

2023 – 2024 * IMPACT Scoring System – **SAPPHIRE**
 IMPACT Scoring System will consist of a DIFFICULTY, EXECUTION & OVERALL Score

The following will be considered when scoring – **DIFFICULTY:**

BUILDING DIFFICULTY DRIVERS	TUMBLING DIFFICULTY DRIVERS
<ul style="list-style-type: none"> - Degree of difficulty - Percent of team participation (maximizing stunt groups based on the number of athletes) - Combination of skills – (level and non-level appropriate) - Pace of skills performed 	<ul style="list-style-type: none"> - Degree of difficulty - Percent of team participation - Combination of skills - Synchronization of passes - Variety of passes

	STANDING TUMBLING	RUNNING TUMBLING	JUMPS
BASIC			
	2.5 (Less than Majority) – 3.5 (Majority) -- 4.0 (100%) POINTS		
INTERMEDIATE	<ul style="list-style-type: none"> • Forward-roll • Straddle-roll • Handstand • Handstand Forward-roll • Cartwheel • Backward-roll • Push-up to Back-bend 	<ul style="list-style-type: none"> • Cartwheel Round-off 	A variety of 2 connected INTERMEDIATE jumps.
	3.0 (Less than Majority) – 4.0 (Majority) -- 4.5 (100%) POINTS		
ADVANCE	<ul style="list-style-type: none"> • Front-limber • Front-walkover • Back Extension-roll • Standing Back-bend • Back-bend Kick-over • Back-walkover 	<ul style="list-style-type: none"> • Cartwheel Back-walkover • Front-walkover Cartwheel • Front-walkover Round-off • Cartwheel ½-Turn Front-walkover 	A variety of 2 connected ADVANCE jumps.
	3.5 (Less than Majority) – 4.5 (Majority) – 5.0 (100%) POINTS		
ELITE	<ul style="list-style-type: none"> • Series Combination: – 3 connected skills, 2 of which have to be an ADVANCE skill. 	<ul style="list-style-type: none"> • Series Combination: – 4 connected skills, 2 of which have to be an ADVANCE skill. 	<ul style="list-style-type: none"> • A variety of 3 connected ADVANCE jumps OR • A variety of 2 connected ADVANCE jumps, plus 1 additional ADVANCE jump.

STUNTS	PYRAMID
3.5 POINTS (NEEDS WORK)	
GROUND-LEVEL: 1 & 2 Leg-stunt	GROUND-LEVEL: Braced 1 & 2 Leg-pyramid
4.0 POINTS (BASIC)	
<ul style="list-style-type: none"> • GROUND-LEVEL: 1 & 2 Leg-stunt w/ Level-appropriate Transitions • WAIST-LEVEL: 1 & 2 Leg-stunt 	<ul style="list-style-type: none"> • GROUND-LEVEL: Braced 1 & 2 Leg-pyramid w/ Level-appropriate Transitions • WAIST-LEVEL: Braced 1 & 2 Leg-pyramid
4.5 POINTS (LEVEL APPROPRIATE)	
<ul style="list-style-type: none"> • WAIST-LEVEL: 1 & 2 Leg-stunt • PREP-LEVEL: 1 & 2 Leg-stunt <p style="text-align: center;">Level-appropriate Transitions</p> <p>IMPORTANT: 1-leg Prep-level Stunts must be connected to a bracer.</p>	<ul style="list-style-type: none"> • WAIST-LEVEL: Braced 1 & 2 Leg-pyramid • PREP-LEVEL: Braced 1 & 2 Leg-pyramid <p style="text-align: center;">Level-appropriate Transitions</p>
4.7 POINTS (ADVANCED LEVEL APPROPRIATE)	
<ul style="list-style-type: none"> • PREP-LEVEL: 1 & 2 Leg-stunt <p style="text-align: center;">Advanced Level-appropriate Transitions</p> <p>IMPORTANT: 1 Leg Prep-level Stunts w/ transitions must have continuous connection w/ the bracer throughout skills.</p>	<ul style="list-style-type: none"> • PREP-LEVEL: Braced 1 & 2-leg-pyramid • EXTENDED LEVEL: Braced 2-leg-pyramid <p style="text-align: center;">Advanced Level-appropriate Transitions</p>
5.0 POINTS (ELITE LEVEL APPROPRIATE)	
<ul style="list-style-type: none"> • PREP-LEVEL: 1 & 2 Leg-stunt <p style="text-align: center;">Elite Level-appropriate Transitions</p> <p>IMPORTANT: 1 Leg Prep-level Stunts w/ transitions must have continuous connection w/ the bracer throughout skills.</p>	<ul style="list-style-type: none"> • PREP-LEVEL: Braced 1 & 2-leg-pyramid • EXTENDED LEVEL: Braced 2-leg-pyramid <p style="text-align: center;">Elite Level-appropriate Transitions</p>

The following will be considered when scoring — **EXECUTION:**

- Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill.

STANDING & RUNNING TUMBLING

APPROACH	SPEED	BODY CONTROL	LANDINGS	SYNCHRONIZATION
<ul style="list-style-type: none"> • Arm placement into a pass / skill • Swing / Prep • Chest Placement • Flow from skill to skill in a pass 	<ul style="list-style-type: none"> • Consistent or increases through pass / skills • Connection of pass / skills 	<ul style="list-style-type: none"> • Head placement • Hips • Pointed toes • Leg placement in skills • Arm / shoulder placement in skills 	<ul style="list-style-type: none"> • Controlled • Legs / feet together • Chest placement • Finished pass / skill • Incomplete twisting skills 	<ul style="list-style-type: none"> • Timing

STUNTS & PYRAMID

TOP PERSON	BASES / SPOTTERS	TRANSITIONS	SYNCHRONIZATION
<ul style="list-style-type: none"> • Body control • Uniform flexibility • Motion Placement • Legs: (Straight, Locked, & Toes Pointed) 	<ul style="list-style-type: none"> • Stability of the stunt • Solid Stance • Positioned shoulder width apart • Feet Stationary 	<ul style="list-style-type: none"> • Entries • Dismounts • Speed / Control — (flow from skill to skill) 	<ul style="list-style-type: none"> • Timing

JUMPS

APPROACH	ARM PLACEMENT	LEG PLACEMENT	LANDINGS	SYNCHRONIZATION
<ul style="list-style-type: none"> • Consistent entry • Swing / Prep 	<ul style="list-style-type: none"> • Arm position within jump(s) 	<ul style="list-style-type: none"> • Straight legs • Pointed toes • Hip placement / rotation • Hyperextension • Height 	<ul style="list-style-type: none"> • Legs / feet together • Chest placement 	<ul style="list-style-type: none"> • Timing

STANDING TUMBLING DRIVER	RUNNING TUMBLING DRIVER	JUMP DRIVER	STUNT DRIVER	PYRAMID DRIVER
– 0.9 POINTS	– 0.9 POINTS	– 0.9 POINTS	– 0.9 POINTS	– 0.9 POINTS
<ul style="list-style-type: none"> WIDESPREAD – issues by the team 	<ul style="list-style-type: none"> WIDESPREAD – issues by the team 	<ul style="list-style-type: none"> WIDESPREAD – issues by the team 	<ul style="list-style-type: none"> WIDESPREAD – issues by the team 	<ul style="list-style-type: none"> WIDESPREAD – issues by the team
– 0.6 POINTS	– 0.6 POINTS	– 0.6 POINTS	– 0.6 POINTS	– 0.6 POINTS
<ul style="list-style-type: none"> MULTIPLE – issues by the team 	<ul style="list-style-type: none"> MULTIPLE – issues by the team 	<ul style="list-style-type: none"> MULTIPLE – issues by the team 	<ul style="list-style-type: none"> MULTIPLE – issues by the team 	<ul style="list-style-type: none"> MULTIPLE – issues by the team
– 0.3 POINTS	– 0.3 POINTS	– 0.3 POINTS	– 0.3 POINTS	– 0.3 POINTS
<ul style="list-style-type: none"> MINOR – issues by the team <p>Not just 1 athlete in (Tumbling/Jumps) or 1 athlete in (Stunts/Pyramid/Tosses)</p>	<ul style="list-style-type: none"> MINOR – issues by the team <p>Not just 1 athlete in (Tumbling/Jumps) or 1 athlete in (Stunts/Pyramid/Tosses)</p>	<ul style="list-style-type: none"> MINOR – issues by the team <p>Not just 1 athlete in (Tumbling/Jumps) or 1 athlete in (Stunts/Pyramid/Tosses)</p>	<ul style="list-style-type: none"> MINOR – issues by the team <p>Not just 1 athlete in (Tumbling/Jumps) or 1 athlete in (Stunts/Pyramid/Tosses)</p>	<ul style="list-style-type: none"> MINOR – issues by the team <p>Not just 1 athlete in (Tumbling/Jumps) or 1 athlete in (Stunts/Pyramid/Tosses)</p>
– 0.0 POINTS	– 0.0 POINTS	– 0.0 POINTS	– 0.0 POINTS	– 0.0 POINTS
<ul style="list-style-type: none"> NO – issues by the team 	<ul style="list-style-type: none"> NO – issues by the team 	<ul style="list-style-type: none"> NO – issues by the team 	<ul style="list-style-type: none"> NO – issues by the team 	<ul style="list-style-type: none"> NO – issues by the team

STUNT — CREATIVITY	2.0 – 2.5 POINTS	<ul style="list-style-type: none"> Stunt skills incorporate visual, unique or innovative ideas. This includes Basic, Intermediate, Advance, & Elite level skills. This may include: Entries, Transitions, Dismounts, Clarity, & Flow.
PYRAMID — CREATIVITY	2.0 – 2.5 POINTS	<ul style="list-style-type: none"> Pyramid skills incorporate visual, unique or innovative ideas. This includes Basic, Intermediate, Advance, & Elite level skills. This may include: Entries, Transitions, Dismounts, Clarity, & Flow.
BUILDING — QUANTITY	2.5 – 5.0 POINTS	<ul style="list-style-type: none"> Based on a traditional group of 4 or more, Rippled or Synchronized in the same section without recycling athletes.
DANCE	7.1 – 10.0 POINTS	<ul style="list-style-type: none"> A team's ability to demonstrate a high level of energy and entertainment value which may incorporate: Visual elements, Variety of levels, Formation changes, Footwork, Floorwork, & Partner work. This also includes: Technique, Perfection, Synchronization, & Pace.
SHOWMANSHIP	7.1 – 10.0 POINTS	<ul style="list-style-type: none"> A team's ability to demonstrate high levels of energy and excitement while maintaining genuine enthusiasm. This will include appropriate athletic impression throughout the routine.
ROUTINE COMPOSITION	7.1 – 10.0 POINTS	<ul style="list-style-type: none"> A team's ability to demonstrate the following throughout the routine: Precise spacing, Formations, Transitions. This also includes innovative, visual and intricate ideas, as well as, any additional skills performed to enhance the overall appeal.

TUMBLING / JUMP — QUANTITY		BUILDING — QUANTITY		STUNT VARIATIONS (But are not limited to)		DISMOUNTS (But are not limited to)
MAJORITY	<ul style="list-style-type: none"> • ½ the team, Plus 1. • Same Section – Athletes may not be recycled. 	LESS THAN SUGGESTED # OF STUNTS	Less than the total number of athletes on the team divided by 5.	NOT CONSIDERED BODY POSITIONS: <ul style="list-style-type: none"> • 2 Leg-stunt • Platform/Cupie • Lib 	CONSIDERED BODY POSITIONS: <ul style="list-style-type: none"> • Stretch • Bow-n-arrow • Arabesque • Scale • Scorpion 	<ul style="list-style-type: none"> • Step Down • Pop Down • Straight Cradle
		SUGGESTED # OF STUNTS	Total number of athletes on the team divided by 5.			
		MAXIMUM # OF STUNTS	Utilizing all the athletes on the team to perform more than the suggested # of stunts, with no more than 3 athletes left over.			

SAPPHIRE - STUNT TRANSITIONS (But are not limited to)			JUMPS (But are not limited to)	
LEVEL APPROPRIATE:	ADVANCED LEVEL APPROPRIATE:	ELITE LEVEL APPROPRIATE:	INTERMEDIATE:	ADVANCE:
<ul style="list-style-type: none"> • RELEASE STYLE FROM GROUND LEVEL (SWITCHUP) TO LIB BELOW PREP LEVEL • TIC TOC BELOW PREP LEVEL (LIB TO LIB) • 1/4 TWISTING TRANSITION TO BELOW PREP LEVEL • 1/4 TWISTING TRANSITION TO GROUND LEVEL • 1/4 TWISTING TRANSITION FROM PREP LEVEL • BACK STAND • PREP LEVEL SHOW & GO • STRADDLE SIT • FLAT BACK • EXTENDED STRADDLE SIT • BELOW PREP LEVEL 1 LEG STUNT • EXTENDED FLAT BACK • PREP LEVEL 1 LEG STUNT WITH BRACER • 1 LEG STUNT BELOW PREP LEVEL • SHOULDER SIT • CHAIR • SHOULDER STAND • PRONE 	<ul style="list-style-type: none"> • SWITCH UP TO BODY POSITION BELOW PREP LEVEL • TIC TOC BELOW PREP LEVEL (LIB TO BODY POSITION) • TIC TOC AT PREP LEVEL (LIB TO BODY POSITION) WITH BRACER • RELEASE STYLE FROM GROUND LEVEL (SWITCH UP) TO PREP LEVEL LIB WITH BRACER • RELEASE STYLE FROM WAIST LEVEL TO PREP LEVEL LIB WITH BRACER • 1/4 TWISTING TRANSITION TO PREP LEVEL LIB WITH BRACER FROM BELOW PREP LEVEL • 1/4 TWISTING TRANSITION AT PREP LEVEL TO PREP STUNT • TRANSITION FROM BELOW PREP LEVEL TO PREP LEVEL BODY POSITION STUNT WITH BRACER • 1/4 TWISTING TIC TOC AT PREP LEVEL WITH BRACER (LIB TO LIB) 	<ul style="list-style-type: none"> • TIC TOC AT PREP LEVEL (BODY POSITION TO BODY POSITION) WITH BRACER • TIC TOC BELOW PREP LEVEL (BODY POSITION TO BODY POSITION) • RELEASE STYLE FROM GROUND LEVEL (SWITCH UP) TO PREP LEVEL BODY POSITION WITH BRACER • RELEASE STYLE FROM WAIST LEVEL TO PREP LEVEL BODY POSITION WITH BRACER • 1/4 TWISTING TRANSITION TO PREP STUNT FROM BELOW PREP LEVEL • 1/4 TWISTING TRANSITION FROM BELOW PREP LEVEL TO PREP LEVEL BODY POSITION WITH BRACER • 1/4 TWISTING TIC TOC AT PREP LEVEL WITH BRACER (BODY POSITION TO BODY POSITION) • 1/4 TWISTING RELEASE FROM GROUND LEVEL (SWITCH UP) TO PREP LEVEL LIB WITH BRACER • 1/4 TWISTING RELEASE FROM WAIST LEVEL TO PREP LEVEL LIB WITH BRACER • 1/4 TWISTING TIC TOC BELOW PREP LEVEL (BODY POSITION TO BODY POSITION) 	<ul style="list-style-type: none"> • Spread Eagle • Tuck Jump • Herkie 	<ul style="list-style-type: none"> • Pike • Side-hurdler – (R/L) • Front-hurdler – (R/L) • Toe-touch
			<ul style="list-style-type: none"> • Jumps must use a whip approach to be considered CONNECTED. • Clarification of Variety: at least 2 of the jumps must be different. • Same jump with different legs doesn't constitute VARIETY. <p style="text-align: right;">EXAMPLE: R/L Front-hurdler</p>	