



# WINNERS CHOICE CHAMPIONSHIPS SCORING SYSTEM

## MASTERS 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
<b>2.0-3.0 points</b> Advanced Stunt Skills performed with strong incorporation of twisting/braced inverting/unique mounts, dismounts and transitions. Braced rewinds, full up to extended positions, etc.	<b>2.0-3.0 points</b> Advanced Pyramid Skills- 2 high pyramids incorporating multiple 2½ high transitions and multiple inverting/twisting/unique mounts and dismounts	<b>2.0-3.0 points</b> 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	<b>2.0-3.0 points</b> Intermediate Tumbling Skills - Standing tumbling connected to back handspring(s)	<b>2.0-3.0 points</b> Intermediate Tumbling Skills - Round-off, back handspring(s), etc.
<b>3.0-4.0 points</b> Group stunt up to 1½ up to extended stunt, group stunt double up to extended stunt, Released inversions to double extended level. Required Dismount: Flipping or double twisting from the above skills.	<b>3.0-4.0 points</b> Elite Pyramid Skills A pyramid sequence that contains single or multiple structures incorporating a top person at the 2½ high level or multiple 2½ high people 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.	<b>3.0-4.0 points</b> 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	<b>3.0-4.0 points</b> Advanced Tumbling Skills - Standing tumbling connected to back tucks	<b>3.0-4.0 points</b> Advanced Tumbling Skills - Round-off back handspring, tucks, etc.
<b>4.0-4.5 points</b> Group stunt inversions into extended one leg stunts. Required Dismount: Flipping or double twisting from the above skills. Single based toss stunts that press to extended stunt performed by the majority of the team Unbraced rewinds to liberty variations/awesome, unbraced inversions to liberty variations/awesome, released toss full up to liberty variations/awesome, Required Dismount: Flipping or double twisting from the above skills.	<b>4.0 - 4.5 points</b> A pyramid sequence that contains multiple structures and multiple transitions. Each structure in the sequence should contain two or more people at the 2 and ½ 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.	<b>4.0 - 4.5 points</b> Flipping Tosses - Back tucks, layouts, Pike Open.	<b>4.0 - 4.5 points</b> Elite Tumbling Skills - Standing tumbling connected to layouts and/or fulls	<b>4.0 - 5.0 points</b> Elite Tumbling Skills - Round-off back handspring, layouts, full twists, or specialty passes consisting of full twists
<b>4.5 - 5.0 points</b> Group stunt inversions that also spin into extended one leg stunts. Single based toss stunts that catch in extended stunt performed by the majority of the team. Released toss one and a half or double twisting entry. Unbraced rewinds that quarter or half twist to liberty variations/awesome, unbraced inversions that spin to liberty variations/awesome, released toss multitwist up to liberty variations/awesome Required Dismount: Flipping or double twisting from the above skills.	<b>4.5 - 5.0 points</b> A pyramid sequence that contains multiple structures and multiple transitions. Each structure in the sequence should contain two or more people at the 2 and ½ high level. The top people should use numerous connected inverting/twisting/unique entries to the top of the pyramids and numerous inverting/twisting/unique dismounts	<b>4.5 - 5.0 points</b> Two position flipping tosses Tuck, X-Out, Tuck Split, Layout Split/Kick, Layout Straddle, Pike Open Straddle, Pike Open Split.	<b>4.5 - 5.0 points</b> Elite Tumbling Skills - Synchronized standing tumbling connected to layouts and/or fulls, Specialty passes	
<b>JUMPS</b>				
<b>4.0 points</b>				
Single Jumps				
<b>4.5 points</b>				
Double Jump combinations				
<b>5.0 points</b>				
Triple jump combinations or double jump combinations and a single jump, must include a variety.				

**\*MASTERS DIVISION RESTRICTIONS\***

Teams competing in the Masters 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 flips from standing position are not permitted. Standing flips are limited to 1 flip and 1 twist.	*Release inversions into or from stunts are permitted *Release full twists to an extended position are permitted	*Release flips from basket/sponge tosses are permitted
	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 1 flip and 1.5 twist.	*Twisting dismounts are limited to 2 and a quarter twists (1.25). *Twisting stunts (i.e. full ups) are limited to 2 twisting rotations	*Flipping tosses must have 4 bases throwing and catching. *Bases must remain the same from the start of the basket to the end.
	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		*2 & 1/2 high pyramids are permitted	