

(Updated May 2021)		MCCA SCORING RUBRIC		
		STUNTS		
Point Range	Required Quantity	Skill Description		
1.0-1.4	Majority	any skill on 2 legs at prep level or below		
1.5-1.9	Most	any skill on 2 legs at prep level or below OR 1/2 twisting or prep level or below		
2.0-2.4	Majority	any skill on 1 leg at prep level OR 2 leg extension OR full twisting to prep level		
2.5-2.9	Most	any skill on 1 leg at prep level OR 2 leg extension OR 1/2 twisting to extended 2 leg OR full twisting to prep level		
3.0-3.4	Majority	single based prep level stunts OR full twisting to 1 leg at prep level OR inversions to prep level or below OR 1/2 twisting to extended 2 leg w/dismount or in combination with other in level skills		
3.5-3.9	Majority	single based extended stunts OR extended lib, no body positions/single based prep level stunts/1/2 twisting to extended 1 leg w/dismount or in combination with other in level skills		
4.0-4.4	Majority	single based extended stunts/full twisting extended lib w/twisting or inverted transition/dismount OR release to extended 1 leg, hitting immediate body position w/twisting or inverted transition/dismount or in combination with other in level skills		
4.5-5.0	Majority	single based extended 1 leg stunts OR full twisting to extended lib w/body positions and full twisting or inverted transition/dismount OR combination of multiple in level skills listed below		
These are suggestions. More creative stunts, transitions, mounts and dismounts are possible. Additional in level skills move scores up in range. Scoring will be at the discretion of the judges				
4.51-5.0 Skill Options				
<i>high to high tic tocks</i>				
<i>switch up with more than 1/4 twist to extended 1 leg</i>				
<i>1 1/2 twist to extended level</i>				
<i>full twist to extended 1 leg</i>				
<i>double twist to extended level</i>				
<i>low to high full twist to extended level</i>				
<i>high to high full twist to extended level</i>				
<i>released inversion to extended level</i>				
		COED		
Point Range	Required Quantity	Skill Description		
1.0-1.9	Majority	Toss Chair		
2.0-2.9	Majority	Walk in to hands/Toss to hands, assisted		
3.0-3.9	Majority	Toss to hands at prep level, unassisted OR Toss to extended stunt, assisted		
4.0-4.4	Majority	Toss to extended stunt, unassisted OR Walk in to immediate 1 leg extended stunt, unassisted		
4.5-5.0	Majority	Toss to extended stunt, 100% unassisted w/dismount other than pop-down		
Unassisted means that the stunt is not assisted for the majority of time the stunt is being executed, unless otherwise stated				
		PYRAMIDS & BASKET TOSSES		
Point Range	Structures	Skill Description Pyramids	Required Quantity	Skill Description Basket Tosses
1.0-1.9	Minimum 1	Extended structure No transition or creative entrance/exit	Majority	1 skill toss
2.0-2.9	Minimum 1	Extended structure on 1 leg Minimal transitions.	Majority	2 skill toss-No twisting skills OR 1 single twist-No other skills
3.0-3.9	Minimum 2	Extended structures on 1 leg w/few transitions and either creative entrance or exit.	Majority	2 skill toss -1 must be twisting skill
4.0-5.0	Minimum 3	Extended structures on 1 leg Creative entrance, exit & transitions between structures including twisting, releases & inversions	Majority	3 skill toss -1 must be twisting skill
BASKET TOSSES ARE OPTIONAL				
If performed, scoring is at the discretion of the judges, in accordance with these guidelines. Tosses performed in level of pyramid difficulty range, or higher, may enhance pyramid scores				
		TUMBLING		
Point Range	Required Quantity	Skill Description		
1.0-1.9	Majority	Forward Rolls, Cartwheels, Roundoffs, Front/Back Walkovers		
2.0-2.9	Majority	Standing Back Handsprings, Roundoff Back Handspring series		
3.0-3.9	Majority	Standing Back Handspring series, Roundoff Back Handspring Tucks, Roundoff Tucks		
4.0-5.0	Majority	Standing Tucks, Roundoff Back Handspring layouts or higher, Whip or specialty pass through to tucks or higher.		
		JUMPS		
Point Range	Required Quantity	Skill Description		
1.0-1.9	Majority	Basic jumps - Spread Eagle, Tuck Jump, and T-jumps		
2.0-2.4	Majority	1 advanced connected to 1 or more basic jumps		
2.5-2.9	Most	1 advanced connected to 1 or more basic jumps		
3.0-3.4	Majority	2 advanced connected jumps		
3.5-3.9	Most	2 advanced connected jumps		
4.0-4.4	Majority	3 advanced connected jumps with variety		
4.5-5.0	Majority	4 advanced connected jumps with variety OR 3 connected advanced jumps AND 1 advanced jump to tumbling		
Variety means 2 or more jumps in the sequence are different				
Connected means without pause, prep or choreography between executed jumps				
Unless otherwise specified: majority = bottom of range; most = middle of range; full squad = top of range (Ex- Maj=4.5 Most=4.7 Full Squad=5.0)				

DANCE		
Point Range	Required Quantity	Skill Description
1.0-4.9	Majority	Less than 2 consecutive 8 counts of dance. Scoring will be left to judges discretion
5.0-6.9	Majority	At least 2 consecutive 8 counts of dance with 2 formation changes and 2 level changes
7.0-10.0	Most	At least 2 consecutive 8 counts of dance with a variety of creative formation changes and multiple level changes

****For quantity distinctions, please see the MCCA Quantity Guidelines****