

OSAA/OCCA Building Rubric

STUNT DIFFICULTY

0.0-1.9					
Inversions	Stunts	Twisting Transitions	Other Transitions	Dismounts	Partner Stunts
non-released inversion FROM below prep level stunt (load, shoulder sit, etc)	2-footed <u>prep</u> level and below group stunt	up to 1/4 twist TO 2-footed <u>prep</u> level stunt		straight cradle from group stunt	shoulder sits or other comparable partner stunt
	1-footed <u>prep</u> level and below group stunt (lib/torch or arabesque)	up to 1/2 twist (non-released) FROM <u>prep</u> level group stunt		up to 1/4 twist dismount from prep level group stunt	
				up to 1/2 twist dismount from below prep level group stunt	
2.0-3.9					
Inversions	Stunts	Twisting Transitions	Other Transitions	Dismounts	Partner Stunts
non-released inversion TO below <u>prep</u> level stunt	2-footed extended group stunt	up to 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 <u>prep</u> level group stunt		up to 1/2 twist dismount from 1-footed prep level group stunt	
		up to 1/2 twist (non-released) FROM 1-footed prep level group stunt			
4.0-5.9					
Inversions	Stunts	Twisting Transitions	Other Transitions	Dismounts	Partner Stunts
non-released inversion TO 2-footed <u>prep</u> level group stunt	1-footed extended group stunt (lib/torch or arabesque)	up to 1/2 twist TO 2-footed extended level group stunt	tic/switch up TO 1-footed prep level group stunt	full twist dismount from 2-footed extended level group stunt	hands/prep level and other comparable partner stunt
released inversion TO below <u>prep</u> level group stunt		full twist TO 2-footed <u>prep</u> level group stunt		up to 1/2 twist dismount from 1-footed extended level group stunt	
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	
		up to 1/2 twist TO 1-footed prep level stunt			
		full twist (non-released) FROM 2-footed <u>extended</u> level group stunt			
		up to 1/2 twist (non-released) FROM 1-footed <u>extended</u> level group stunt			
		full twist (non-released) FROM 1-footed <u>prep</u> level group stunt			
6.0-7.9					
Inversions	Stunts	Twisting Transitions	Other Transitions	Dismounts	Partner Stunts
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 extended group stunt	tic/switch up TO <u>extended</u> 1-footed group stunt	full twist dismount from 1-footed extended level group stunt	2-footed extended and other comparable partner stunts
non-released inversion TO 1-footed <u>prep</u> level group stunt		up to 1/2 twist TO 1-footed <u>extended</u> group stunt	tic/switch up with up to 1/2 twist TO <u>extended</u> 1-footed group stunt	full twist dismount from 2-footed extended level partner 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 (non-released) FROM 1-footed <u>extended</u> level group stunt			
		up to 1 1/2 twist (non-released) FROM 2-footed <u>extended</u> level group stunt			
8.0-10.0					
Inversions	Stunts	Twisting Transitions	Other Transitions	Dismounts	Partner Stunts
non-released inversion TO 1-footed <u>extended</u> level group stunt		full twist TO 1-footed <u>extended</u> group stunt	low to high tic toc TO <u>extended</u> 1-footed group stunt	full twist with additional skill dismount from 1-footed group stunt	1-footed extended and other comparable partner 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	
		full around FROM any <u>extended</u> level group stunt TO any <u>extended</u> level group stunt			
		More than one twist (non-released) FROM 1-footed <u>extended</u> level group stunt			
		more than 1 1/2 twist (non-released) FROM 2-footed <u>extended</u> level group stunt			

* At least three 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 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.

OSAA/OCCA Building Rubric

PYRAMID DIFFICULTY

0.0-1.9
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
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 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 or inversion (all three of these skills), 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 people. Teams of eight or nine have a stunt majority of one 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.

TOSS DIFFICULTY

0.0-1.9
Basic straight ride toss
2.0-3.9
Single Skill Toss
4.0-5.9
Multi Skill Toss without a Twist, 360 toss (Single Twist)
6.0-7.9
Single Skill Toss with a Single Twist
8.0-10.0
Multi Skill Toss with a Single Twist

* A team must perform one group toss that includes at least majority (51%) of the and ONE additional toss in order to score in the high end of the range. Majority is the maximum number of tosses that can be performed based on a traditional group of four people. A team with LESS than 10 members only has to perform a group toss to score in the high range. 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. The additional toss does not have to be of the same difficulty to continue scoring in that range. A variety of tosses will score higher than doing the same tosses throughout the routine.

* 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.

BUILDING (STUNT, PYRAMID, TOSSES) 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

* 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.

* 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

OSAA/OCCA Cheerleading Score Sheet



BUILDING SKILLS



Team: _____ Division: _____ Judge # _____

STUNT DIFFICULTY

0....1....2....3....4....5....6....7....8....9....10

Total (25)

STUNT EXECUTION

0....1....2....3....4....5....6....7....8....9....10....11....12....13....14....15

PYRAMID DIFFICULTY

0....1....2....3....4....5....6....7....8....9....10

Total (25)

PYRAMID EXECUTION

0....1....2....3....4....5....6....7....8....9....10....11....12....13....14....15

TOSS DIFFICULTY

0....1....2....3....4....5....6....7....8....9....10

Total (25)

TOSS EXECUTION

0....1....2....3....4....5....6....7....8....9....10....11....12....13....14....15

COMMENTS

Total (75)

OSAA/OCCA Tumbling & Jump Rubric

STANDING TUMBLING DIFFICULTY

0.0-1.9
Skills such as forward rolls, backward rolls, cartwheels
2.0-3.9
Skills such as front walkovers, back walkovers, back extension rolls, handstand forward rolls
4.0-5.9
Skills such as BHS, series BHS
6.0-7.9
Skills such as series BHS to tuck, standing tucks
8.0-10.0
Skills such as series BHS to layout/layout variations, series BHS to fulls, standing fulls

* TWO standing tumbling sections are required in order to drive through the range, one of which must be a jump/tumble combination. The standing tumbling not connected to a jump determines the difficulty range and the jump/tumble combination drives a team through that range. The jump/tumble combo does not have to be of the same difficulty to keep a team in a range. The jump/tumble combo can be used to hit the criteria for the jump section as well.

* The point ranges are for specific skill sets performed by the MAJORITY of the team. Recycling of skills can be done in order for teams to hit majority.

* 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.

* A jump/tumble combo does not count as a recycled tumbling skill to hit your standing tumbling range.

RUNNING TUMBLING DIFFICULTY

0.0-1.9
Skills such as cartwheels, roundoffs
2.0-3.9
Skills such as front walkovers, round off + skill (i.e. jump, bwo, rebound turn forward roll, ect)
4.0-5.9
Skills such as round off BHS or series BHS or front tumbling through round off BHS or series BHS
6.0-7.9
Skills such as round off tuck, round off BHS tuck, specialty skills through to round off BHS tuck
8.0-10.0
Skills such as round off BHS layout/layout variations, specialty skills through to round off BHS layout/layout variations, round off BHS full, specialty skills through to round off BHS full

* The point ranges are for specific skill sets performed by a MAJORITY of the team. Specialty skills include front walkovers, front handsprings, whips, arabians, bounding skills, etc. Recycling of skills can be done in order for teams to hit majority.

* 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.

JUMP DIFFICULTY

0.0-1.9
Beginner jumps such as straight jumps, tucks, stars, etc.
2.0-3.9
Single intermediate/advanced jumps with no combinations or connections
4.0-5.9
Two connected intermediate/advanced jumps with variety
6.0-7.9
Three connected intermediate/advanced jumps with variety OR two connected intermediate/advanced jumps with variety and one additional jump
8.0-10.0
Four connected intermediate/advanced jumps with variety OR three connected intermediate/advanced jumps with variety and one additional jump

* Intermediate jumps include side hurdler, herkie, toe touch. Advanced jumps include front hurdler, pike, double nine (difficulty and variation scores higher).

* Variety means at least two different jumps

* The point ranges are for specific skill sets performed by a MAJORITY of the team. If a team fails to do one component in a difficulty range, their score will drop to the next lowest difficulty range.

* In order to be considered connected, a whip (continuous) approach must be used.

* 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.

* Jumps cannot be recycled to get into a specific difficulty range.

TUMBLING & JUMP EXECUTION

1-7
Poor technique, precision, low power, slow and/or weak strength. Majority of the team struggles with technique and execution. Jumps have poor height & chest position, below level flexibility, poor landing position & motion placement. Majority of the team displays technique and/or timing issues.
8-11
Standard technique, precision, power, speed, and strength. Several team members struggle with technique and execution. Jumps have standard height & chest position, level flexibility, standard landing position & motion placement. Some of the team displays technique and/or timing issues.
12-15
Nearly perfect to perfect technique & precision with advanced power, speed and strength. Few to no team members struggle with technique and execution. Jumps have strong height & chest position, hyper extended flexibility, strong landing position & motion placement. Few to no team members display technique and/or timing issues.

* 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.

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

OSAA/OCCA Cheerleading Score Sheet



TUMBLING/JUMPS



Team: _____ Division: _____ Judge # _____

STANDING TUMBLING DIFFICULTY

0....1....2....3....4....5....6....7....8....9....10

Total (25)

STANDING TUMBLING EXECUTION

0....1....2....3....4....5....6....7....8....9....10....11....12....13....14....15

RUNNING TUMBLING DIFFICULTY

0....1....2....3....4....5....6....7....8....9....10

Total (25)

RUNNING TUMBLING EXECUTION

0....1....2....3....4....5....6....7....8....9....10....11....12....13....14....15

JUMP DIFFICULTY

0....1....2....3....4....5....6....7....8....9....10

Total (25)

JUMP EXECUTION

0....1....2....3....4....5....6....7....8....9....10....11....12....13....14....15

Total (75)

COMMENTS

OSAA/OCCA Overall Rubric

FORMATIONS/TRANSITIONS

1-3
Basic formations with little to no variety and multiple spacing issues. Basic transitions, little to no creativity and choppy flow across sections.
4-7
Intermediate formations with little variety and some spacing issues. Standard transitions with some creativity. Some issues with the flow of the routine.
8-10
Advanced formations with a good amount of variety and little to no spacing issues. Advanced transitions that include strong creativity. Flow has few to no issues.

ROUTINE MOTIONS

1-3
Basic motions with little variety. Poor technique and/or placement issues.
4-7
Advanced motions with some variety. Standard technique and/or placement issues.
8-10
Advanced motions with much variety. Few to no technique and/or placement issues.

** Motions are being judged throughout the routine. This could include, but is not limited to, stunts, jumps, motion sections, and/or cheer.*

CROWDLEADING

1-3
Little to no attempt to lead the crowd. Ineffective use of props. Basic pace/flow. Low vocal level and clarity.
4-7
Some crowdleading. Average effectiveness of props. Intermediate pace/flow. Standard vocal level and clarity.
8-10
Strong crowdleading. Effective use of props. Advanced pace/flow. Strong vocal level with clear, understandable words.

** Props can include, but are not limited to, signs, poms, flags, megaphones, etc. All forms of props are not necessary to score high in this category.*

CHEER INCORPORATIONS

1-3
Little to no incorporation of skills. Ineffective use of skills. Basic visual effects.
4-7
Some incorporation of skills. Average effectiveness of skills. Intermediate visual effects.
8-10
Strong incorporation of skills. Effective use of skills. Advanced visual effects.

** Skills can include, but are not limited to, stunts, jumps and tumbling. All types of skills are not necessary to score high in this category.*

DANCE

1-3
Basic skills with little use of total body, floor work, and level changes. Performed at a slow pace. Poor technique, placement and synchronization.
4-7
Intermediate skills with some use of total body, floor work, level changes and formation changes. Performed at a moderate pace. Standard technique, placement, and synchronization.
8-10
Advanced skills using total body, floor work, level changes and formation changes with some creative and visual elements. Performed at a fast pace. Nearly perfect to perfect technique, placement, and synchronization.

SHOWMANSHIP/PERFORMANCE

1-3
Little to no facial projection, eye contact, energy, confidence and/or recoveries.
4-7
Some facial projection, eye contact, energy, confidence and/or recoveries.
8-10
Strong facial projection, eye contact, energy, confidence and/or recoveries.

ROUTINE CREATIVITY

1
Little to no creative elements throughout routine.
2-3
Some creative elements throughout routine.
4-5
Strong creative elements throughout routine.

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

OSAA/OCCA Cheerleading Score Sheet



OVERALL ROUTINE



Team: _____ Division: _____ Judge # _____

FORMATIONS/TRANSITIONS

0....1....2....3....4....5....6....7....8....9....10

ROUTINE MOTIONS

0....1....2....3....4....5....6....7....8....9....10

CROWDLEADING

0....1....2....3....4....5....6....7....8....9....10

CHEER INCORPORATIONS

0....1....2....3....4....5....6....7....8....9....10

DANCE

0....1....2....3....4....5....6....7....8....9....10

SHOWMANSHIP/PERFORMANCE

2....1....2....3....4....5....6....7....8....9....10#

ROUTINE CREATIVITY

0....1....2....3....4....5

COMMENTS

Total (65)