SCYCA SCORING RUBRIC

TEAM AND ADDITIONAL JUMP DIFFICULTY
All Ages

The point value awarded will be dependent upon:

- Majority of team performing jumps.
- Execution, technique. Synchronization
- Variety, combination of jumps.

Note: Consecutive jumps without a set/pause is a Jump Combination

LEVEL	JUMPS: SUCH AS - BUT NOT LIMITED TO…
Beginner	• T- Jump • Spread Eagle • Tuck
Intermediate	• Toe Touch • Herkie • Hurdlers • Jump connect to Back walk over
Advanced	• Combination Jump • Jump connection to Back handspring
Elite	• Jump connection to Back Tuck

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SCYCA SCORING RUBRIC

GROUP TUMBLING RUBRIC

All Ages

You will need to incorporate into each routine two elements of tumbling

- Include one tumbling skill where 50% or more of your team performs the skill simultaneously (it does NOT have to be the same tumbling skill).

You may include additional tumbling (less than 50% of your team). This can be done sporadically throughout your music section of your routine.

The point value awarded will be dependent upon:

- Number of skills performed at each point value and percent of team member

Skill Level	Skills
Beginner	• Forward Rolls • Cartwheels • Round offs • Mix of Beginner Skills
Intermediate	• Front Walk Over • Back Walk Overs • Back extension Rolls • Mix of Intermediate Skills • Creative/combo of beginner and intermediate skills
Intermediate +	• Front Hand Spring • Standing BHS • Back walk over BHS • Mix of Intermediate and Intermediate + skills • Running RO Back Hand Spring
Advanced	• Running RO BHS multiple • Creative use of Advanced and Intermediate skills • Round off Back tuck
Elite	• ROBHS Back Tuck • Cartwheel tuck • Standing Back Tuck • Punch Front • Standing BHS multiple to back Tuck • Round -Off BHS Pike/Layout • Round Off Full • Creative mix of Advance and Elite Skills

SCYCA SCORING RUBRIC
PYRAMID DIFFICULTY
Ages 5-8

To maximize the score within the rubric category, include:

- Transitional entry into the structure
- Creative choreography
- Variety of dismounts

*****Cross reference the SCYCA Age Rules as to whether a stunt is legal at the age performed*****

LEVEL	STUNTS SUCH AS - BUT NOT LIMITED TO…
Beginner	• Basic connecting tap on pyramid performed at below prep level- (turtle or table top,) • Basic connecting tap on pyramid performed at below prep level (thigh stand) (Tap on pyramid is defined as connected with no transitions or movement)
Intermediate	• Basic connecting tap on pyramid performed at prep level- single structure • Multiple connecting structures in a tap on pyramid performed at prep level • Multiple connecting structures in a tap on pyramid with different level connections.
Intermediate +	• Braced non-release single structure connecting pyramid at prep level performing 1-leg skills (i.e., liberty, hitch, heel stretch) • Braced non-released multiple connecting structures in a pyramid performing 1-leg skills (see above examples)
Advanced	• Braced transitions performed within the pyramid (i.e., tick-tock, ball back, split etc.)
Elite	• Braced transitions performed with multiple transitions (i.e., Tick tock, ball back, split) • Use of Multiple pyramids performed with multiple structures, in a creative use of mixed skills.

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SCYCA SCORING RUBRIC

PYRAMID DIFFICULTY

Ages 9 & Up

To maximize the score within the rubric category, include:

- Transitional entry into the structure
- Creative choreography
- Variety of dismounts
- The number of bases and number of flyers

*****Cross reference the SCYCA Age Rules as to whether a stunt is legal at the age performed*****

LEVEL	PYRAMIDS SUCH AS -BUT NOT LIMITED TO…
Beginner	• Basic connecting tap on pyramid performed at prep level • Basic connecting tap on pyramids at prep level with single leg variations
Intermediate	• Basic connecting tap on pyramid at extended level • Basic connecting tap on pyramid at extended level with single leg variations
Intermediate+	• Extended pyramid with single leg variations (i.e., hitches and libs) • Braced both sides non-released **transitions** performed within a pyramid (i.e. Tick- toc, ball back etc.) performed at prep level.
Advanced	• Extended pyramid (s) with multiple transitions • Braced both sides **non-release inversion** from prep level to below prep level • Braced both sides **release inversion** stunts at prep level to below prep
Elite	• Multiple pyramid sequences performed at the extended level • Braced both sides **non-release inversions** from prep level to prep level • Multiple extended advanced and elite skills performed in the pyramid (i.e., releases and/or body positions) • Braced both sides **released inversion** from a prep level to prep level. • Braced both sides full-up (360) • Creative use of structures, performers, entrances, and dismounts. • Single braced inversion release performed with 1 bracer

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SCYCA SCORING RUBRIC

STUNTING DIFFICULTY

Ages 5-8

The point value awarded will be dependent upon the following: The average of the level, number of stunts performed, number of bases used, will be compared to number of athletes on the mat

*****Cross reference the SCYCA Age Rules as to whether a stunt is legal at the age performed*****

LEVEL	STUNTS SUCH AS - BUT NOT LIMITED TO…
Beginner	● Tap on turtle ● Tap on table ● Turtle ● Table ● Knee stand ● Thigh stand ● Single leg stunt below prep level- (turtle, table top, knee stand, thigh stand)
Intermediate	● Forward roll dismount from prone position ● All variations of multi based stunts at prep level ● ¼ up or down ● Triple based stunts at shoulder height ● Single based stunt single leg below prep level – all body positions
Intermediate +	● Triple based extended stunts such as teddy bear, flatbacks ● Rotating/movement of stunt at prep or below ● Variations of 2-legged stunt transitions (i.e., re-take/re-load) ● Variations of floor-to-floor inversions ● Ground up 2-legged stunts to prep level
Advanced	● Cradle from a 2-legged stunt prep level ● ½ up or down transitions to prep level ● Back walkover out of cradle ● Single leg stunt at prep level ● Inversion from floor to a stunt below prep level ● Assisted cartwheel and/or dismount from a cradle
Elite	● Cradle from a single leg stunt ● Show-n-Go ● Variations of body positions for 1-legged stunts at prep level ● Non-release tick-tock at prep level ● Single based stunt to 2 legs at prep level ● Single based stunt single leg at prep level – all body positions

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SCYCA SCORING RUBRIC

STUNTING DIFFICULTY

Ages 9 and Up

	Straight up Stunts (Other)	Inversions	Release	Twisting/ Rotating
Beginner	Show-n-Go, Retakes/Reloads, Single based stunt at prep level (2 feet) Single base stunt at prep level Variations of body positions	Forward roll out of stunt Non-Release inversion limited to below prep to below prep	N/A	¼ up or down to prep Rotating/movement of a stunt 2 legs
Intermediate	Full extension- 2 legs Twist down dismount from prep level- 2 legs	BWO/FWO out of stunt Non-release inversion below prep to extension-2 legs Release inversion or prep level ending at below prep- 2 legs	Tick-tock prep to prep, Quick toss from ground to prep-2 legs	180 up or down at prep level- 2 legs,
Advanced	Extended single leg stunt Twist down dismount from prep level - one leg	Forward suspended roll Non-release inversion prep to extension- 2 legs	Switch up to prep-2 legs Superman from prep Multi-based toss (chuck) **no skill** Quick toss from ground to prep – 1 leg	360 down (rewind) 180 up/down at prep 1- leg 360 up to prep-2 legs
Elite	Extended single leg-body position Extended single leg-multiple Body positions Twisting dismount from extended level- 1 or 2 leg	Non-Release inversion to single leg extension Full Release from ground inversion (BHS/RO/HS-up) ending at prep- 2 leg Full Release from ground inversion (BHS/RO/HS-up) ending at prep-single leg	Multi-based toss **with skill** (chuck) Quick toss from ground to extension 1 or 2 legs Switch up from ground to extension Release move at prep to extended single Leg (low to high tick tick)	360 to extended level- 2 legs 360 to extended level-single leg