

OAC 2027 Cheerleading State Championships

NEW! - Jump Rubric

The following rubric is derived from Best In The State Spirit Association (BITSSA)



Based on percentage of athletes performing and competing skills.

	JUMP Max Points: 1 - 2 <i>Full Team = 100%</i>	JUMP Max Points: 2 - 3 <i>Full Team = 100%</i>	JUMP Max Points: 3 - 4 <i>Full Team = 100%</i>	JUMP Max Points: 4 - 5 <i>Full Team = 100%</i>
JUMPS <i>(High School and Middle School)</i>	One Jump: <i>Must be a full team synchronized jump.</i>	Two Jumps: <i>One jump must be full team AND The other jump must be with full or partial team (50% or more).</i>	Three Jumps: <i>Two jumps must be full team AND The other jump must be with full or partial team (50% or more).</i>	Four Jumps: <i>Three jumps must be full team AND The other jump must be with full or partial team (50% or more).</i>
	SCORE DRIVERS			
CONNECTIONS VARIETY <i>Jumps listed in order of difficulty</i>	1.0 - 2.0 Range will be based on difficulty of team jump completed Tuck Jump Spread Eagle Hurdler/Herkie Pike Toe Touch	2.0 - 2.5: Team meets required jump quantity without connection 2.5 - 3.0: Team meets required jump quantity with connections <i>*One full team connected to 1/2 team to score in this range.</i> Hurdler/Herkie Pike Toe Touch Any Jumps Connected	3.0 - 3.5: Team meets required jump quantity without connection 3.5 - 4.0: Team meets required jump quantity with connections Hurdler/Herkie Pike Toe Touch Two Jumps Connected	4.0 - 4.5: Team meets required jump quantity without connection 4.5 - 5.0: Team meets required jump quantity with connections Hurdler/Herkie Pike Toe Touch Three or More Jumps Connected



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NEW! - Jump Rubric: Non-Tumble/Non-Building

The following rubric is derived from Best In The State Spirit Association (BITSSA)



JUMPS <i>Non-Tumble/ Non-Building</i>	JUMP Max Points: 6 - 7 <i>Full Team = 100%</i>	JUMP Max Points: 7 - 8 <i>Full Team = 100%</i>	JUMP Max Points: 8 - 9 <i>Full Team = 100%</i>	JUMP Max Points: 9 - 10 <i>Full Team = 100%</i>
	FOUR Jumps: <i>TWO jumps must be full team AND Additional 2 Jumps at 50%</i>	FIVE Jumps: <i>THREE jumps must be full team AND Additional 2 Jumps at 50%</i>	SIX Jumps: <i>FOUR jumps must be full team AND Additional 2 Jumps at 50%</i>	SEVEN Jumps: <i>FIVE jumps must be full team AND Additional 2 Jumps at 50%</i>

Include a variety of jumps to increase point potential. Teams should consider the difficulty of the jumps and the use of jump combinations and connections to maximize the rubric score.

NEW! Two additional jumps by partial team must be at least 50% to receive credit in the range.

Each jump of a connected/combination jump will be counted individually; for example, a triple toe touch will count as 3 jumps.





OAC 2027 Cheerleading State Championships Tumbling Rubric

Deduction sheet derived from Best In The State Spirit Association (BITSSA)

NEW! - STANDING TUMBLING

Based on percentage of athletes' performing and competing skills.

***MIDDLE SCHOOL WILL BE EVALUATED AT 50% OF THEIR ATHLETES FOR ALL TUMBLING.**

***Building Teams will be evaluated at 25% of their athletes for all Tumbling.**

TEAM SKILL PERFORMED TOGETHER AT 75% OR MORE *Full Team or Semi- Synchronized	75% and Above 2.0 - 2.5 POINTS	75% and Above 2.6 - 3.0 POINTS	75% and Above 3.1 - 3.5 POINTS	75% and Above 3.6 - 4.0 POINTS	75% and Above 4.1 - 4.5 POINTS
EXAMPLE OF SKILLS (skills are listed from least to greatest value)	- Basic Forward Roll, Backward Roll - Cartwheel - Front/Back Walkover - Back Walkover Series - Valdez	- Standing Handspring - Standing BGS Step Out - BHS Series - Aerial - Jump to BHS - Jumps to BHS	- BHS Series Tuck - Jump to BHS Series Tuck - Jump to BHS Tuck - Standing Tuck	- Jump to Tuck - Jumps to Tuck - BHS Series to Layout - BHS Layout - Jump to BHS series Layout - Jump to BHS Layout	- Standing Whip Pass to Tuck or Layout - At least ONE BHS combination to Full - Jump to BHS Full - Standing Full - Jump to Standing Full

**Semi Synchronized = In the same 8 count and/or same phrase of a cheer.

Base scores in the standing category will be determined by difficulty of skills AND number of skills performed at 75% or more.





OAC 2027 Cheerleading State Championships Tumbling Rubric

Deduction sheet derived from Best In The State Spirit Association (BITSSA)

NEW! - RUNNING TUMBLING

TEAM SKILLS PERFORMED WITH 75% OR MORE **Skills at 75% of the of the team performed	75% and Above 2.0 - 2.5 POINTS	75% and Above 2.6 - 3.0 POINTS	75% and Above 3.1 - 3.5 POINTS	75% and Above 3.6 - 4.0 POINTS	75% and Above 4.1 - 4.5 POINTS
EXAMPLE OF SKILLS (skills are listed from least to greatest value but not inclusive of all skills)	• Cartwheel • Roundoff • Front Handspring • Cartwheel Back Walkover • Cartwheel Back Walkover Series	• Cartwheel BHS • Roundoff BHS • Running BHS Series	• Roundoff Tuck • Cartwheel Tuck • Roundoff BHS series to Tuck • Front Walkover through to BHS series with Tuck	• Roundoff Layout • Roundoff BHS Series Layout • Layout Step Out • Specialty pass with a no handed skill ending in a Tuck or Layout • X-Out	• Arabian • Roundoff BHS Full • Cartwheel Full/Roundoff Full • Front Walkover Roundoff BHS Full • Specialty pass with one or more no handed skills ending in a Full

**75% Running Tumbling Team Skills should be executed in a way that is clear and evident that athletes are not repeated to be counted towards your base score.

NEW!

When a base score is met at any level, teams will be eligible to receive a bonus added to their base.
Teams will receive ONE bonus score for all bonus skills performed.

BONUS RANGE	
0.5 - 0.25	Individual/Duo/Small Group Skills Performed at LESS than 50%
0.3 - 0.5	Individual/Duo/Small Group Skills Performed at MORE than 50%



Bonuses are determined based on difficulty of skills thrown and number of athletes cumulatively performing a specialty pass.

Bonuses CAN be added to both standing and running base scores.

All cumulative skills performed that are not included in the base will be considered when determining a bonus.



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NEW! - Building Rubric

The following rubric is derived from Best In The State Spirit Association (BITSSA)

	BASIC - UP TO 7.0	INTERMEDIATE - UP TO 8.0	ADVANCED - UP TO 9.0	ELITE - UP TO 10.0
NON-RELEASE Top person remains connected to a base/spotter	- Braced non-release inversions - Inverted stunts to prep level or below - Intermediate full up variations	- Inverted stunts to extended (2 bracers) - Advanced full up variations	- Advanced full up variations - Inverted stunts to extended (1 bracer) - Single base full up variations - Inverted stunts involving spinning (2 bracers)	- Elite full up variations - Inverted stunts involving spinning (1 bracer) - Super elite full up variations - Single base elite full up variations
RELEASE Top person is released from all bases/spotters	- Released transitions to any level (2 bracers) - Released transitions to prep (1 bracer) - Switch up landing extended	- Released transition landing extended (1 bracer) - Braced inverted stunts released to prep level or below	- Released transitions involving spinning (2 bracers) - Inversion that lands extended (2 bracers) - Unbraced release to extended	- Released transitions to extended involving spinning or inversion (1 bracer) - Unbraced spinning or inversion release to extended
BRACED ROLL/FLIP	- Flipping transition landing below prep level - Rolling transition to prep and below	- Flipping transition landing at prep (2 bracers) - Twisting flip to below prep - Flipping transition landing at prep (1 bracer) - Rolling transition to extended - Flipping transition (hand/foot) connection to cradle	- Flipping transition to extended 1/2 twisting flip transition to prep - Flipping transition starting at prep or above, landing extended (2 bracers) - Flipping transition to extended with minimal bases	- Flipping transition landing extended (1 bracer) - Twisting flipping transition landing extended (1 or 2 bracers) - Flipping transition starting at prep or above, landing extended (1 bracer)

DIFFICULTY DRIVERS

- Number in parenthesis is the number of braces utilized during the transition.
- When considering difficulty, utilizing fewer braces should receive more credit.
- The point of connection will be taken into account for awarding difficulty.
- The pyramid rubric is a guide. Final range placement should reflect the totality of skills, participation, pace, and execution.

