



## PARTNER STUNTS, PYRAMIDS, & TOSSES RUBRIC

### PARTNER STUNTS

Quantity Score*	Minimum	Majority	Most
<b># of Athletes</b>	<b>0.0 - 0.3</b>	<b>0.4 - 0.7</b>	<b>0.8 - 1.0</b>
<b>8-11</b>	-	1 stunt group	2 stunt groups
<b>12-15</b>	1 stunt group	2 stunt groups	3 stunt groups
<b>16-19</b>	2 stunt groups	3 stunt groups	4 stunt groups
<b>20</b>	3 stunt groups	4 stunt groups	5 stunt groups

### TOSSES

Quantity Score*	Minimum	Majority
<b># of Athletes</b>	<b>0.0 - .5</b>	<b>0.6 - 1.0</b>
<b>8-11</b>	-	1 toss
<b>12-15</b>	1 toss	2 tosses
<b>16-19</b>	2 tosses	3 tosses
<b>20</b>	3 tosses	4 tosses

\*The Quantity Score for Partner Stunts and Tosses above is tied to the ranges below. The maximum point values in the range below are based on Most team members performing the skill in question. For example, if Most athletes perform Intermediate Stunt Skills then the maximum score is 3.0 based on the range of 2-3 points for Intermediate Stunt Skills. However, if only a Minimum number of athletes perform Intermediate Stunt Skills then the maximum score is 2.3 based on the range of 2-3 points for Intermediate Stunt Skills. If a majority of athletes perform a flipping basket toss then the maximum score would be a 4.0. However if only a minimum number performed the flipping toss then the maximum score would be 3.5.

	0-1 point	1-2 points	2-3 points	3-4 points	4-5 points
PARTNER STUNTS	Beginner Level Stunt Skills	Novice Stunt Skills	Intermediate Stunt Skills	Advanced Stunt Skills	Elite Stunt Skills
PYRAMIDS	Beginner Pyramid Skills (2-high non- transitional pyramids)	Novice Pyramid Skills (2-high with incorporated transitional mounts and dismounts OR basic braced 2 ½ high	Intermediate Pyramid Skills (Basic unbraced 2 1/2 high pyramid)	Advanced Pyramid Skills (Advanced braced 2 1/2 high pyramid)	Advanced Unbraced 2 1/2 high pyramid
BASKET TOSSES	Non-flipping, non- twisting skills	Non-flipping tosses with single full twisting skills	Non-flipping tosses with double full twisting skills	Flipping toss	Full twisting, flipping toss



## JUMPS & TUMBLING RUBRIC

### JUMPS AND TUMBLING

Quantity Score*	Minimum (25-50%)	Majority (51-74%)	Most (75%)
# of Athletes	.0 - .3	.4 - .7	.8 - 1.0

\*The Quantity Score for Jumps and Tumbling above is tied to the ranges below. The maximum point values in the range below are based on Most team members performing the skill in question. For example, if Most athletes perform a Triple Jump Combination then the maximum score is 5.0 based on the range of 4-5 points for a Triple Jump Combination under Jumps. However, if only a Minimum number of athletes perform the Triple Jump Combination then the maximum score is 4.3 based on the range of 4-5 points for a Triple Jump Combination under Jumps.

	0-1 point	1-2 points	2-3 points	3-4 points	4-5 points
STANDING TUMBLING	Tumbling passes that included a round-off, cartwheel, or walkover	Standing back handspring on multiple back handsprings	Standing back tuck, standing back handspring with a back tuck, or connected jump to back handspring	Standing layout, standing back handspring with a layout, or connected jump to back tuck	Standing full, standing back handspring with a full, or connected jump to layout or full
RUNNING TUMBLING	Tumbling passes that included a round-off, cartwheel, or walkover	Tumbling passes that include a back handspring	Tumbling passes that included a tuck	Tumbling passes that included a layout or arabian	Tumbling passes that included twisting skills
JUMPS	Single Jump	Multiple single jumps not connected.	Double Jump Combination	Double Jump Combination + Single Jump, not connected	Triple Jump Combination



COLLEGE CLASSIC RULES 2022-2023

**DEDUCTION RUBRIC**

VIOLATION	DEDUCTION	EXAMPLE
<b>Athlete Safety Violation</b>	0.025	Hands down in tumbling/jumps, knees down in tumbling/jumps, incomplete twist in tumbling, multiple body parts touch the floor in tumbling/jumps, drop to floor in individual skills, incomplete flipping or twisting stunt skill
<b>Minor Stunt Safety Violation</b>	0.5	Cradle, dismount, or bringing down stunt/pyramid early for non-timing issues, base falling to floor during dismount, intentional boundary violation
<b>Major Stunt Safety Violation</b>	1	Falls from individual stunt/pyramid/toss where multiple athletes and/or flyer fall to the ground
<b>Rules Violation</b>	5	Inappropriate choreography, inappropriate uniform, jewelry worn



## COLLEGE CLASSIC RULES 2022-2023

### ***Cheer***

The cheer scoresheet will apply to all cheer divisions and will have a max total score of 100 points.

#### **BUILDING SKILLS**

Partner Stunts	Difficulty	Max Score of 5 pts
	Technique	Max Score of 5 pts
Pyramids	Difficulty	Max Score of 5 pts
	Technique	Max Score of 5 pts
Tosses	Difficulty	Max Score of 5 pts
	Technique	Max Score of 5 pts

#### **TUMBLING SKILLS**

Standing Tumbling	Difficulty	Max Score of 5 pts
	Technique	Max Score of 5 pts
Running Tumbling	Difficulty	Max Score of 5 pts
	Technique	Max Score of 5 pts
Jumps	Difficulty	Max Score of 5 pts
	Technique	Max Score of 5 pts

#### **OVERALL PERFORMANCE**

Overall Execution	Max Score of 10 pts
Choreography	Max Score of 10 pts
Creativity	Max Score of 10 pts
Performance/Showmanship	Max Score of 10 pts



## COLLEGE CLASSIC RULES 2022-2023

### ***Mascot***

The mascot scoresheet will apply to all mascot divisions and will have a max total score of 50 points.

#### **MASCOT**

<b>Category</b>	<b>Max Score</b>
Character	Max Score of 10 pts
Creativity	Max Score of 10 pts
Crowd Appeal	Max Score of 10 pts
Dance	Max Score of 10 pts
Use of Props and Staging	Max Score of 10 pts



## COLLEGE CLASSIC RULES 2022-2023

### ***Partner Stunt***

The partner stunt scoresheet will apply to all partner stunt divisions and will have a max total score of 100 points.

#### **PARTNER STUNT**

<b>Category</b>	<b>Max Score</b>
Stunt Stability and Technique	Max Score of 20 pts
Choreography and Routine Flow	Max Score of 20 pts
Difficulty and Variety of Skills	Max Score of 20 pts
Execution and Perfection of Routine	Max Score of 20 pts
Overall Impression	Max Score of 20 pts



## COLLEGE CLASSIC RULES 2022-2023

### ***Spirit Showdown (Dance, Cheer, and Super Spirit Showdown)***

The Spirit Showdown is a chance for teams to perform a routine showcasing their hometown, school or team in a unique way. There are no required movements. **Entertainment value and creatively showcasing a team's hometown style and/or traditions are each worth 20% of the score in Spirit Showdown!** Props are permitted, and any style or combination of styles of movement may be used. Turns, leaps, jumps, kicks, tricks, tumbling, or stunts are not required. The team and athletes should display an ability to connect with the audience and provoke an emotional response (i.e., excitement, laughter, joy, and/or sense of drama) consistent with the spirit of this category.

**The Spirit Showdown is not a game day or song-leading competition, and teams should not feel bound to a "traditional school spirit" model in deciding upon choreography, costuming or music. This category is an additional opportunity for teams to show the audience something that is entertaining, fresh, new and unique to their program. It also allows teams to take creative risks with very few rules and to have fun!**

Because teams' hometown style/traditions are very school- and/or community-specific, and judges may not understand them out of context, The College Classic will allow teams entering the Spirit Showdown at Nationals to submit a short description of the style/tradition being showcased. Judges will have access to this information during the judging process.

#### **EXECUTION**

Quality of Team Movement (Execution, Technique and Spacing) (10 pts)	<ul style="list-style-type: none"> <li>• Proper Technical Execution of Movement Within Selected Style</li> <li>• Overall Movement Quality</li> <li>• Uniform Execution of Movement by Entire Team</li> <li>• Uniform Spacing Throughout Routine</li> </ul>
Execution of Musicality (10 pts)	<ul style="list-style-type: none"> <li>• Execution of Choreography to the Music</li> <li>• Ability to Capture Nuances of Vocal and/or Musical Cues and Tempo Variations</li> </ul>

#### **ARTISTRY**

Entertainment Value of Routine (Movement and Overall Concept) (10 pts)	<ul style="list-style-type: none"> <li>• Concept of Routine and Movements of <b>Team Members</b> Include Entertaining, Creative and Unpredictable Elements</li> <li>• Routine Evokes Positive, Strong Audience Response</li> </ul>
Showcase of Hometown/School/ Team's Unique Style and/or Traditions (10 pts)	<ul style="list-style-type: none"> <li>• Routine's Movements, Concept and/or Elements are Unique to this Team</li> <li>• Routine Tells the Viewer Something About this Particular Team, Town and/or School</li> </ul>

#### **SHOWMANSHIP**

Communication and Projection by Athletes (10 pts)	<ul style="list-style-type: none"> <li>• Ability to Connect with Audience and Provoke Appropriate Emotional Response</li> <li>• Authenticity of Performance</li> </ul>
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