	tic/switch up TO 1-footed <u>prep</u> level group stunt	full twist dismount from 2-footed extended level group stunt	<u>assisted</u> from hands/prep level to 2-footed extended stunt
released inversion TO below <u>prep</u> level group stunt		full twist TO 2-footed <u>prep</u> level group stunt		1/2 twist dismount from 1-footed extended level group stunt	<u>unassisted</u> variation from ground to hands/prep level
foldover non-released inversion FROM up to extended level group stunt		full around FROM any prep level group stunt TO any prep level group stunt		full twist dismount from prep level partner stunt	<u>unassisted</u> from hands to 2-footed extended stunt
		1/2 twist TO 1-footed prep level stunt			full twist dismount from stunt at hands/prep level
		full twist (non-released) FROM 2-footed <u>extended</u> group stunt			
		1/2 twist (non-released) FROM 1-footed extended level group stunt			
		full twist (non-released) FROM 1-footed prep level group stunt			
6-7.9					
non-released inversion TO 2-footed <u>extended</u> level group stunt	1-footed extended group stunt variation (stretch, scorpion, scale, bow, etc.)	full twist TO 2-footed <u>extended</u> group stunt	tic/switch up TO <u>extended</u> 1-footed group stunt	full twist dismount from 1-footed extended level group stunt	<u>assisted</u> from hands/prep level to 1-footed extended stunt from hands/prep level
non-released inversion TO 1-footed <u>prep</u> level group stunt		1/2 twist TO 1-footed <u>extended</u> group stunt	tic/switch up with 1/2 twist TO <u>extended</u> 1-footed group stunt	full twist dismount from 2-footed extended level partner stunt	<u>assisted</u> variation from ground to 2-footed extended stunt
released inversion TO 2-footed <u>prep</u> level group stunt		full around FROM any <u>prep</u> level group stunt TO any <u>extended</u> level group stunt			full twist from an extended 2-footed partner stunt
		full twist (non-released) FROM 1-footed <u>extended</u> level group stunt			
		1 1/2 twist (non-released) FROM 2-footed <u>extended</u> level group stunt			
8.0 - 10.0					
non-released inversion TO 1-footed extended level group stunt		full twist TO 1-footed <u>extended</u> group stunt	low to high tic TO extended 1-footed group stunt	full twist with additional skill dismount from 1-footed group stunt	<u>unassisted</u> variation from ground to 2-footed extended stunt
released inversion TO 1-footed <u>prep</u> level group stunt		1 1/2 twist TO 2-footed group stunt	tic/switch up with more than 1/2 twist TO <u>extended</u> 1-footed group stunt	full twist dismount from 1-footed extended partner stunt	<u>unassisted</u> from hands/prep level to 1-footed extended stunt
		full around FROM any <u>extended</u> level group stunt TO any <u>extended</u> level group stunt			<u>assisted</u> or <u>unassisted</u> from ground to 1-footed extended stunt
		more than one twist (non-released) FROM 1-footed <u>extended</u> level group stunt			<u>assisted</u> or <u>unassisted</u> 1-footed advanced stunt (stretch, scale, arabesque)
		more than 1 1/2 twist (non-released) FROM 2-footed <u>extended</u> level group stunt			<u>assisted</u> or <u>unassisted</u> one-armed extended stunt (cupie, lib etc)
					full twist from an extended 1-footed partner stunt

* At least three (3) 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 performed can affect difficulty.

* Stunt majority is 51% of the maximum number of stunts that can be performed based on a traditional group of four (4) people. Teams of 8 or 9 have a stunt majority of 1 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 perform stunts, but do not fit into range, you will receive a difficulty score of a 0.5 then scored for execution

OSAA/OCCA Building Rubric

PYRAMID DIFFICULTY

1.0-1.9

At least 1 STRUCTURE and 1 TRANSITION, transition must be a twist, release or inversion (one of these skills)

2.0-3.9

At least 1 STRUCTURE and 2 TRANSITIONS, transitions must be a twist, release or inversion (two out of three of these skills), all structures need to include a 2 footed extended level stunt

4.0-5.9

At least 2 STRUCTURES and 2 TRANSITIONS, transitions must be a twist, release or inversion (two out of three of these skills), at least one structure needs to include a 1 footed extended level stunt

6.0-7.9

STRUCTURES and 3 TRANSITIONS, transitions must be a twist, release and inversion (all three of these skills), all structures need to include either a 1 footed extended level stunt or connected extended stunts

8.0-10.0

At least 3 STRUCTURES and 4 TRANSITIONS, transitions must be a twist, release and inversion (all three of these skills), plus one additional of the three listed transitions. All structures need to include a 1 footed extended stunt and one structure needs to include a majority of the stunts to be 1 footed extended 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.

* Stunt majority is 51% of the maximum number of stunts that can be performed based on a traditional group of four (4) people. Teams of 8 or 9 have a stunt majority of 1 group.

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

* 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.

* Each transition can only count for one of the skills (i.e. a flip can be considered a release or an inversion but can only be counted as one skill, not both)

* If you perform a pyramid, but do not fit into a range, you will receive a difficulty score of a 0.5, then scored for execution

Toss Difficulty

2

Basic straight ride toss

4

Single Skill Toss

6

Multi Skill Toss without a Twist, 360 toss (Single Twist)

8

Single Skill Toss with a Single Twist

10

Multi Skill Toss with a Single Twist

* A team must perform one group toss that includes at least majority (51%). Majority is the maximum number of tosses that can be performed based on a traditional group of four (4) people. A team of 9 or less have a stunt majority of 1 group. A group toss happens in the same section of a routine (at the same time or rippled).

* Tosses in the group toss do not have to be the same skill, but the least difficult toss performed in the group toss determines the difficulty range.

* If you perform basket tosses, but do not hit majority, you will receive a difficulty score of a 0.5, then scored for execution

BUILDING (STUNT, TOSSES, PYRAMID) EXECUTION

1-7

Poor technique, placement, flexibility and synchronization. Tosses have low height and poor body control, synchronization and execution

8-11

Standard technique, placement, flexibility and synchronization. Tosses have standard height and average body control, synchronization, and execution

12-15

Nearly perfect to perfect technique, placement, flexibility and synchronization. Tosses have strong height and above average body control, synchronization and execution

* Judges may use creativity in transitions and dismounts to influence scores within point ranges. Full participation from maximum number of possible stunt groups could increase value of skill within the range.

* Group stunts have 3+ bases and partner stunts have 1-2 bases

* Scores are based on performances at that day's event compared to other teams in each division. Scores may change from event to event