2023-24 WSCJA

Traditional Music
(does not include jumps/tumbling)
Training Packet

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Link to test: https://forms.gle/JtKdtDAh9ASrDk6Z9

Summary of 2023-24 Traditional Music Changes

<u>Major Changes (may affect scoring):</u>
- Range Driver Overall Impression removed to solve lack-of-clarity issues.
- One point added to value of overall.
- Elements added to Stunt and Pyramid Creativity to enhance criteria. Pyramids have more criteria than Stunts.
- Jump ratio reduced to match tumbling.
- Dance ratio rule added.
- One new element added to the final section to encourage high levels of participation throughout routines.
- High range jump to tumble moved to count for jump difficulty score only (previously counted for jumps and tumbling difficulty scores). TUMBLING TEAMS THAT JUMP TO TUMBLE ALSO NEED AN ADDITIONAL TUMBLING SKILL.
- Highest scoring jump to tumble changed to a jump combo to high range tumble.
- Skills highlighted in yellow have moved in range.
- Coed skills must initiate from the ground to meet the "one coed skill" requirement for coed teams.
- Coed transitions changed to require initiation from the ground.
- Coed dismounts have been removed as options from meeting this skill requirement.
- Pyramid rubric combined with stunt rubric and most skills removed and replaced with a scoring concept.

<u>Minor Changes (not likely to affect scoring):</u>
- Some section titles changed to clarify elements scored within those sections.
- All "high range" language has been removed from score sheets.
- Some terms changed for consistency across all score sheets and rubrics.
- Ratio Rubric references added.
- Ratio formulas clarified.
- Skills listed on score sheet removed.
- Removal of element duplicates.
- Notes and definitions section new to rubric for clarifying statements.
- Common interpretations used by judges added.
- Removal of all "RD"s on subjective elements on rubric.
- Missing rubric language added in ranges.
- Double base partner stunt column removed and statement added in header that skills performed with fewer than standard participants will increase score up to 2 points.
- "Standard" and "Elite" distinctions have been removed from the rubric.
- Skill list has been altered by adding new skills and removing others.
- Clarification added for when each skill section/type is used.
- Coed emphasis added that the ratio rule will be based upon the registered number of males as confirmed by the coach.
- Many remaining pyramid skill names were replaced with new terminology.

WSCJA/WSCCA SCORESHEET
TRADITIONAL MUSIC

EVENT:		JUDGE #:		
TEAM NAME:		DIVISION:		

STUNTS (22.5)	Points	Score	Comments	
DIFFICULTY Level of Skill: Average of 3 Highest Scoring Skills Meets Ratio: Majority (See Ratio Rubric)	10	0.0		1:
EXECUTION Perfection of Skill, Proper Technique, Synchronization, Spacing	10			2:
CREATIVITY Transitions, Entrances/Exits, Uniqueness, Variety of Skill Type	2.5			3:

PYRAMIDS (22.5)	Points	Score	Comments	
DIFFICULTY Level of Skill: Average of 3 Highest Scoring Skills Meets Ratio: Majority (See Ratio Rubric)	10	0.0		1:
EXECUTION Perfection of Skill, Proper Technique, Synchronization, Spacing	10			2:
CREATIVITY Transitions, Entrances/Exits, Uniqueness, Variety of Skill Type Stuctures, Variety of Flyers, Pyramid-Only Skills	2.5			3:

TUMBLING (10)	Points	Score	Comments	
DIFFICULTY Level of Skills Meets Ratio: 40% (See Ratio Rubric)	5			
EXECUTION Form, Body Control, Landings, Synchronization, Pace/Speed	5			

JUMPS (5)	Points	Score	Comments	D:
DIFFICULTY & EXECUTION AVERAGE Level of Skills Meets Ratio: 40% (See Ratio Rubric) Technique Elements, Synchronization, Height, Uniform Style	5	0.0		E:

DANCE (5)	Points	Score	Comments	D:
DIFFICULTY & EXECUTION AVERAGE Meets Ratio: 40% (See Ratio Rubric) Choreography, Visual Appeal, Use of Levels Synchronization, Spacing, Motion Placement/Sharpness, Timing	5	0.0		E:

ROUTINE COMPOSITION & SHOWMANSHIP (5)	Points	Score	Comments
Routine Foundation, Excitement, Creativity of Choreography, Transitions, Participation	5		

TOTAL POSSIBLE	70		

This score sheet is used in Traditional Tumbling and Non-Tumbling routines for the Music components (portion that is performed to music). If there is a music error, judges will use their best judgment to discern which elements of the performance are scored here.

FINAL - June 2023

		RATIO RUBRIC		
		Ratios only used when a rule is stated in a scoring rubric. *Number indicates the number of required individuals or groups necessary for a skill to score according to the difficulty range.*		
	Category	Traditional		Stomp
	# of Athletes	Jumps, Tumbling, Dance	Stunts/Pyramids	Stunts/Pyramids
Division		40% (Individuals)	Majority (Groups)	40% (Groups)
Small	5	2	1	1
	6	3	1	1
	7	3	1	1
	8	4	2	1
	9	4	2	1
	10	4	2	1
	11	5	2	1
	12	5	2	2
Medium	13	6	2	2
	14	6	2	2
	15	6	2	2
	16	7	3	2
	17	7	3	2
	18	8	3	2
	19	8	3	2
Large	20	8	3	2
	21	9	3	2
	22	9	3	2
	23	10	3	2
	24	10	4	3
	25	10	4	3
	26	11	4	3
	27	11	4	3
	28	12	4	3
	29	12	4	3
	30	12	4	3
	31	13	4	3
	32	13	5	4

			Stunts/Pyramids	
Coed (3 or more males)	# of Males		Majority (Groups)	
	3		2	
	4		3	
	5		3	
	6		4	
	7		4	
	8		5	
	9		5	
	10		6	

TRADITIONAL STUNTS/PYRAMIDS RUBRIC

The following statements apply to Stunt and Pyramid difficulty respectively:

*The 3 highest scoring skills performed will be averaged. For Coed teams (3 or more males) one of the three skills performed must meet the definition of "coed skill" (see Coed section below) and meet the ratio of boys registered (See Ratio Rubric). Gender of base and top do not matter. If a Coed team does not perform one coed skill, the third skill score will be a zero. *This rubric outlines point ranges by low, average, and high for skills performed by a majority of stunt groups (See the Ratio Rubric). Skills performed with fewer participants than what is standard will be increased by up to 2 points (up to the 10 point max). *It is assumed that all skills listed on this rubric will be performed in the legal manner permitted by the NFHS rule book. *Body Positions ("BP") include: stretch, arabesque, scale, scorpion, needle, bow and arrow. Libs and targets not considered body positions. See Pyramid section below regarding hitches. *Skills not listed are up to judges discretion.*

STUNTS - DIFFICULTY

	LOW 0-4		AVG 5-7		HIGH 8-10			Notes and Definitions
	(1-2)	*(3-4)*	*(5-6)*	*(7-7.5)*	*(8)*	*(9)*	*(10)*	
Inversions	Ground level to ground level	Prep to ground level	FHS/BHS to Load	Ground level front flip to load	Ground level 1/2 front flip to prep	Hand in hand from prep level to extended	1/2 W/O, R/O, FHS, BHS to extended	*All skills that invert are scored in this section AND all skills listed here are inversions. *Inverted is defined as "shoulders are below the waist."
		Thigh stand level handstand to load	Prep level handstand to load	Baja flip	Prep level handstand to prep level	Non-released W/O, R/O, FHS, BHS to extended	Released W/O, R/O, FHS, BHS to extended	
		Prep level or below release to load	Suspended front flip	Suspended 1/2 front flip	W/O, R/O, FHS, BHS to prep	Prep level or below handstand to extended	Prep level or below release to extended immediate BP	
				Extended transition to flatback, W/O out	Released W/O, R/O, FHS, BHS to prep	Waterfall from extended BP		
				Extended transition to prone, W/O out	Cartwheel out from extended			
				Prep level or below release to prep	Pancake			

	LOW 0-4		AVG 5-7		HIGH 8-10			Notes and Definitions
	(1-2)	*(3-4)*	*(5-6)*	*(7-7.5)*	*(8)*	*(9)*	*(10)*	
Releases	Knee or thigh level switch ups	Gut level switch ups	Switch up to prep lib	Quick toss to prep	Quick toss to extended	Low to high tick tock to immediate BP	1/2 up switch up to extended immediate BP	*All skills that release (but do not invert) are scored in this section. *Release is defined as "becoming free of contact from all personnel on the performing surface."
	Knee or thigh level tick tocks	Gut level tick tocks	Log roll	Non-spinning single skill basket	1/2 around prep to extended two feet	1/2 up ball up to extended immediate BP	1/2 around prep to extended immediate BP	
		Prep level cradle/horizontal release to load	Straight ride basket	Prep level lib to lib tick tock	Switch up to extended immediate BP	1/2 around prep level to extended lib	Full up switch up to extended	
			Helicopter	Ball up or switch up to prep immediate BP	Low to high tick tock	Full twisting tick tock from prep lib to prep immediate BP	High to high tick tock	
				Prep level lib to immediate BP tick tock	1/2 up switch up to extended lib	Kick full basket	High to high tick tock BP to immediate BP	
			Switch up to extended lib	360 basket	Prep level cradle/horizontal release to extended	Hitch/kick, kick/kick full baskets		
				Prep level cradle/horizontal release to prep	Released full around prep to prep	Released full around prep to extended immediate BP	Full around low to high tick tock to extended immediate BP	

	LOW 0-4		AVG 5-7		HIGH 8-10			Notes and Definitions
	(1-2)	*(3-4)*	*(5-6)*	*(7-7.5)*	*(8)*	*(9)*	*(10)*	
Non-Release Twisting		1/4 turn up to prep	360 to load	1/2 up to extended two feet	1 1/2 to prep	1 1/4 low to high full around	1 1/2 low to high full around to immediate BP	*All skills that twist (but do not release or invert) are scored in this section. *Twist/spin is defined as a "rotation perpendicular or parallel to the performing surface."
		1/2 up to prep	360 rewind from prep to load	360 to prep	High to low full around to prep	1 1/2 to extended two feet	1 1/2 to extended immediate BP	
				360 rewind from extended to load	Prep to prep full around	Low to high full around	High to high full around	
				360 to extended two feet	360 extended to prone	360 up to extended immediate BP		
					360 to extended lib			

	LOW 0-4		AVG 5-7		HIGH 8-10			Notes and Definitions
	(1-2)	*(3-4)*	*(5-6)*	*(7-7.5)*	*(8)*	*(9)*	*(10)*	
Cradle Dismounts		Straight ride cradle	Full down cradle from prep	Full down cradle from extended two feet	Full down cradle from extended lib	Full down cradle from extended BP	1 1/4 cradle from extended BP	*Only cradles are listed here. *Cradles are defined as releasing to a "catch completed below shoulder height by base(s) with the top in a face-up open-pike position."
		1/4 cradle	Cradle from extended single leg	Kick full cradle from prep			Kick full cradle from extended BP	
			1/4 Cradle from extended single leg					

	LOW 0-4		AVG 5-7		HIGH 8-10			Notes and Definitions
	(1-2)	(3-4)	(5-6)	(7-7.5)	(8)	(9)	(10)	
Other Skills	Show and go	Prep	Prep level single leg	Extended lib	Extended immediate BP			*All skills that do not twist, release, cradle or invert are scored in this section.
	Thigh stand	Extended straddle sit	Extension	Shoulder stand				
	Prep level flatback	Extended flatback	Cupie					
	Bump down		Leapfrog					
	Shoulder sit		Prep to prone transition					

	LOW 0-4		AVG 5-7		HIGH 8-10			Notes and Definitions
	(1-2)	(3-4)	(5-6)	(7-7.5)	(8)	(9)	(10)	
Coed Skills	Toss toe touch	Toss shoulder sit	Toss chair	Toss shoulder stand	Walk up 180 to hands press extension	Walk up 180 to extension	Toss 360 to hands and above	*ONLY USED FOR TEAMS IN THE COED DIVISION. *Coed Skill is defined as being initiated from the ground with two acceptable types of entry: as a single base grabbing a top person and tossing them from the ground ("toss") or a top walking toward a base, stepping into the hands, pushing off the base's shoulders, and executing a half spin to end facing front ("walk up"). *May be assisted by 1 additional person. One Man Assisted Stunt: A single based stunt in which the spotter is hands ON from entry up to and including the intended stunt. If more than one person assists the stunt, then it will be viewed as a multi-base stunt and judged accordingly.
		Toss show and go		Pinwheel	Toss hands press extension	Toss hands press extended lib	Hand-in-hand pop to hands or above	
				Walk up 180 to hands	Peg leg 3/4 to hands	Toss extension	FHS/BHS up	
				Toss hands		Peg leg 3/4 hands press Extension	Toss extended lib	
							One-arm extended stunts	
							Peg leg 3/4 to extended stunts	

PYRAMIDS DIFFICULTY			Notes and Definitions
Stunt difficulty scores are the baseline for pyramid scores. <u>See Stunt difficulty for base score</u>: increase 1 point if stunt skill is performed unbraced, but connects at the top; keep score the same if a stunt skill is performed with one bracer; decrease 1 point if stunt skill is performed with two bracers. See chart below for "Pyramid Only" skills which are only legal when performed braced.			
LOW 0-4	AVG 5-7	HIGH 8-10	*Pyramid Definition "Connected stunts" - skills can be performed with a bracer throughout, flow out of a connection, or connect immediately at the top. *PYRAMID ONLY: HITCH libs not counted as a "body position." *As with stunt skills, points within a range for pyramid skills will increase based on progression of beginning and ending stunt levels, landing position (2 feet, lib, immediate BP) as well as the number of bracers. *The number of bracers in parenthesis includes those bracing by hand and/or foot (note: bracing by foot is not legal for all skills).
Braced release to prone	Braced release to new bases, landing prep level or below (1 bracer)	Braced release to new bases, landing extended (1 bracer)	
Braced splits	Braced release to cradle (1 foot bracer)	Braced release full twist to cradle (1 or 2 bracers, hands or 1 foot/1 hand)	
		Braced release, inverting full twist to cradle (1 bracer)	
Braced flip ending on ground	Braced flip, landing below prep level (1 or 2 bracers)	Braced flip, landing prep level or higher (2 bracers)	
	Braced twisting flip, landing below prep level (1 or 2 bracers)	Braced twisting flip, landing prep level or higher (1 or 2 bracers)	
		Braced flip, landing prep level or higher (1 bracer)	
	Braced side flip/sumi, landing below prep level (1 or 2 bracers)	Braced side flip/sumi, landing prep level or higher (1 or 2 bracers)	

STUNTS AND PYRAMIDS EXECUTION			Notes and Definitions
LOW 0-4	AVG 5-7	HIGH 8-10	*Perfection/technique weighted at 40% each, spacing/sync at 10% each. *Front spots are not proper technique (execution can be affected up to two points). *Using alternative techniques will negatively affect the execution score and include but are not limited to: double bouncing, hitting a stunt at the top with base walking away, walking 360s, Ruby Slippers, etc. *All stunts and pyramids considered for execution score respectively.
Falls, unsafe	No falls, major bobbles	No falls, minor bobbles at bottom of range, no bobbles at top of range	
Proper technique lacking for nearly all participants	Technique is mediocre and/or inconsistent	Technique is nearly perfect for nearly all participants	
Both sync and spacing are quite off	Both sync and spacing slightly off, or only one quite off	Both sync and spacing nearly perfect	

STUNTS AND PYRAMIDS CREATIVITY			Notes and Definitions
LOW 0-0.5	AVG 0.5-1.5	HIGH 1.5-2.5	
Minimal variety in transitions, entrances, and exits	Average variety in transitions, entrances, and exits	Excellent variety in transitions, entrances, and exits	
Most stunt and pyramid skills are the same	Some stunt and pyramid skills repeat	No repeating skills used combined between stunts AND pyramids (6 unique skills)	
Minimal use of different skill types	Some variety in skill types (inversions, releases, etc.)	Many different skill types represented (i.e. inversions, releases, NR twisting, etc.)	
FOR PYRAMIDS ONLY - limited structures, focused around one main flyer	FOR PYRAMIDS ONLY - average structures, and average use of flyer variety	FOR PYRAMIDS ONLY: several structures, multiple flyers, includes "pyramid only" skills	

TRADITIONAL MUSIC RUBRIC

See Ratio Rubric for minimum number of tumblers, jumpers, and dancers to qualify for entry into a difficulty range.

TUMBLING DIFFICULTY

LOW 0-1	AVG 2-3	HIGH 4-5	Notes and Definitions
Rolls, cartwheels	Roundoffs, walkovers	HIGH 4 = Handspring and Handspring Variations	*This chart outlines point ranges by low, average and high for tumbling skills performed by 40%. *Tumbling will be defined as any inverting skill that is completed on the performing surface. Inversions into and out of stunts will not be counted as tumbling. Teams that tumble in the Non-Tumbling category will be automatically placed into the tumbling category regardless of registration. *High range jump-to-tumble counts only in jumps.
	Connected average tumbling	HIGH 5 = Tuck and Tuck Variations (including but not limited to: Punch Front, Tuck, Layouts & Fulls) (RD)	

TUMBLING EXECUTION

LOW 0-1	AVG 2-3	HIGH 4-5	Notes and Definitions
Technique lacking for nearly all participants	Moderate technique	Technique nearly perfect for nearly all participants	*Technique includes form, body control, and landings and will be defined as each individual performing the skill with commonly accepted standards of appropriate form and method for that skill (examples include: feet together, finish rotations before landing, spinning where head remains neutral vs head out, ankles together, etc.). *All tumbling performed in the music section considered for execution score.
Skills performed demonstrate major errors and/or omissions	Skills performed demonstrate flaws and/or errors	Skills performed have minimal errors	
Lacks synchronization	Average synchronization	Excellent synchronization	
Slow pace/speed with excessive counts	Moderate pace/speed	Quick pace/speed to appropriate counts	

JUMPS DIFFICULTY

LOW 0-1	AVG 2-3	HIGH 4-5	Notes and Definitions
One single jump	Two non-connected single jumps	One combination + one single jump	*Jumps score will reflect a difficulty and execution score that has been averaged to arrive at the final score. *This chart outlines point ranges by low, average and high for jumps skills performed by 40%. *Jumps include but are not limited to: Pike, Toe Touch, Hurdler Variations. *Combination defined as two or more jumps combined with no prep inbetween. *Hip rotation is defined as front to side, or side to front.
	One combination (RD)	One combination that includes hip rotation + one single jump (RD)	
		TUMBLING TEAMS ONLY: One jump connected to high difficulty tumbling skill, One jump combo connected to high difficulty tumbling skill (RD)	

JUMPS EXECUTION

LOW 0-1	AVG 2-3	HIGH 4-5	Notes and Definitions
Technique lacking for nearly all participants	Moderate technique	Technique nearly perfect for nearly all participants	*Jumps score will reflect a difficulty score and an execution score that has been averaged to arrive at the final score. *Technique includes landings, straight legs, pointed toes, and arm placement and will be defined as each individual performing skills with commonly accepted standards of appropriate form and method. *All jumps performed in the music section considered for execution score.
Lacks synchronization	Average synchronization	Excellent synchronization	
Low or inconsistent jump height	Moderate jump height	Consistent and high jump height	
Inconsistent style throughout	Moderately consistent style throughout	Consistent style throughout	

DANCE DIFFICULTY

LOW 0-1	AVG 2-3	HIGH 4-5	Notes and Definitions
Teams demonstrate a FEW of the following skills:	**Teams demonstrate MOST of the following skills :**	**Teams demonstrate MANY of the following skills:**	*Score will reflect a difficulty score and an execution score that has been averaged to arrive at the final score. *This chart outlines point ranges by low, medium, and high for Dance skills performed. *Formation changes do not need to utilize the whole team. *Jumps, leaps, and side-rolls on the performing surface are not considered to be tumbling. *Dance Ratio: 40% (See Ratio Rubric).
Entertainment - Low energy throughout with no entertainment value	Entertainment - Average energy throughout with little driving entertainment value	Entertainment - Strong energy throughout with a driving entertainment value	
Visual Elements incorporate a low level of progressive dimension, pace, and speed	Visual Elements incorporate an Average level of progressive dimension, pace, and speed	Visual Elements incorporate a High level of creative dimension, pace, and speed	
Footwork shows a low level of clarity and intricacy	Footwork shows an average level of clarity and intricacy	Footwork shows a High level of clarity and intricacy	
No level changes are present	Level changes are somewhat distinct, clear and visual	Level changes are distinct, clear and visual	
Basic formation changes	Average formation changes	Creative and intricate formation changes	
Demonstrates a low level of "TEAM" showmanship throughout	Demonstrates an average level of "TEAM" showmanship throughout	Demonstrates a high level of "TEAM" showmanship throughout	

DANCE EXECUTION

LOW 0-1	AVG 2-3	HIGH 4-5	Notes and Definitions
Lacks synchronization	Average synchronization	Precise synchronization	*Score will reflect a difficulty score and an execution score that has been averaged to arrive at the final score.
Reduced sharpness	Average sharpness	Exceptionally sharp and clean	
Poor placement (i.e. bent wrists and/or elbows)	Minor placement issues (i.e. wrists/elbows)	Excellent placement and motion technique	
Spacing errors	Moderate spacing	Effective spacing with minimal errors	
Choreography performed demonstrates major errors and/or omissions	Choreography performed demonstrates flaws and/or errors	Choreography performed has minimal errors	

Routine Composition & Showmanship

LOW 0-1	AVG 2-3	HIGH 4	Notes and Definitions
Did Not demonstrate clean and /or solid foundation	Demonstrates some clean foundational elements	Demonstrates clean, solid foundational elements	*"Nugget" will be defined as an individual that is inactive and hidden in a portion of the routine.
Presentation lacked excitement throughout	Presentation had Mediocre excitement throughout	Presentation creates excitement throughout	
Lacks creative choreography	Average creative choreography	Exceptional creative choreography	
Poor flow through transitions	Average flow through transitions	Demonstrates seamless flow through transitions	
Involving some participants inconsistently throughout (i.e. minimum skill ratios, many "nuggets", skills OR choreo, etc.)	Involving most participants inconsistently throughout (i.e. minimum skill ratios, some "nuggets", skills and choreo sometimes, etc.)	Involving most participants consistently throughout (i.e. maxing skill ratios, minimizing "nuggets", skills and choreo simultaneously, etc.)	

WSCJA Interpretations 2023-24
Traditional Music Scoring
Stunts/Pyramids, Dance, Routine Composition and Showmanship

This interpretation document will include language from the score sheet and rubric. Judges are to always look directly to the rubric for descriptions of elements in score ranges. The section and subsection titles, point values, and elements in quotes are copied from the score sheet. The elements judges should be looking for have been brought in from the rubric.

Traditional Stunts/Pyramids Rubric Headers - The following statement is at the top of the rubric (all other headers explained in related sections): "The following statements apply to Stunt and Pyramid difficulty respectively:" will be taken to mean that all headers apply to both the Stunt difficulty score and the Pyramid difficulty score. See the "notes and definitions" in each section for additional comments that relate to specific sections. ***Difficulty, execution*** and ***creativity*** are the three main areas of assessment for this score sheet.

This interpretation will fully explore All-Girl Stunt rules and skills prior to discussing the Coed requirements and rules. Following the Coed section, Pyramids will be discussed. It is important to identify that Stunts training is for free-standing, unbraced stunt groups where tops are not connected.

Stunts (22.5)
- **(Stunts) Difficulty (10)** will be interpreted according to the following three scoring rules:
    - "Level of Skill" Each skill has a difficulty level as represented by a score (0.5-10) for that skill. Row Section Headers including "low 0-4", "average 5-7", and "high 8-10" provide the scale by which judges assign a point value to a skill. **It is assumed that skills are generally listed in order of increasing difficulty, with some skills being of similar or the same level of difficulty**. This is to clarify that no skill should receive a lower difficulty score than the ones above it on the rubric.
    - "The 3 highest scoring skills performed will be averaged" - will be interpreted to mean:
        - Stunt "skills" (as opposed to pyramid skills) will mean skills fully executed without assistance from or connection to another top person. **Any skills that flow out of a connection, are performed fully connected, or connect immediately at the top will be scored as pyramid skills.** It is assumed these three skills are unique meaning a team does not perform the same skill multiple times for their stunt score.
        - Skills "performed" will mean each group meeting ratio hits a skill and can hold it long enough to NOT be considered a show 'n go. **Skills where groups cannot hold as long as others would impact execution scoring, not difficulty.**
        - "3 highest scoring skills" will mean if more than 3 stunt skills are performed, the difficulty score will only be based upon the 3 skills (meeting ratio) with the highest possible point values. Additional lower scoring skills that meet ratio or higher scoring skills that do not meet ratio will not affect the score.
        - "Average" will mean the point values of the top 3 skills are added together and divided by 3 (done automatically on the digital score sheet).
    - "Meets Ratio: Majority (See Ratio Rubric)" and "skills performed by a majority of stunt groups (see the Ratio Rubric)" - will be interpreted to mean the only skills averaged for the difficulty score are those performed by at least the number of stunt groups required by the Ratio Rubric. Judges do not calculate, instead refer to the table. When variations occur (such as the full team performs a skill or stunt groups do not perform the same skill) the lowest number of groups required and the lowest level skill performed will be considered for evaluating the score for that skill.
- (Stunts) Execution (10) will be defined as "Perfection of Skill, Proper Technique, Synchronization & Spacing." Training on proper technique will not be provided as this knowledge is a prerequisite to judging with the WSCJA. Regarding the scoring of stunt execution:

- ○ "All stunts and pyramids considered for execution score respectively." This will be taken to mean that the stunt execution score will be based upon not only the 3 highest scoring skills, but any additional stunts performed throughout the music section. If, for instance, no stunt skills met ratio, there would still be an execution score where all stunt skills were evaluated.
  - ○ Perfection and technique will be weighted at 40% each with spacing and sync at 10% each. This is done mentally by each judge and is a rough estimation.
  - ○ Below find notes and definitions to be used for execution elements by judges:
    - ■ "Perfection of Skill" will be defined as the level at which an intended skill is performed with success including limiting any errors.
    - ■ "Proper Technique" will be defined as each individual performing their role with commonly accepted standards of appropriate form and method for that skill.
      - ● "Front spots are not proper technique (execution can be affected up to two points)" will be taken to mean that a scale shall be used where minimal use of front spots in stunts should have a minimal affect on the technique score, while extensive use of front spots in all stunts would impact the technique score by 2 points.
      - ● "Using alternative techniques will negatively affect the execution score and include but are not limited to: double bouncing, hitting a stunt at the top with base walking away, walking 360s, Ruby Slippers, etc." This will be taken to mean that these techniques will not impact difficulty but rather execution.
    - ■ "Sync" will be defined as skills being performed in unison, and/or staggered skills being performed according to clearly designated and equally timed counts.
    - ■ "Spacing" will be defined as an aesthetically pleasing and intentional use of the performance area including floor symmetry in relation to lines and spaces, reasonably in accordance with the team's size.

- ● (Stunts) Creativity (2.5) will be defined as " Transitions, Entrances/Exits, Uniqueness, Variety of Skill Type." According to the rubric, the judges are looking for how the following elements are used:
  - ○ Level of variety in transitions, entrances and exits
  - ○ Level of uniqueness between stunt skills and pyramid skills (i.e. was any part of the stunt sequence used again in the pyramid sequence?)
  - ○ Level of variety in types of skills used (e.g. one inversion, one release, one NR twisting)

Stunt Skills in the Body of the Rubric - The next large part of these interpretations is devoted to organizing and defining skills found on the Stunts rubric. Side column titles including "inversions", "release", "non-released twisting", and so on are informational and do not impact skill scoring. They do however define for judges the different scoring types and where to locate skills. It is more important than ever to track the types of skills used as "variety in types" now affects the creativity scores of both Stunts and Pyramids. **Judges should pay close attention to the definition of each type of stunt as to give the correct skill score AND to give creativity credit according to the new criteria.**

The following assumptions are made concerning all skills listed and their difficulty progressions:
- ● "Body Positions ("BP") include: stretch, arabesque, scale, scorpion, needle, bow and arrow. Libs and targets not considered body positions. See Pyramid section below regarding hitches." This will be taken to mean that "immediate BP" used throughout the rubric refers to specific skills, not just single leg stunts. **These skills must be pulled immediately at the top of the skill, not have the skill hit, then pull the BP, to receive the difficulty score when "immediate BP" is listed.** NOTE: hitting different body positions in the air does not increase a score.

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- "Skills performed with fewer participants than what is standard will be increased by up to 2 points (up to the 10 point max)." This statement will be taken to mean that any skill that is performed LEGALLY, but with fewer participants physically involved that is traditionally seen, the score for that skill is to be increased by up to two points. For instance, a standard extension, performed single-base, by all stunt groups, should increase the extension score by 2 points. **A skill score should never exceed 10 points.** *This concept replaces the double base column.*
- "It is assumed that all skills listed on this rubric will be performed in the legal manner permitted by the NFHS rule book." Will be taken to clarify the previous header that skills performed with fewer participants must still meet NFHS rules. This does not affect panel judging. No rule on the rubric is meant to justify illegal stunts.
- "Skills not listed are up to judges discretion." This statement will be taken to mean that if a skill is not listed, judges have the right to use their best judgment, and that there will not be a required score for unlisted skills. This will not change during the season. Follow the skill progression according to comparable skills and score according to scale. Consider writing these scores next to skills on your printed out rubric.
- It is assumed that the landing position of every skill is on an increasing difficulty progression and that skills listed on the rubric including their landing position would increase or decrease based on a different landing position. The progression includes but is not limited to: prep, prep level lib, prep level immediate body position, extended two feet, extended lib, extended immediate body position.

INVERSIONS - "All skills that invert are scored in this section AND all skills listed here are inversions. Inverted is defined as "shoulders are below the waist." Even if a skill ALSO releases or twists, **if it inverts, it will be scored here**. Stunt skill inversions can be broken into the following common types (reminder, these skills are not braced or connected to other flyers at any point in the skill):
- Flips - hip over head rotating skills that begin and end non-inverted, sometimes traveling to new bases. Elements that increase difficulty include: beginning level, ending level, twisting rotation. *Suspended Front Flips will be defined as flips where the top person grips the hands of bases to execute the skill. Baja Flips will be defined as flips where the top person grips the hands of the back spot to execute the skill.*
- Handstands - inverted skills that begin inverted and end upright. Elements that increase difficulty include: beginning level, ending level, releasing, ending in a body position.
- Tumbling loads - skills that begin with an inverted tumbler and end upright. Elements that increase difficulty include: entry skill, ending level, twisting rotation, releasing. Note: completing a tumble on the mat then jumping into a load is not considered a tumbling load/entry.*"Released" loads from tumbling: The top person inverts on the ground and the full group RELEASES and tosses to catch the top (instead of a base or backspot in contact assisting).*
- Inverting exits - tops invert without being released and are caught non-inverted before being released to the floor. The following elements increase difficulty: beginning stunt including body position, transition stunt, twisting rotation, tumbling skill.

RELEASE - "All skills that release (but do not invert) are scored in this section. Release is defined as "becoming free of contact from all personnel on the performing surface." Even if a skill ALSO twists, **if it releases but does not invert, it will be scored here**. Stunt skill releases can be broken into the following common types (reminder, these skills are not braced or connected to other flyers at any point in the skill):
- Switch Ups/Ball Ups - single foot load, release to opposite foot lib/post (for switch ups) or both feet (for ball ups). Elements that increase difficulty include: ending level, twisting rotation, body position.
- Tick Tocks - lib at any level switches to the other lib leg at any level. Elements that increase difficulty include: beginning level, ending level, body position, twisting rotation.

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- <u>Horizontal Release to Upright</u> - prone/cradle/flatback stunt releases to upright stunt at any level. Elements that increase difficulty include: ending level.
- <u>Baskets</u> - tosses that release, perhaps execute a skill and end in a cradle. Elements that increase difficulty include: twisting up to 1 ¼ , number and difficulty of skills.
- <u>Quick Tosses</u> - both feet of top are on the floor, bases and back spot toss from legs/hips/waist to a stunt at any level. Elements that increase difficulty include: ending level, ending body position, twisting rotation.
- <u>½ or Full Around Releases</u> - a stunt at prep level or below is released with a twisting rotation to a stunt at any level. Elements that increase difficulty include: beginning level, ending level, twisting rotation, body position.
- <u>Misc Release Skills</u> - These are specific release skills that do not fall into the above categories. Judges use the NFHS definitions for the description of these skills.

NON-RELEASED TWISTING - "All skills that twist (but do not release or invert) are scored in this section. Twist/spin is defined as "rotation perpendicular or parallel to the performing surface." If a skill twists **and does not release or invert, it will be scored here**. Twisting stunt skill can be broken into the following common types (reminder, these skills are not braced or connected to other flyers at any point in the skill):
- <u>Twisting Up (including transitions)</u> - these skills begin in a load and execute a non-release twisting rotation, ending in a stunt. Elements that increase difficulty include: ending level, degree of twisting rotation, ending body position.
- <u>Non-Release Full Arounds</u> - these skills begin in a stunt and execute a non-release twisting rotation ending in a stunt. Elements that increase difficulty include: beginning level, ending level, degree of twisting rotation, body position.
- <u>Non-Release Down</u> - tops are transitioned down from a stunt without releasing. The following elements increase difficulty: twisting rotation, beginning level, ending level.

CRADLE DISMOUNTS - bases pop/release the top person from a stunt and catch them in a face-up open-pike position below shoulder level. The following elements increase difficulty: type of stunt released from (i.e. prep, BP, etc), degree of twisting rotation, skills performed after release.

OTHER SKILLS - "All skills that do not twist, release, cradle or invert are scored in this section." If a skill includes inverting, releasing or twisting elements, those columns should be used for scoring, *not this one*. With the exception of the Shoulder Sit and Shoulder Stand, all skills in this section are generally performed "multibase" over 3 physically involved bases/spots.

<u>FOR COED TEAMS ONLY (defined as teams registered in the coed division as having 3 or more males):</u>

Headers:
- "For Coed teams (3 or more males) one of the three skills performed must meet the definition of "coed skill" (see Coed section below) and meet the ratio of boys registered (see Ratio Rubric)." This statement will be taken to mean that for Coed teams, one of the 3 skill scores used for the Stunt and Pyramid difficulty score averages must meet the definition of "coed skill" found in the notes of the coed section below AND that skill must be performed by the number required to meet ratio found on the ratio chart according to the number of males reported to the Competition Director upon registration for the event.
- "Gender of base and top do not matter" will be taken to mean that judges do not determine the gender of any participants, therefore the actual gender of the base and top for each skill is not considered.

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- "If a Coed team does not perform one coed skill, the third skill score will be a zero." This statement will be taken to mean that even if a coed team performs several group skills that meet the group ratio, they will get a zero as their third skill score if none of the skills meet the definition of "coed skill" found below and meet the coed ratio found on the chart.

Notes and Definitions in the "Coed Skills" section:
- "Coed Skill is defined as being initiated from the ground with two acceptable types of entry:
  - as a single base grabbing a top person and tossing them from the ground ("toss")
  - or a top walking toward a base, stepping into the hands, pushing off the base's shoulders, and executing a half spin to end facing front ("walk up").
- "May be assisted by one additional person.
  - One Man Assisted Stunt: A single based stunt in which the spotter is hands ON from entry up to and including the intended stunt.
  - If more than one person assists the stunt, then it will be viewed as a multi-base stunt and judged accordingly."

General items to note regarding stunt versus pyramid scoring:
1. No single instance of any skill will count toward both stunt skill scores and pyramid skill scores. If a team performs the same skill (i.e. an extension) as a stunt skill, then again braced as a pyramid skill, it will be counted both times but scored according to separate rubrics.
2. Any skill that is performed completely unbraced shall be scored in the Stunt section (regardless of the team seeming to move into a pyramid formation/grouping). Any skill that is performed connected to another top person, by hand or foot will be scored in the Pyramid section. This shall include skills that are initiated while connected and disconnect shortly after initiation AND skills that are performed disconnected but connect "at the top."
3. In the case of a team performing a skill in such a way that it is unclear if it is a pyramid skill or not, a judge will group it with the difficulty score that best benefits the team.

Pyramids (23)
- **(Pyramids) Difficulty (10) will be defined as applying the following three scoring rules:**
  - "Level of Skill" Each skill has a difficulty level as represented by a score (0.5-10) for that skill. There are two ways to determine the score of a pyramid skill:
    - Stunt Skills that are Braced - "Stunt difficulty scores are the baseline for pyramid scores. See Stunt difficulty for base score." This will be taken to mean that when a judge sees a pyramid skill that is a Stunt skill which is performed braced, they are to find the score of that Stunt skill as the baseline for the Pyramid skill score. Once they have determined the base score they will do one of the following:
      - "Increase 1 point if stunt skill is performed unbraced, but connects at the top." This will be taken to mean that if the Stunt skill is performed primarily unbraced, but either connects at the top or flows out of a connection after initiated, judges will increase the base score by 1 point to find the Pyramid score.
      - "Keep score the same if a stunt skill is performed with one bracer." This will be taken to mean that if the Stunt skill is performed with one other top person in contact with any

type and degree of connection/assistance throughout, the base score will remain the same for the Pyramid score.
- ● "Decrease 1 point if stunt skill is performed with two bracers." This will be taken to mean that if the Stunt skill is performed with two other top people in contact with any type and degree of connection/assistance throughout, judges will decrease the base score by 2 points to find the Pyramid score.
- ■ Pyramid ONLY Skills - "See chart below for Pyramid Only skills which are only legal when performed braced." This will be taken to mean that if a skill is specific to pyramids and is not merely a Stunt skill performed braced, judges should use the scale listed on the rubric to judge these Pyramid Only skills. Many of the skills listed are skill types where many skills can fall within the name of the skill listed.
- ■ Definitions and Notes:
  - ● "Hitch libs are not considered a body position."
  - ● "As with stunt skills, points within a range for pyramid skills will increase based on progression of beginning and ending stunt levels, landing position (2 feet, lib immediate BP) as well as the number of bracers." This will be taken to mean that for unlisted skills, judges will find the most similar skills, determine the progression for that type of skill based on the above difficulty markers, and place the unlisted skill in the most reasonable point value along that progression. It is highly recommended to write these skills and scores on your rubric for personal consistency.
  - ● "The number of bracers in parenthesis includes those bracing by hand and/or foot (note: bracing by foot is not legal for all skills)." This will be taken to mean that the term "bracer" and scoring rules applied to the "number of bracers" will always refer to the number of other top people connected to the key pyramid flyer, regardless of type of connection (hand/foot/arm/etc), level of connection (merely touching, clearly assisting, etc), and points of connection from one bracer (one hand/arm, one foot/leg, both hands/arms, one hand AND one foot).
- ○ "The 3 highest scoring skills performed will be averaged" - will be interpreted to mean:
  - ■ Pyramid "skills" (as opposed to stunt skills) will mean **any skills that flow out of a connection, are performed fully connected, or connect immediately at the top.** It is assumed these three skills are unique meaning a team does not perform the same skill multiple times for their pyramid score.
  - ■ Skills "performed" will mean each group meeting ratio hits a skill and can hold it long enough to NOT be considered a show 'n go. **For pyramids, this applies to the groups required to meet ratio, whether the key pyramid flyer, or those functioning as bracers. Judges must use their best judgment to discern choreographed show 'n gos, and when a skill could not hit.**
  - ■ "3 highest scoring skills" will mean if more than 3 stunt skills are performed, the difficulty score will only be based upon the 3 skills (meeting ratio) with the highest possible point values. Additional lower scoring skills that meet ratio or higher scoring skills that do not meet ratio will not affect the score.
  - ■ "Average" will mean the point values of the top 3 skills are added together and divided by 3 (done automatically on the digital score sheet).
- ○ "Meets Ratio: Majority (See Ratio Rubric)" and "skills performed by a majority of stunt groups (see the Ratio Rubric)" - will be interpreted to mean the only skills averaged for the difficulty score are those involving (as a key pyramid flyer(s) or bracer(s)) at least the number of stunt groups required by the Ratio Rubric. Judges do not calculate, instead refer to the table.

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- **(Pyramids) Execution (10) will be defined as "Perfection of Skill, Proper Technique, Synchronization & Spacing." Identical to Stunts training.**

- (Pyramids) Creativity (2.5) will be defined as " Transitions, Entrances/Exits, Uniqueness, Variety of Skill Type." "Structures, Variety of Flyers, Pyramid-Only Skills." According to the rubric, the judges are looking for how the following elements are used:
    - Level of variety in transitions, entrances and exits
    - Level of uniqueness between stunt skills and pyramid skills (i.e. was any part of the stunt sequence used again in the pyramid sequence?)
    - Level of variety in types of skills used (e.g. one inversion, one release, one NR twisting)
    - Number of structures used
    - Level of variety of flyers
    - Use of "Pyramid-Only" skills

Pyramid Skills in the Body of the Rubric - Since Pyramid-Only skills mainly now list a type of skill, when judges read a skill type name, they must envision the various possible pyramid skills that meet that type of skill. It is also essential that judges can identify the difference between braced inversions, braced rolls, and braced flips.
- Braced inversions - These are Stunt skills that either begin inverted and transition to upright, or begin upright and transition to inverted WITHOUT a continuous hip over head rotation (so usually a half rotation). These skills can be performed without a bracer, so when they are included in a pyramid, judges should find the Stunt skill score, and adjust it accordingly to find the Pyramid score.
- Braced rolls - These APPEAR TO BE BRACED FLIPS but with a major distinction - THE TOP MAINTAINS CONTACT WITH A PERSON ON THE FLOOR. This increases the stability of the skill and decreases difficulty. The flyer performs continuous head over hip rotation and usually performs either a complete rotation (from upright to upright) or a near complete rotation (e.g. from upright through to cradle, or flatback through to upright). Most of these skills can be performed braced or unbraced because of their connection to a person on the floor. In error, no scale for braced flips was added to the rubric. In the meantime, use the braced flip progression and reduce by 1 point when connected to a person on the floor. Note: the term "bracer" only applies to other flyers in stunts, so the person on the floor they are connected to IS NOT A BRACER and should not be added to the number of bracers.
- Braced flips - These have continuous head over hip rotation and perform a complete or nearly complete rotation with the distinction that the top LOSES ALL CONTACT WITH ANYONE ON THE FLOOR.

Note that Coed Teams must include one Coed skill in their pyramid and that skill must meet that team's Coed ratio, while the other pyramid skills must meet the group ratio requirements.

"MUSIC" JUDGES NO LONGER EVALUATE JUMPS AND TUMBLING DURING THE MUSIC SECTION OF THE ROUTINE. THAT RESPONSIBILITY HAS BEEN GIVEN TO "CHEER" JUDGES TO BALANCE THE DISTRIBUTION OF THE JUDGING BURDEN.

Dance (5) is defined as dancing portion(s) performed to music.
- Rubric Header "See Ratio Rubric for minimum number of … dancers to qualify for entry into a difficulty range." This will be interpreted to mean: the only dancing considered for the dance difficulty score is that which involves at least the number of participants required by the Ratio Rubric. If any dancing does not involve the minimum number of participants according to the Ratio Rubric, that section will not be considered in the difficulty score. Judges do not calculate, instead refer to the Ratio Rubric.

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- <u>Notes and Definitions</u>: "Score will reflect a difficulty score and an execution score that has been averaged to arrive at the final score." This will be taken to mean: These two scores (each out of 5 points possible) will be added together and divided by 2. The formula is automated in the digital score sheet.
- <u>Dance Difficulty</u> - will be defined as "Choreography, Visual Appeal & Use of Levels." The difficulty score will be assessed based on the criteria found in the cells of the rubric:
  - Level of energy with entertainment value
  - Level of creative dimension, pace and speed
  - Level of clarity and intricacy of footwork
  - Level of distinction, clarity and visual appeal of level changes
  - Level of creativity and intricacy of formation changes (formation changes need not be whole team)
  - Level of team showmanship throughout
  - ***Note bold statements at the top of each range stating what is needed to hit a range.***
- <u>Dance Execution</u> - will be defined as "Synchronization, Spacing, Motion Placement/Sharpness & Timing." A WSCJA prerequisite is to have a knowledge base of technique standards for all areas of judging. The execution score will be assessed based on the criteria found in the cells of the rubric:
  - Level of synchronization and spacing
  - Level of clear motion definition and sharpness
  - Level of placement
  - Level of timing
  - Level of mistakes, omissions and errors

Routine Composition & Showmanship (5) will be defined as: "Solid Foundation, Excitement, Creativity of Choreography, Transitions, Participation" for the Music section. According to the rubric, the judges are looking for the level of presentation of the following elements:
- Level of foundation of routine elements being clean and solid
- Level of excitement throughout
- Level of creative use of choreography
- Level of seamlessness and fluidity of transitions into and out of Music
- Level of consistency of participation of team members (NOTE: this includes but is not limited to - minimizing the hiding of unused "nuggets", performing skills and choreography simultaneously)