

OFFICIAL RELEASE

Reference	Previous	2025	Comment
2025 ACU Cheer General Scoring			
3.3 Cheer Difficulty	Difficulty drivers may have a point value assigned to them, however this is to be determined by event providers.	Difficulty drivers have a point value assigned to them (0.1) -Variety of flyer lines (back and front) -Percent of team participation (maximising stunt groups based on the number of athletes) -Immediate connection of two or more stunt skills (eg, bounce back skills) -Pace of skills performed / connections performed -Variety of stunt skills (one from each building skill category)	Delivering clarity of scoring positions requirements within ranges for ease of scorecard use for all stakeholders (athletes, coaches, judges, EPs)
2025 ACSA Cheer Age Grid			
2025 ACSA Dance Age grid			
2025 ACSA Cheer Skills List			
2025 ACSA Cheer Novice Rules			
Tumbling	General, Standing, Running	A. General, B. Standing, C. Running	Formatting change only.
Tumbling		Tiny divisions only: NO Bridge or Bridge variations allowed.	Previously noted in the Skills list for 2024 but not added to the Novice rules. Judges comments provided highlighting the need.
Pyramids	(Single based are not allowed above	(Single based skills are not allowed above	Minor wording change for clarity

	waist level. Required bracer(s) must be connected to the top person by initiation of skill and remain in contact throughout skill).	waist level. Required bracer(s) must be connected to the top person by initiation of skill and remain in contact throughout skill).	
Pyramids	Exception: One of the required hand-arm connections may be made with someone on the ground. That person must have both feet on the ground and be attentive to the top person. The other connection must be with a top person at prep level or below.	Exception: One of the required hand-arm connections may be made with a person on the performing surface. That person must have both feet on the performing surface and be attentive to the top person. The other connection must be with a top person at prep level or below.	Minor wording change for clarity
2025 ACSA Cheer Scoring Rubric			
Stunt Creativity	1.5-2.5	1.0-2.5 Ranges added: Low 1-1.5 - limited creative, unique or visually appealing transitional elements shown by team throughout the routine (0-1 element) Mid 1.5-2 - some creative, unique or visually appealing transitional elements shown by team throughout the routine (2 elements) High 2-2.5 - several creative, unique or visually appealing transitional elements shown by team throughout the routine (3+ elements)	Widening point range. Delivering clarity of ranges and requirements for ease of use and clear scoring for all parties (coaches + judges)
Pyramid Creativity	1.5-2.5	1.0-2.5 Ranges added: Low 1-1.5 - limited creative or unique transitional elements shown by team in pyramid Mid 1.5-2 - some creative or unique transitional elements shown by team in pyramid (2 elements) High 2-2.5 - several creative or unique transitional elements shown by team in pyramid (3+ elements)	Widening point range. Delivering clear ranges and requirements for clarity of scoring for all parties (coaches + judges)
Building Difficulty	0.0 No legal or controlled stunt performed	0.0 No legal or controlled stunt performed	To award teams who are showcasing harder skills into the high range.

	<p>3.0-3.5 Below - Less than 4 different level appropriate skills performed by the team</p> <p>3.5-4.0 Low 4 different level appropriate skills performed by Most of the team</p> <p>4.0-4.5 Mid 4 different level appropriate skills performed by Most of the team, 1 of which is Elite level appropriate</p> <p>4.5-5.0 High 4 different level appropriate skills performed by Most of the team, 2 of which are Elite level appropriate</p>	<p>3.0-3.5 Below Less than 4 different level appropriate skills performed by the team</p> <p>3.5-4.0 Low - 4 different level appropriate skills performed by Most of the team, 1 of which is Elite level appropriate</p> <p>4.0-4.5 Mid - 4 different level appropriate skills performed by Most of the team, 2 of which is Elite level appropriate</p> <p>4.5-5.0 High - 4 different level appropriate skills performed by Most of the team, 3 of which are Elite level appropriate</p>	<p>More elites shown are awarded higher ranges.</p>
Stunt Quantity	6-11 - maj-1, most -1 - removed	6-15 athletes, Maj-1, Most-2	Rewards synchronisation of skills and stunt groups.
Overall Routine composition	<p>A team's ability to demonstrate the following throughout the routine: Precise spacing, Formations, Transitions</p> <p>This also includes innovative, visual and intricate ideas, as well as any additional skills performed to enhance the overall appeal. Unlock ranges determined by number of athletes</p> <p>9.0-10.0</p>	<p>A team's ability to demonstrate the following throughout the routine: Precise spacing, Formations, Transitions</p> <p>This also includes innovative, visual and intricate ideas, as well as any additional skills performed to enhance the overall appeal. Unlock ranges determined by number of athletes</p> <p>8.5-9.0 LOW - Limited spacing formations, transitions and visual / innovative movement patterns shown throughout the routine</p> <p>9.0-9.5 MID - Consistent spacing formations, transitions and some visual / innovative movement patterns shown throughout the routine</p> <p>9.5-10.0 HIGH - Intricate spacing formations, transitions and several visual / innovative movement patterns shown throughout the routine</p>	Revised due to industry feedback 12/12/2024
2025 ACSA Dance Novice & Intermediate Rules			
ACSA Dance Novice/Intermediate Rules	Novice: Series turns which intentionally travel	Novice: Series travelling turns must not involve a jump or leap.	Clarification of series travelling turns rule

	must not involve a jump or leap. Clarification: travelling turns which involve jumps or leaps include axel turns and turning jetes (tour jeté). These are not allowed in any Novice section	Clarification: a combination with more than 1 rotation which travels must not involve an airborne element. eg chaine then chasse into a grand jete; or chasse into calypso not permitted in novice as these combinations involve multiple rotations which travel	
ACSA Dance Novice/Intermediate Rules	Novice clarification of progressions	Novice: Turning leaps and jumps are limited to 0.5 rotation whilst airborne - exception saute de basque and turning tuck jump.	Clarification and update of turning leaps rule to allow for better progressions
ACSA Dance Novice/Intermediate Rules	Intermediate: Turning leaps must land through to floor only	Intermediate: Turning leaps and jumps are allowed up to 1 rotation. Turning leaps and jumps must not have immediate connected skills, exception: turning jete' can have one full rotation on landing to feet or ground. Eg, turning jete with full rotation standing or floor is allowed. Grand jete, chanie to grand jete is not allowed.	Clarification and update of turning leaps rule to allow for better progressions
ACSA Dance Novice/Intermediate Rules	A. Leaps & Jumps	A. Leaps & Jumps. Please note - throughout this document the term leap is defined as taking off of one foot and landing on one foot, and includes movements which may also be defined as a hop.	Clarification to avoid confusion as hop is not part of the IASF glossary
2025 ACSA CheerAbility & DanceAbility General Scoring & Rules & Scoring Rubric			
Assistant/Support Personnel	Assistants are utilised to support an adaptive ability athlete either one-on-one or as a group. Assistants can prompt from off the floor, on sides or the front of the floor as long as it does not impair the judges view.	Added that Assistants can prompt on the floor as well.	Physically impossible to support athletes 1:1 if not on the floor.
Assistant/Support Personnel	Assistants can be an extra safety spotter when required.	Assistants and spotters are interchangeable as needed when prompting adaptive ability athletes on the floor.	Due to the unpredictability of athlete overstimulation, support personnel need to be able to perform dual roles of

		<p>To reduce the number of additional assistants on the floor, one person may serve as both spotter and assistant depending on the required support during the routine.</p>	<p>assistants and spotters interchangeably if needed on the competition floor, without being penalised.</p> <p>For example, a large independent team would need multiple spotters and assistants (e.g. a team with 5 group stunts would need 5 spotters and 5 assistants) but the club may not have the resources to provide 10 staff for this.</p>
Assistant/Support Personnel	Assistants must be dressed in all black.	Assistants should be wearing a colour that is easy to differentiate from the performing athletes, this is generally all black.	Aligns with ACSA Stunt General Guidelines
Eligible Impairment Types	Please consult the Event Provider for any required clarification.	It is recommended to check the National Disability Insurance Scheme (NDIS) conditions and impairments list for further clarification.	Additional 'common' disabilities listed in Eligible Impairment Types but if an athlete's disability is not listed, refer to NDIS conditions and impairments list for further clarification.
Eligible Impairment Type	N/A	<p>Added additional 'common' impairment types under -</p> <ul style="list-style-type: none"> • Intellectual Impairment • Neurodevelopmental disorders • Speech Language disorder • Acquired Brain Injury <p>Removed Autism Spectrum Disorder from Intellectual Impairment list and moved to Neurodevelopmental disorders list.</p>	
CheerAbility & DanceAbility Crossover Rules recommendations for EPs	N/A	<p>Independent Division - adaptive ability athletes from any All Star Novice, Intermediate, Advanced and University divisions are <u>not</u> permitted to cross over into Independent CheerAbility or DanceAbility divisions.</p> <p>Unified Division - Non-adaptive and adaptive ability athletes from any All Star Novice, Intermediate, Advanced and University divisions <u>are</u> permitted to</p>	<p>Even with the separation of Independent and Unified divisions, there have still been cases of non-adaptive ability athletes (and All Star adaptive ability athletes in higher levels) competing in Independent divisions.</p> <p>The new crossover rules will clarify any ambiguity between the two divisions and serve as a fair playing field for all.</p>



		<p>cross over into a Unified CheerAbility or DanceAbility division, however they must be registered at the same level they are crossing into.</p> <p>For example: a Level 1 All Star athlete can compete in a Level 1 Unified CheerAbility team. However, a Level 2 All Star athlete <u>cannot</u> compete in a Level 1 Unified CheerAbility team.</p> <p>Non-adaptive and adaptive ability coaches <u>cannot</u> compete in any Ability divisions. EPs will need to cross check entries of registered coaches.</p> <p>Exceptions - It is up to the discretion of the EP if an All Star athlete or coach can be an emergency fill in for an absent adaptive ability athlete in any CheerAbility division, but for stunting purposes only. They are NOT athletes on the team so cannot contribute to the scorecard.</p> <p>No exceptions for DanceAbility.</p>	
Pre Submission Form - recommendation for EPs	N/A	New pre-submission form and free judges education for judges to ensure consistency, correctness and fairness in how the divisions are scored.	<p>The pre submission form is optional and is being introduced for any specific accommodations or considerations that may be needed during the judging process.</p> <p>A person does not have a legal obligation to disclose their disability, however if disability is disclosed, it can be taken into consideration to ensure that judges' comments are appropriate, helpful and considerate for the athletes on the team.</p> <p>Previous inappropriate feedback has been commented on and could've been avoided with judges' education and a pre submission form.</p>



Judges Training - recommendation for EPs	N/A	ACSA has provided free training opportunities for judges as a way to ensure consistency, correctness and fairness in how the CADA divisions are scored.	ACSA is interested in ensuring judges understand different needs and their requirements. We have taken steps to educate judges about different types of disabilities and how they might affect performance. This can help judges make more informed and sensitive evaluations. This training is open to all judges, from all EP's, and includes a certificate of completion at the end. We are hopeful the certificate of completion can be added to a database to encourage EP's to utilise judges who have undergone this training when doing panel allocations at competitions.
CheerAbility Scorecard Stunt Difficulty	Current rule: below range doesn't cater for 1 level appropriate skill by most of the team or less than the team Currently 2 Different level appropriate skills performed by most of the team	Introduction of a new range that accommodates 1 level appropriate skill being performed. Judges can then use drivers and number of groups participating to determine where they sit within this range. 0.0 will still be used if no legal or controlled stunt is performed.	ACSA promotes this change as it makes the scope of the scorecard achievable for a wider variety of impairments.

<p>CheerAbility Scorecard Stunt Quantity</p>	<p>Current rules have two typos...</p> <ul style="list-style-type: none"> - Stunt quantity has the need for elite skills to be performed. - Stunt quantity traditional group of 5 athletes. 	<p>Correction is that this now mirrors the All Star scorecard.</p> <p>0.0 No legal or controlled stunt performed</p> <p>4.0 Less than a Majority of the team performs a level appropriate building skill.</p> <p>4.2 Majority of the team performs a level appropriate building skill.</p> <p>4.4 Most of the team performs a level appropriate building skill.</p> <p>4.6 Less than a majority of the team performs the same elite level appropriate building skill.</p> <p>4.8 Majority of the team performs the same elite level appropriate building skill.</p> <p>5.0 Most of the team performs the same elite level appropriate building skill.</p> <p>*Must be performed by groups of 3-5 athletes</p>	<p>Minor change for alignment with the All Star scorecard and to correct typos.</p>
<p>CheerAbility Scorecard - Pyramid Below Difficulty</p>	<p>3.0 - 3.5 BELOW 1 structure performed by most of the team</p>	<p>3.0-3.5 BELOW 1 level appropriate skill, 1 structure performed by Most of the team.</p>	
<p>CheerAbility Scorecard - Stunt Difficulty Introduction of new range 'BASELINE'</p>	<p>3.0 - 3.5 BELOW 2 Different level appropriate skills performed by most of the team</p>	<p>2.5-3.0 BASELINE 1 level appropriate skill performed.</p>	<p><i>This is to make the scope of the scorecard achievable for a wider variety of possible athlete impairments.</i></p> <p>UPDATE - Introduction of a new range that accommodates 1 level appropriate skill being performed. Judges can then use drivers and the number of groups participating to determine where they sit within this range. 0.0 will still be used if no legal or controlled stunt is performed.</p>
<p>CheerAbility Scorecard - Stunt Quantity</p>	<p>Stunt Quantity has the need for elite skills to be performed (typo)</p> <p>Stunt Quantity traditional groups of 5 athletes (typo)</p>	<p>Correction - now mirrors the All Star Scorecard.</p> <p>0.0 No legal or controlled stunt performed</p> <p>4.0 Less than a Majority of the team performs a level appropriate building skill.</p> <p>4.2 Majority of the team performs a level</p>	<p><i>ACSA encourages this change to make the scope of the scorecard achievable for a wider variety of possible athlete impairments.</i></p>

		<p>appropriate building skill.</p> <p>4.4 Most of the team performs a level appropriate building skill.</p> <p>4.6 Less than a majority of the team performs the same elite level appropriate building skill. 4.8 Majority of the team performs the same elite level appropriate building skill.</p> <p>5.0 Most of the team performs the same elite level appropriate building skill.</p> <p>*Must be performed by groups of 3-5 athletes</p>	
<p>CheerAbility</p> <p>Addition of T-Jump being classified as a jump</p>	<p>Basic jumps: Star, Tuck jump.</p> <p>Advanced jumps: Pike, Right/Left Hurdlers (front or side), Toe Touch</p>	<p>Basic jumps: Star, Tuck jump, T jump</p> <p>Advanced jumps: Pike, Right/Left Hurdlers (front or side), Toe Touch</p>	<p><i>ACSA encourages this change to make the scope of the scorecard achievable for a wider variety of possible athlete impairments.</i></p>
<p>CheerAbility</p> <p>Tumble and Jump Quantity.</p> <p>Change of quantities for 'most'.</p> <p>Minimum # of athletes increased to 6.</p>	<p>Athlete # 4-5 Maj. = 1 Most = 1</p> <p>Athlete # 6-7 Maj. = 2 Most = 3</p> <p>Athlete # 8-9 Maj. = 4 Most = 5</p> <p>Athlete # 10-11 Maj. = 5 Most = 6</p> <p>Athlete # 12-14 Maj. = 6 Most = 7</p> <p>Athlete # 15-16 Maj. = 7 Most = 9</p> <p>Athlete # 17-19 Maj. = 8 Most = 10</p> <p>Athlete # 20-22 Maj. = 10 Most = 12</p> <p>Athlete # 23-25 Maj. = 11 Most = 13</p> <p>Athlete # 26-27</p>	<p>Athlete # 4-5 removed</p> <p>'Most' quantity is 1 less.</p> <p>Athlete # 6-7 Maj. = 1 Most = 2</p> <p>Athlete # 8-9 Maj. = 2 Most = 4</p> <p>Athlete # 10-11 Maj. = 4 Most = 5</p> <p>Athlete # 12-14 Maj. = 5 Most = 6</p> <p>Athlete # 15-16 Maj. = 6 Most = 8</p> <p>Athlete # 17-19 Maj. = 7 Most = 9</p> <p>Athlete # 20-22 Maj. = 9 Most = 11</p> <p>Athlete # 23-25</p>	<p>Previously the same as mainstream. ACSA strongly recommends the change is implemented to make most quantities more achievable considering that various impairments can restrict an athlete's ability to tumble and jump safely.</p>



	<p>Maj. = 13 Most = 15 Athlete # 28-30 Maj. = 14 Most = 16 Athlete # 31-38 Maj. = 15 Most = 18</p>	<p>Maj. = 10 Most = 12 Athlete # 26-27 Maj. = 12 Most = 14 Athlete # 28-30 Maj. = 13 Most = 15 Athlete # 31-38 Maj. = 14 Most = 17</p>	
<p>CheerAbility Stunt Quantity</p> <p>Change of quantities of athletes and for 'most'.</p> <p>Minimum # of athletes increased to 6.</p>	<p>Athlete # 4-11 Maj. = 1 Most = 1 Athlete # 12-15 Maj. = 1 Most = 2 Athlete # 16-19 Maj. = 2 Most = 3 Athlete # 20-23 Maj. = 3 Most = 4 Athlete # 24-27 Maj. = 4 Most = 5 Athlete # 28-31 Maj. = 4 Most = 6 Athlete # 32-38 Maj. = 5 Most = 7</p>	<p>Athlete # 4-11 removed</p> <p>Athlete # 6-11 Maj. = 1 Most = 1 Athlete # 12-15 Maj. = 1 Most = 2 Athlete # 16-23 Maj. = 2 Most = 3 Athlete # 24 - 28 Maj. = 3 Most = 4 Athlete # 29- 38 Maj. = 4 Most = 5</p>	<p>ACSA strongly recommends the change is implemented to make most quantities more achievable considering that various impairments can restrict an athlete's ability to stunt safely.</p>