



WINNERS CHOICE CHAMPIONSHIPS SCORING SYSTEM

GRADUATE RUBRIC ALL-GIRL

Winners Choice College judges will award scores based on the point ranges below when skills are performed by a majority of the team with a high level of perfection. Skills performed by less than a majority of the team or with less than a high level of perfection will be awarded scores in a lower range.

PARTNER STUNTS	PYRAMIDS	TOSSES	STANDING TUMBLING	RUNNING TUMBLING
2.0-3.0 points	2.0-3.0 points	2.0-3.0 points	2.0-3.0 points	2.0-3.0 points
Beginning Stunt Skills - Shoulder stands, extensions, chair sits, etc	Beginning Pyramid Skills - 2 high, non-transitional	Non-flipping Tosses - Toe touch, tuck arch, bottle rocket, etc.	Beginning Tumbling Skills - Backward rolls, backwalkovers	Beginning Tumbling Skills - Round-offs, cartwheels, etc.
3.0-4.0 points	3.0-4.0 points	3.0-4.0 points	3.0-4.0 points	3.0-4.0 points
Extended stunts performed with minimal incorporation of inverting/twisting/unique mounts, dismounts and transitions	Intermediate Pyramid Skills - 2 high pyramids incorporating minimal to no 2 high transitions and includes minimal incorporation of braced inverting/twisting/unique mounts and dismounts	Non-flipping Tosses with Single Twisting Skills - Toss full twists, kick full twists, etc	Intermediate Tumbling Skills - Standing back handspring (s)	Intermediate Tumbling Skills - Round-off back handspring(s), etc.
4.0-5.0 points	4.0-5.0 points	4.0-5.0 points	4.0-5.0 points	4.0-5.0 points
Advanced Stunt Skills performed with strong incorporation of braced inverting/twisting/unique mounts, dismounts and transitions. Braced rewinds, full up to extended positions, etc	Advanced Pyramid Skills - 2 high pyramids incorporating multiple 2½ high transitions and multiple inverting/twisting/unique mounts and dismounts	Non-flipping Tosses with Double Full Twisting Skills - Toss double full twists, kick double full twists, etc. Note: a ¼ positioning move is allowed in twisting skills. Flipping tosses limited to one flip and zero twisting. Flips must only be performed in the tuck position. (Prohibited: Layouts, pike opens, x outs, twisting while flipping tosses)	Advanced Tumbling Skills - Standing tumbling connected to back tucks	Advanced Tumbling Skills - Round-off (back handspring) tucks, layouts, etc
JUMPS				
4.0 points				
Single Jumps				
4.5 points				
Double Jump				
5.0 points				
Triple jump combinations or double jump combinations and a single jump, must include a variety				
Stunt groups are considered to be three (3) bases (including the backspot) and a top person. Those utilizing more than three bases will be rewarded in a lower range. Those utilizing less can garner reward in a higher range.				

GRADUATE DIVISION RESTRICTIONS

Teams competing in the Collegiate division must adhere to the AACC College safety guidelines and the following additional restrictions:

BUILDING TECHNIQUE		TUMBLING TECHNIQUE		TUMBLING	STUNTS / PYRAMIDS	TOSSES
Range	2.5 & Below	2.5 & Below	2.5 & Below			
Low	Incomplete building sections. Multiple errors in building sections. Skills performed with improper technique causing multiple missed skills and errors throughout the routine.	Incomplete tumbling sections. Jump sections with multiple timing, rhythm, and execution issues. Multiple errors in tumbling and jump sections. Several missed skills, incomplete passes,		*Standing back tucks or other immediate flips from standing position are not permitted. Standing handsprings to tuck are permitted. Flips after a standing handspring must be in the tuck position.	*Release inversions into or from stunts are prohibited *Release full twists to an extended position are prohibited	*Release flips from basket/sponge tosses are limited to a tuck
	2.5 - 4.5	2.5 - 4.5	2.5 - 4.5			
Mid	Some missed skills. Minimal errors in building sections. Majority of skills completed and performed with proper technique. Demonstration of stability and control throughout building sections	Some missed skills. Minimal errors in tumbling and jump sections. Majority of skills completed and performed with proper technique.		*Airborne flips out of running tumbling are permitted up to a layout	*Twisting dismounts are limited to ONE and a quarter twists (1¼) *Twisting stunts (i.e. full ups) are limited to ONE and a quarter (1¼) twisting rotation; one and a half (1½) ups and double ups are prohibited	*Tosses are limited to three tricks (ex. Kick double twisting toss)
	4.5 - 5.0	4.5 - 5.0	4.5 - 5.0			
High	Little to no errors in building sections throughout the routine. Little to no missed skills. Demonstration of stability and control throughout building sections.	Little to no errors in tumbling and jump sections throughout the routine. Little to no missed skills. demonstrates excellent synchronization, technique, and control. Clean landings		*Twisting flips are not permitted (includes running tumbling)	*Pyramids sustained over 2 persons high are prohibited	