

2022 MCCA Scoring Rubric

Stunts

1.0-1.5	Majority	Any Skill on 2 feet at prep level or below
1.5-2.0	Most	Any Skill on 2 feet at prep level or below
2.0-2.5	Majority	Any skill on 1 leg at prep level; 2 footed extension; 1/2 twisting to prep level.
2.5-3.0	Most	Any skill on 1 leg at prep level; 2 footed extension; 1/2 twisting to prep level.
3.0-3.5	Majority	Full twisting to prep level; inversions to prep level or below; 1/2 twisting to 2 footed extension.
3.5-4.0	Majority	Extended 1 leg stunt; full twisting to 2 footed extension; 1/2 twisting to extended 1 leg stunt; single base prep level stunts.
4.0-4.5	Majority	Full twisting to extended lib with twisting and/or inverted dismount; release to extended lib with twisting and/or inverted dismount; single-based extended stunts on 2 feet with a dismount.
4.5-5.0	Majority	Full twisting to extended lib with body positions with full twisting and/or inverted dismount; release to extended 1 leg, hitting an immediate body position with twisting and/or inverted dismount; single-based extended 1 leg stunts with a dismount . ** Skill suggestions for this range: high to high tic tocs, Switch up with more than 1/4 twist to an extended single leg stunt, 1 1/2 up to extended stunt, Full up to extended single leg stunt, Double up to extended stunt, Low to high full around to extended stunts, High to high full around to extended stunts, Release inversion to extended stunts.

Sideline Notes:

The skills listed above are suggestions. This is more of the TYPE of skills that need to be performed to get into a range. 1 skill listed in a range will get you in that range that is performed by majority. When more skills are performed with in that range and done by majority it could help your overall difficulty score. ** These are suggestions. More creative stunts and dismounts are possible, but in such cases scoring will be left at the discretion of judges

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COED

1.0-2.0	Majority	Toss Chair
2.0-3.0	Majority	Walk in to hands/Toss to hands, assisted
3.0-4.0	Majority	Unassisted prep level stunt or Assisted Extended stunt.
4.0-4.5	Majority	Unassisted extended stunt
4.5-5.0	Majority	Elite extended stunt 100% unassisted with creative entrance and/or dismount.

Sideline Notes:

The skills listed above are suggestions. You may find a variety of ways to do these stunts. Use your coed stunts that best display your teams talents.

Pyramid/Baskets

1.0-2.0	At least 1 structure	Only 1 structure. No transition or creative entrance/exit. BASKETS: Majority 1 skill toss
2.0-3.0	At least 1 structure	Only 1 structure on 1 leg. No twisting skills. Minimal transitions. BASKETS: Majority 2 skill toss
3.0-4.0	2 Structures	Only 2 structures on 1 leg w/few transitions with creative entrance and/or exit. BASKETS: Majority 2 skill toss-1 must be twisting skill
4.0-5.0	3 Structures	Minimum 3 structures on 1 leg. Creative entrance, exit & transitions between structures; skills including twisting, releases & inversions. BASKETS: Majority 3 skill toss 1 must be twisting skill.

Sideline Notes:

Make sure you stop for at least 2 counts and hit a "picture" moment for each structure. If the structures are just passed through or not held long enough, the judges may not count it as a structure. Structures are where 1 stunt connects to another person/stunt. Baskets are **not** required; however, they could enhance your score if thrown.

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Tumbling

1.0-2.0	Majority	Forward Rolls, Cartwheels, Roundoffs, Front/Back Walkovers
2.0-3.0	Majority	Standing Back Handsprings, Roundoff Back handspring, Roundoff Back Handspring series
3.0-4.0	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.

Sideline Notes:

Tumbling is cumulative. You can re-use tumblers to get your quantity. Anything in front of a roundoff is considered a specialty pass.

Jumps

1.0-2.0	Majority	Spread Eagle, Tuck Jump, and T-jumps
2.0-3.0	Majority	1 advanced connected to 1 or more basic jumps
3.0-4.0	Majority	2 advanced connected jumps
4.0-5.0	Majority	3 advanced jumps 2 of which must be connected. Must include variety.

Sideline Notes:

Jump to tumble has been removed from this section. If you do a jump to tumble, the tumbling skill will count toward your tumbling score and jump will be scored accordingly.

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Dance

1.0-5.0	Majority	Less than 2 consecutive 8 counts of dance. Scoring will be left to judges discretion
5.0-7.0	Majority	At least 2 consecutive 8 counts of dance with 2 formation changes and 2 level changes
7.0-10	Majority	At least 2 consecutive 8 counts of dance with a variety of creative formation changes and multiple level changes

Sideline Notes:

The dance section of your routine needs to be defined. It is very hard for the judges to find your dance if it looks like its just a transition to the next section.