

# 2015-16 Difficulty Scoring Rubric/Scale (High School Intermediate and Advanced Show Cheer)

**Note:** The skills below are listed as examples only and are not meant to be all-inclusive. The AIA does not mean to suggest by listing the examples below that a routine must contain any specific skill in order to be awarded a set amount of "difficulty" points. We encourage choreography to be safe and creative, while achieving the highest levels of difficult according to your teams ability level and staying within any division limitations (i.e. Intermediate, Advanced). Skills will be assessed by "Difficulty" judges and difficulty points will be awarded based on the entirety of routine.

### Jumps:

0-1 point	<b>Basic</b> jumps performed by <i>few/some</i> team members
1-2 points	<b>Basic</b> jumps performed by <b>most</b> team members
2-3 points	<b>Advanced</b> level jumps performed by <i>few/some</i> team members
3-4 points	<b>Advanced</b> level jumps performed by <b>most</b> team members

### Tumbling:

0-1 point	<b>Basic</b> tumbling skills within division limitations performed by <i>few/some</i> team members
1-2 points	<b>Basic</b> tumbling skills within division limitations performed by <b>most</b> team members
2-3 points	<b>Maxed-out</b> tumbling skills within division limitations performed by <i>few/some</i> team members
3-4 points	<b>Maxed-out</b> tumbling skills within division limitations performed by <b>most</b> team members

### Tosses:

0-1 point	<b>Basic</b> tosses within division limitations performed by <i>few/some</i> team members
1-2 points	<b>Basic</b> tosses within division limitations performed by <b>most</b> team members
2-3 points	<b>Maxed-out</b> tosses within division limitations performed by <i>few/some</i> team members
3-4 points	<b>Maxed-out</b> and/or synchronized advanced tosses within division limitations performed by <b>most</b> team members

### Stunts:

0-1 point	Stunts in routine at the <b>basic</b> skill/difficulty level within division limitations performed by <i>few/some</i> team members
1-2 points	<b>Multiple</b> stunts in routine at the <b>basic</b> skill/difficulty level within division limitations performed by <b>most</b> team members
2-3 points	Stunts/stunt transitions in routine at the <b>maxed-out</b> skill/difficulty level within division limitations performed by <i>few/some</i> team members with variety of entrances into and dismounts from stunts
3-4 points	<b>Multiple</b> stunts/stunt transitions in routine at the <b>maxed-out</b> skill/difficulty level within division limitations performed by <b>most</b> team members and/or stunts with transitions, entrances into and/or dismounts from stunts.

### Pyramids:

0-1 point	1 <b>basic</b> pyramid within division limitations
1-2 points	2 <b>basic</b> pyramids or 1 <b>maxed-out</b> pyramid within division limitations
2-3 points	1 <b>basic</b> and 1 <b>maxed-out</b> pyramid within division limitations
3-4 points	2 or more <b>maxed-out</b> pyramids within division limitations

See below for definitions of italicized/bolded words:

**Basic:** A level of skill that is considered to be easily attained by most teams

- Ex: **Basic** jumps = straight, tucked, X-jumps, Herkies, single jumps, etc.
- Ex: **Basic** tumbling = rolls, cartwheels, round-offs, etc. (varies by division limitations)
- Ex: **Basic** tosses = straight rides, toe touches, etc. (varies by division limitations)
- Ex: **Basic** stunts = varies by division limitation and amount of bases needed
- Ex: **Basic** pyramids = varies by division limitations, but would include few (if any) transitions and little, or no, entrance and/or dismount variety

**Advanced:** A level of skill that is considered to be more difficult to attain by most teams

- Ex: **Advanced** jumps = pikes, front or side hurdler, around-the-world, etc.
- Jump combinations with variety connecting jumps with a tumbling skill, etc.
- Ex: **Advanced** tumbling = varies by division limitations, done in conjunction with other skills
- Ex: **Advanced** tosses = varies by division limitations, but could include twisting, combining several skills, synchronized tosses and/or variety of tosses throughout routine, etc.
- Ex: **Advanced** stunts = varies by division limitations, but could include minimal bases, extended stunts, multiple transitions, variety of entrances into and dismounts from stunts, tossing and/or twisting to highest allowed level, etc.
- Ex: **Advanced** pyramids = varies by division limitations, but should include multiple transitions, and/or a variety in entries, variety in dismounts, etc.

**Maxed-out:** Advanced skills that are considered to be the highest level allowed within the division limitations, a majority of participants performing difficult synchronized skills, difficult skill transitions

**Few/Some:** A number relative to the amount of members on the team (i.e. this number would be half or less of the team performing a skills of the number of members utilized in a skill/or group stunt)

**Most:** A number relative to the amount of members on the team (i.e. this number would be more than half of the team performing a skill, or the number of members involved in a group of skills)