

2018 AYC Rubric Judge 1

Partner Stunts		Execution (10)	Motions for Entire Routine (5)	Energy & Overall Appeal (5)
Difficulty/Variety (10)				
Minimum Score 1.0 – 1.7	Maximum Score 1.8 – 2.5			
Two White level appropriate skills below prep level within the same stunt sequence including a 1-legged stunt (1body position), and an additional stunt sequence with one White level appropriate skill at prep level		Poor flexibility Little to no flyer body control	Beginner motions bent wrist, placements off	Low energy Low enthusiasm
Minimum Score 2.6 – 3.3	Maximum Score 3.4 – 4.0			
Three White level appropriate skills below or at prep level within the same stunt sequence including a 1-legged stunt (2 body positions), and an additional stunt sequence with two White level appropriate skills at prep level. Max score for White = 4		Unsteady bases 6.0 – 7.0	Minimal variety 1.0 – 2.0	1.0 – 2.0
Minimum Score 4.1 – 4.7	Maximum Score 4.8 – 5.5			
Two Red level appropriate skills at prep level within the same stunt sequence including a 1-legged stunt (1 body position), and an additional stunt sequence with one Red level appropriate stunt at extension.		Average flexibility and average body control Some timing issues 7.1 – 8.0	Average motions, Average technique Average variety 2.1 – 3.0	Average energy Average confidence Average crowd appeal 2.1 – 3.0
Minimum Score 5.6 – 6.3	Maximum Score 6.4 – 7.0			
Three Red level appropriate skills at prep level within the same stunt sequence including a 1-legged stunt (2 body positions), and an additional stunt sequence with two Red level appropriate skills one being at extension, plus one Red level appropriate stunt transition involving inversions and/or twisting. Max score for Red = 7		Flyer has good flexibility and good body control Good synchronization 8.1 – 9.0	Good use of motions Good technique Good variety 3.1 – 4.0	Good energy Good confidence Good crowd appeal 3.1 – 4.0
Minimum Score 7.1 – 7.7	Maximum Score 7.8 – 8.5			
Two Blue level appropriate skills in the same sequence, including a 1-legged extension (1 body position), and an additional stunt sequence with one Blue level appropriate skill, plus one Red level appropriate stunt transition involving inversions and/or twisting rotation.		Flyer has above average flexibility and control Solid basing	Excellent use of motions Excellent technique –proper placement, sharp and tight	Excellent energy Exciting to watch Excellent confidence
Minimum Score 8.6 – 9.3	Maximum Score 9.4 – 10.0			
Three Blue level appropriate skills in the same stunt sequence, including a 1-legged extension (2 body positions) and an additional sequence with two Blue level appropriate skills, plus two stunt transitions involving inversions and/or twisting rotations, one of which must be Blue level appropriate. Max score for Blue = 10		Excellent synchronization 9.1 – 10.0	Excellent variety with level changes 4.1 – 5.0	Visually appealing 4.1 – 5.0

A Team performing all but one skill in a range should score in the top of the level before. Example: a red level team performs a twist up to prep, cradle, inversion out, 2nd sequence an extension w/cradle. They should score in the 3.4 – 4.0 range providing they used maximum stunt groups.

Red level extended skill = extension or awesome. Extended T-lifts, V sits, flatbacks are **prep** level skills. Show ‘n goes are transitional skills, not extended skills.

# of athletes	Minimum Stunt Groups	Maximum Stunt Groups
5 to 10	1	1-2
11 to 15	1-2	2-3
16 to 20	2-3	3-4
21 to 25	3-4	4-5
26 to 30	4-5	5-6
31 to 36	5-6	6-7

2018 AYC Rubric Judge 2

Pyramids			DANCE	
Difficulty/Variety (10)		Execution (10)	Creativity (5)	Execution (5)
Min. Score 1.0 – 1.7	Max Score 1.8 – 2.5	Poor flexibility	Little to no transitions	Slow pace
One White level appropriate structure, at or below prep level, no transitions.		Little to no body control	Simple moves	Not Sharp
Min Score 2.6 – 3.3	Max Score 3.4 – 4.0	Unsteady bases	Little to no level changes or footwork	Multiple timing issues
Two White level appropriate structures, one of which includes an extension, and one White level appropriate transition. Max score for White = 4.0		6.0 – 7.0	1.0 – 2.0	1.0 – 2.0
Min Score 4.1 – 4.7	Max Score 4.8 – 5.5	Average flexibility, body control, and technique	Average transitions	Average pace with minimum 'and' counts
Two structures, only one of which is Red level appropriate, with one Red level appropriate transition.		some timing issues	Moderate variety of moves	Average placement
		7.1 – 8.0	Some level changes and some footwork 2.1 – 3.0	Some timing issues 2.1 – 3.0
Min Score 5.6 – 6.3	Max Score 6.4 – 7.0	Good flexibility, body control, and technique	Good transitions	Good pace with reasonable 'and' counts
Three Structures, two of which are Red level appropriate, one must include 1 legged extended stunts, with two Red level appropriate transitions. Max score for Red = 7		Good synchronization	Good variety of moves	Good placement
		8.1 – 9.0	Good level changes and good footwork 3.1 – 4.0	Good timing 3.1 – 4.0
Min Score 7.1 – 7.7	Max Score 7.8 – 8.5	Above average flexibility, body control, and technique	Seamless transitions	Fast pace with several 'and' counts
Two structures, one of which is Blue level appropriate, with two Red or Blue level transitions, one of which involves a Blue level appropriate braced release.		Excellent synchronization	Excellent variety of move	Excellent placement
Min Score 8.6 – 9.3	Max Score 9.4 – 10.0		Excellent level changes to enhance the visual effect with excellent footwork	Excellent timing
Three structures, one of which must be Blue level appropriate, with three transitions, one of which must be Blue level appropriate involving a Blue level flip, and a Red or Blue level appropriate dismount. Max score for Blue = 10		9.1 – 10.0	4.1 – 5.0	4.1 – 5.0

Pyramid must connect to receive points. Difficulty points should be given if the pyramid doesn't connect because of a performance error, a zero will be scored in pyramid execution if the connection is not made. If no attempt to build or connect a pyramid the team would receive a zero for difficulty as well as execution.

Structure and picture are synonymous.

Transitions and skills leading to the pyramid are included in pyramid points and not partner stunts.

Blue level pyramid would be 1-legged extended with hand to foot connection or extended 1-legged stunts with hand to hand connection.

# of athletes	Minimum Pyramid Groups	Maximum Pyramid Groups
5 to 10	1	2
11 to 15	2	2-3
16 to 20	3	4-5
21 to 25	4	5-6
26 to 30	5	6-7
31 to 36	5-6	6-7

To score in the higher end of the range, transitions should be Performed by the majority of stunts groups whenever possible

2018 AYC Rubric Judge 3

TUMBLING				JUMPS		
Difficulty/Variety Running Tumbling (5)		Difficulty/Variety Standing Tumbling (5)		Execution for running and standing tumbling (5)	Difficulty/Variety (10)	Execution (5)
1.0 - 1.4	1.5 - 2.0	1.0 - 1.4	1.5 - 2.0	Bent arms/legs landing on face/knees timing issues	Sequence containing a single jump performed by 75% of the team. (Advanced jump will increase score)	Majority of jumps performed below level, toes flexed Synchronization needs work Chest down on landing and jump
Cartwheel Round off Front/back walkover Max score for White = 2.0		Forward/backward roll Handstand, handstand forward roll Cartwheel Front/back walkovers Max score for White = 2.0				
2.1 - 2.4	2.5 - 3.0	2.1- 2.4	2.5 - 3.0	Average technique Average landing Average timing	Sequence containing 2 connected jumps by 75% team. (Advanced jumps and variety will increase score)	Jumps performed at level Majority of toes pointed Good landing with feet together Good synchronization
Front handspring Round off back handspring		Dive roll Front or back handspring				
3.1 - 3.4	3.5 - 4.0	3.1 - 3.4	3.5 - 4.0	Good technique Good landing Good timing	Sequence containing 2 connected advanced jumps by 75% of the team, plus one additional advanced jump by 75% of the team. (Variety of jumps will increase score)	Jumps performed at level or better Majority of toes pointed Good timing and form
Series of front/back handsprings Connecting another running tumbling skill to a round off back handspring Max score for Red = 4.0		Jump to back handspring Back walkover to BHS Cartwheel to BHS BHS to back walkover Max score for Red = 4.0				
4.1 - 4.4	4.5 - 5.0	4.1 - 4.4	4.5 - 5.0	Excellent technique Excellent height Excellent landing Excellent timing	Sequence containing 3 connected advanced jumps by 75% of the team, or 2 connected advanced jumps by 75% of the team, plus 2 additional connected advanced jumps by 75% of the team. (Variety of advanced jumps will increase score)	Hyper-extended Excellent landing with feet together and chest upright Great synchronization
Round off to tuck/layout/full Round off back handspring(s) to tuck/layout/full Max score for Blue = 5		Series back handsprings Jump to tuck or better Back tuck Back handspring back tuck/layout/full Series to back tuck/layout/full Max score for Blue = 5				

# of athletes	Few	Some
5 to 10	1	2
11 to 15	1-2	3-5
16 to 20	2-4	5-7
21 to 25	3-5	6-9
26 to 30	3-7	8-12
31 to 36	4-8	9-14

Cumulative scoring for running tumbling - teams will be required to perform one sequence with all their running tumbling, any additional running tumbling passes before or after that will be added to their total number of passes.

Cumulative scoring for standing tumbling - teams will be required to perform one sequence with all their standing tumbling, any additional standing tumbling before or after that will be added to their total number of skills. Teams that need to recycled tumblers to score in a higher bracket will score the lowest end of the “some” range depending on how many athletes on the team and how many skills are recycled. Teams with “some” athletes performing tumbling without recycling will score on the high end of the range.