



WINNERS CHOICE CHAMPIONSHIPS SCORING SYSTEM

GRADUATE RUBRIC CO-ED

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 2.0-3.0 points	PYRAMIDS 2.0-3.0 points	TOSSES 2.0-3.0 points	STANDING TUMBLING 2.0-3.0 points	RUNNING TUMBLING 2.0-3.0 points
Advanced Stunt Skills performed with strong incorporation of legal inverting, twisting, unique mounts, release toss stunts and transitions. Braced rewinds, full up to extended positions, etc.	Beginning Pyramid Skills - 2 high, non-transitional	Non-flipping Tosses with Single Full Twisting Skills - Toss single full twists, kick single full twists, etc. Note: a ¼ positioning move is allowed in twisting skills.	Beginning Tumbling Skills - Backward rolls, backwalkovers	Beginning Tumbling Skills - Round-offs, cartwheels, etc.
3.0-3.5 points	3.0-4.0 points	3.0-4.0 points	3.0-4.0 points	3.0-4.0 points
Group stunt up to 1½ up to extended stunt, group stunt double up to extended stunt. Single based toss to hands to extended stunt (majority unassisted)	Elite Pyramid Skills - A pyramid sequence that contains single or multiple structures incorporating a top person at the 2 high level or multiple people at 2 high with minimal inverting/twisting/unique mounting and dismounting by the top person(s). Clarification: A transition where multiple top persons maneuver to the top of a 2½ high pyramid would only count as one inverting/twisting/unique transition.	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.	Intermediate Tumbling Skills - Standing back handspring (s)	Intermediate Tumbling Skills - Round-off back handspring(s), etc.
3.5- 4.0 points	4.0 - 4.5 points	4.0 - 5.0 points	4.0 - 5.0 points	4.0 - 5.0 points
Group stunt inversions into extended one leg stunts. Single based toss to extended stunt. Males participate in group stunts only. (majority unassisted)	A pyramid sequence that contains multiple structures and multiple transitions. Each structure in the sequence should contain two or more people at the 2 high level. The top people should use numerous connected inverting/twisting/unique entries to the top of the pyramids OR released toss entries that do not twist or invert. Should also include numerous inverting/twisting/unique 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
4.0 - 4.5 points	4.0 - 4.5 points	4.0 - 5.0 points	4.0 - 5.0 points	4.0 - 5.0 points
Extended stunts performed with minimal incorporation of inverting/twisting/unique mounts, dismounts and transitions. Twisting stunts limited to single rotation and landing on 2 feet.	A pyramid sequence that contains multiple structures and multiple transitions. Each structure in the sequence should contain two or more people at the 2 high level. The top people should use numerous released inverting/twisting/unique entries to the top of the pyramids and numerous inverting/twisting/unique dismounts.	<p>*Unassisted* is defined as the stunt being supported by only one base the majority of time the stunt is sustained overhead in one position. In addition, the base must provide primary support throughout the entire transition (i.e. a group stunt may not throw a top person to a single base and receive unassisted credit).</p>		
4.5 - 5.0 points	4.5 - 5.0 points			
Extended stunts performed with minimal incorporation of inverting/twisting/unique mounts, dismounts and transitions. Twisting stunts limited to single rotation and landing on 2 feet. At least one section should contain a partner stunt listed below executed by stunt couples. A majority of the stunt groups must be unassisted. Strait toss to liberty variations/awesome. Required Dismount: Single twisting from the above skills.	A pyramid sequence that contains multiple structures and multiple transitions. Each structure in the sequence should contain two or more people at the 2 high level. The top people should use numerous released inverting/twisting/unique entries to the top of the pyramids and numerous inverting/twisting/unique dismounts.			
JUMPS				
4.0 points				
Single Jumps				
4.5 points				
Double Jump combinations				
5.0 points				
Triple jump combinations or double jump combinations and a single jump, must include a variety				

GRADUATE DIVISION RESTRICTIONS

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

	BUILDING TECHNIQUE	TUMBLING TECHNIQUE	TUMBLING	STUNTS / PYRAMIDS	TOSSES
Range	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			
Mid	Some missed skills. Minimal errors in building sections. Majority of skills completed and performed with proper technique. Demonstration of stability and control through out 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			
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	