

OASSA Scoring Rubric- Guidelines for Difficulty Scores



Majority	75% or more of the team members execute a required skill
Less than Majority	74% or less of the team members execute a required skill

STANDING TUMBLING

Point Range	Need Quantity for maximum value	Skills Description
0-1.8 Points	75%	Skills such as forward rolls, backward rolls, cartwheels, front walkovers, back walkovers, back extension rolls, handstand forward rolls
2-3.8 Points	75%	Skills such as back handsprings, series back handsprings
4-5.8 Points	75%	Skills such as jump to handspring, aerials, back handsprings to tucks, cartwheel tuck
6 -7.8 Points	75%	Skills such as standing tucks, jump to tuck, jump to handspring tuck, whips, jump to hand/series layout,
8 - 10 Points	75%	Skills such as multiple jumps to tuck, back handspring series to layout/ layout variation, backhand spring series to whip to TK/LO, back handspring series to full, standing full

RUNNING TUMBLING

Point Range	Need Quantity for maximum value	Skills Description
0-1.8 Points	75%	Skills such as cartwheels and round offs, front handsprings
2-3.8 Points	75%	Skills such as round off BHS, round off BHS series or front tumbling through round off BHS or series BHS
4-5.8 Points	75%	Skills such as round off tucks, round off handspring tuck, running aerials
6 -7.8 Points	75%	Skills such as specialty skills through to round off BHS tuck, round off handspring layouts
8 - 10 Points	75%	Skills such as specialty skills through round off BHS layout/ layout variation, arabians, round off BSH full, specialty skills through to round off full

JUMPS	Need Quantity for maximum value	Skills Description
0-1.8 Points	75%	Single Intermediate, Two Intermediate or Advanced jumps with no combinations or connections
2-3.8 Points	75%	Two Intermediate or Two Advanced jumps with no combinations or connections
4-5.8 Points	75%	Two connected advanced jumps
6 -7.8 Points	75%	Three connected advanced jumps without variety
8 - 10 Points	75%	Three connected advanced jumps with variety

*Intermediate Jumps (Herkie, Side Hurdler)

*Advanced Jumps (Front Hurdler, Pike, Double Nine, Toe Touch)

*Variety means at least two different jumps, more variety may be awarded a higher score

***Skills executed by less than the majority will be dropped down to the next point level and will be awarded points at the higher end of that point range**

***Disclaimer: The OASSA Rubric above is not inclusive, but is intended to give a great deal of guidance.**

Dances (for Cheer teams)

Point Range	Need Quantity for maximum value	Skills Description
0-1.8 Points	75%	No level changes, no formation changes, POOR transitions, technique, footwork and energy, lacking visually, very low creativity, performed at a slow pace
2-3.8 Points	75%	One level change/ one formation change, BASIC transitions, technique, footwork, energy, visual effects and creativity, performed at a slow pace
4-5.8 Points	75%	At least two level changes/ two formation changes, AVERAGE transitions, technique, footwork, energy, visual effects and creativity, performed at a moderate pace
6 -7.8 Points	75%	At least three level changes/two formation changes, GOOD transitions, technique, footwork, energy, visual effects and creativity, performed at a moderate/ fast pace
8 - 10 Points	75%	At least three level changes/two formation changes, ELITE transitions, technique, footwork, energy, visual effects and creativity, performed at a fast pace

Motions

Point Range	Need Quantity for maximum value	Skills Description
0-1.8 Points	75%	Poor motions, technique, placement, and variety
2-3.8 Points	75%	Basic motions, technique, placement and variety
4-5.8 Points	75%	Average motions, technique, placement and variety
6 -7.8 Points	75%	Good motions, technique, placement and variety (advanced motions/ combinations)
8 - 10 Points	75%	Elite motions, technique, placement and variety (multiple advanced motions/ combinations)

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