

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
Fold over 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.

OSAA/OCCA Building Rubric

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.

OSAA/OCCA Building Rubric

CHEER SKILLS

1-3
Little to no incorporation of skills. Basic skills used and/or basic visual effects.
4-7
Some incorporation of cheer skills. Average effectiveness of skills and/or intermediate visual effects.
8-10
Strong incorporation of cheer skills. Effective use of skills and/or advanced visual effects.

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.

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)	<input type="text"/>
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)	<input type="text"/>
PYRAMID EXECUTION 0....1....2....3....4....5....6....7....8....9....10....11....12....13....14....15	

CHEER SKILLS 0....1....2....3....4....5....6....7....8....9....10 Total (10)	<input type="text"/>
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BUILDING CREATIVITY 0....1....2....3....4....5 Total (5)	<input type="text"/>
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Total (65)

COMMENTS

OSAA/OCCA Tumbling and Jumps 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

* Jump to tumble skill is required and CAN be used to set the standing tumbling range. Other standing tumbling skills without a jump can be used to set a range. Majority of the team must perform a jump to tumble skill, but the tumble skill does not have to be of the same range.

* 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.

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, etc.)
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.

OSAA/OCCA Tumbling and Jumps Rubric

JUMP DIFFICULTY

1
Beginner jumps such as straight jumps, tucks, stars, etc.
2
Single intermediate/advanced jumps with no combinations or connections
3
Two connected intermediate/advanced jumps with variety
4
Three connected intermediate/advanced jumps with variety OR two connected intermediate/advanced jumps with variety and one additional jump
5
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. In order to be considered connected, a whip (continuous) approach must be used.

* 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.

* MAJORITY for jumps is 75%. Jumps cannot be recycled to get into a specific difficulty range.

TUMBLING EXECUTION

1-7
Poor technique, precision, low power, slow and strength. Majority of the team struggles with technique and execution.
8-11
Standard technique, precision, power, speed, and strength. Several team members struggle with technique and execution.
12-15
Nearly perfect to perfect technique & precision with advanced power, speed and strength. Few to no team members struggle with technique and execution.

JUMP EXECUTION

1-3
Jumps have poor height & chest position, below level flexibility, poor landing position & motion placement. Majority of the team displays technique and/or timing issues.
4-7
Jumps have standard height & chest position, level flexibility, standard landing position & motion placement. Some of the team displays technique and/or timing issues.
8-10
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.

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 crowd leading. Average effectiveness of props. Intermediate visual effects. Standard vocal level and clarity.
8-10
Strong crowd leading. 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 types of props are not necessary to score high in this category.

OSAA/OCCA Overall Rubric

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

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.

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
DANCE 0...1...2...3...4...5...6...7...8...9...10
SHOWMANSHIP 0...1...2...3...4...5...6...7...8...9...10
ROUTINE CREATIVITY 0...1...2...3...4...5

COMMENTS

Total (55)