

BUILDING RUBRIC 2024-2025

STUNT DIFFICULTY

0.6 - 1
2 different in range or above level skills AND 1 dismount from in range or above OR 3 different in range or above level skills
1.1 - 2
2 different in range or above level skills AND 1 dismount is required from in range or above
2.1 - 3
2 different in range or above level skills AND 1 dismount is required from in range or above
3.1 - 4
2 different in range or above level skills AND 1 dismount is required from in range or above
4.1 - 5
2 different in range level skills AND 1 dismount is required in range

*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. **Your majority stunt groups must do the stunt at the same time, or rippled.**

* If the 2 different in range or above level skills AND the in range dismount or above is not performed, it will result in a score of 0.5

* Once in a range the following will move you within the range:

- * Degree of Difficulty
- * Connection of Skills/Variety
- * Pace/Speed of Skills
- * Percentage of Team Participation

See progression chart to see variety of skills with varying difficulty - Only skills in your range or above will drive through the range.

STUNT AND PYRAMID EXECUTION

1 - 3
Majority of stunts have poor technique, placement, flexibility and synchronization.
4 - 7
Majority of stunts have standard technique, placement, flexibility and synchronization.
8 - 10
Majority of stunts have nearly perfect to perfect technique, placement, flexibility and synchronization.

* Execution Includes

- * Flyer: sturdiness, flexibility and control
- * Base/Spotter: stability, lack of movement in feet, strong foundation
- * Timing: skills performed at the same time
- * Transitions: control from skill to skill
- * Dismounts: control in air until the flyers feet touch the ground, clean body line

No more than 2 points can be taken away from each driver

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PYRAMID DIFFICULTY

0.6 - 1

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

1.1 - 2

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-foot extended stunt.

2.1 - 3

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-foot extended stunt.

3.1 - 4

At least 2 STRUCTURES and 3 TRANSITIONS, transitions must be a twist, release, or inversion (all three of these skills), all structures need to include either a 1-foot extended stunt or connected extended stunts.

4.1 - 5

At least 3 STRUCTURES and 4 TRANSITIONS, transitions must be a twist, release, or inversion (all three of these skills), fourth transition must also be a twist, release, or inversion. All structures need to include a 1-foot extended stunt and one structure needs to include majority of the stunts to be 1-foot 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 effect difficulty. Twist transitions must be at least 1/2 twist.

*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)

*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.

USE OF SKILLS

0

No **building skills** performed in cheer.

1

One building skill used during cheer

3

Two building skills used during cheer (exact skills cannot be repeated)

5

Three (or more) building skills used during cheer (exact skills cannot be repeated)

**Use of skills is a set score*

BUILDING CREATIVITY

1

Little to no variety/creative elements in stunts including load-ins, transitions, and dismounts.

2 - 3

Some variety/ creative elements in stunts including load-ins, transitions, and dismounts.

4 - 5

Strong variety/creative elements in stunts including load-ins, transitions, and dismounts.