



2016 - 2017 ALL STAR SCORING SYSTEM GENERAL INFORMATION

LEVEL 1

- Tosses category has been removed from the score sheet.
- Total possible score is out of 90 points.
- All scores will be converted to Percent of Perfection score out of 100%.

ALL STAR PREP

- Stunts, Pyramids, Standing Tumbling and Running Tumbling Difficulty scores will cap out at the LOW range.
- Jump Difficulty will cap at 4.8 range.
- Tosses and Stunt Quantity have been removed from the score sheet.
- Total possible score is out of 80.8 points.
- All scores will be converted to Percent of Perfection score out of 100%, then any deductions will be taken from that score.

COED QUANTITY

- Level 3 - 5 Senior Coed and Level 5 - 6 International Open Coed must satisfy this requirement.
- Only the skills listed on the coed requirement grid will count for Coed Quantity.
- Performing the same skill includes performing the same entry into the skill. Stunts may be rippled or synchronized.

JUMPS

- Variety means at least 2 different jumps.

BODY POSITIONS

- Lib and platform are not considered body positions
- Body positions include: Stretch, bow and arrow, arabesque, scale, scorpion, etc.

DRIVERS - DIFFICULTY & TECHNIQUE

- Factors that judges will consider when determining an actual score within range.

STANDING TUMBLING

- Jump tumble combinations must land on feet to be considered level appropriate (i.e. jump $\frac{3}{4}$ front flip to seat would not be a level appropriate jump tumble combination in Level 5).

DIFFICULTY DRIVERS

- Difficulty of the skill
- Percent of team participation
- Combination of skills (level and non-level appropriate)
- Pace and speed of skills performed.

STUNTS/PYRAMIDS/TOSSES TECHNIQUE DRIVERS

- Form
- Spacing
- Mistakes, Errors and/or Omissions
- Pace / Speed

TUMBLING & JUMPS TECHNIQUE DRIVERS

- Form
- Landing
- Mistakes, Errors and/or Omissions
- Pace / Speed



2016 - 2017 ALL STAR SCORING SYSTEM DEDUCTION SYSTEM

ROUTINE INFRACTIONS

ATHLETE FALL - 0.25

Examples:

- Hand(s)/head down in tumbling or jumps
- Knee(s) down in tumbling or jumps
- Drops to the floor during individual skills (tumbling, jumps, etc.)

BUILDING FALL - 0.75

Examples:

- Uncontrolled cradling, dismounting or lowering a building skill (not timing issues)
- Base or spotter falling to the floor during a building skill

MAJOR BUILDING FALL - 1.25

Example:

- Falls from an individual stunt, pyramid, or toss to the floor (top person lands on floor or multiple bases/spotters land on floor)

MAXIMUM - 1.75

When multiple deductions should be assessed during an individual stunt or toss (by a single group) or during a pyramid collapse, then the sum of those deductions will not be greater than 1.75.

***Bobbles, balance checks and controlled timing errors will be reflected in technique scores.

USASF RULE VIOLATIONS

BOUNDARY VIOLATIONS - 0.25

The performance surface is defined as the 42' x 54' competition floor. The competition boundary is defined as the performance surface and any immediate adjacent safety border. A 0.25 deduction will be assessed per occurrence for an athlete that makes contact with both feet outside the competition boundary. Stepping on, or just past the white tape is not a boundary violation.

TIME LIMIT VIOLATIONS - 1.0

Teams that exceed 2:30 will be subject to the following deduction:

- 1 or more seconds over time will result in a 1.0 deduction

The routine time limit is 2:30. Routines that exceed this time limit run a risk of being assessed a deduction. Judges will use a stop watch or similar device to measure the official time. Acknowledging the potential variance caused by human reaction speed and sound system time variations, judges will not issue a deduction until their stopwatch/clock shows a time that exceeds 2:33.

SAFETY VIOLATIONS

- **0.50** - Tumbling, General Safety, Image Policy and all other violations will be issued a 0.50 deduction.
- **1.0** - Building skills performed out of level will be issued a 1.0 deduction.

UNSPORTSMANLIKE CONDUCT DEDUCTION - 2.0

When a coach is in discussion with an official, other coaches, athletes and parents/spectators they must maintain proper professional conduct. Failing to do so may result in 2.0 deduction, removal of coach or disqualification.



2016 - 2017 ALL STAR SCORING SYSTEM - STUNTS

LEVEL 1

	INVERSION STYLE	RELEASE STYLE	TWISTING	DISMOUNT STYLE	OTHER STUNTS
LEVEL APPROPRIATE	<ul style="list-style-type: none"> INVERSION TO GROUND LEVEL 	<ul style="list-style-type: none"> SWITCH UP TO LIB BELOW PREP LEVEL SWITCH UP TO BODY POSITION BELOW PREP LEVEL TIC TOC BELOW PREP LEVEL (LIB TO LIB) TIC TOC BELOW PREP LEVEL (LIB TO BODY POSITION) 	<ul style="list-style-type: none"> ¼ TWISTING TRANSITION TO BELOW PREP LEVEL ¼ DOWN TO GROUND LEVEL ¼ TWISTING TRANSITION FROM PREP LEVEL 	<ul style="list-style-type: none"> STEP DOWN STRAIGHT CRADLE 	<ul style="list-style-type: none"> 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 PREP LEVEL TO PRONE COMBINATION OF TWO OR MORE LEVEL APPROPRIATE SKILLS PERFORMED SIMULTANEOUSLY 1 LEG STUNT BELOW PREP LEVEL SHOULDER SIT CHAIR
ELITE LEVEL APPROPRIATE		<ul style="list-style-type: none"> TIC TOC BELOW PREP LEVEL (BODY POSITION TO BODY POSITION) 	<ul style="list-style-type: none"> ¼ TWISTING TRANSITION TO PREP 		<ul style="list-style-type: none"> PREP LEVEL BODY POSITION STUNT WITH BRACER ¼ TWISTING TRANSITION TO PREP LEVEL 1 LEG STUNT WITH BRACER

LEVEL 2

	INVERSION STYLE	RELEASE STYLE	TWISTING	DISMOUNT STYLE	OTHER STUNTS
LEVEL APPROPRIATE	<ul style="list-style-type: none"> INVERSION FROM GROUND LEVEL TO BELOW PREP LEVEL INVERSION FROM GROUND LEVEL TO PREP LEVEL 	<ul style="list-style-type: none"> SWITCH UP TO LIB PREP LEVEL TIC TOC PREP LEVEL (LIB TO LIB) TIC TOC PREP LEVEL (LIB TO BODY POSITION) 	<ul style="list-style-type: none"> ½ TWISTING TRANSITION TO BELOW PREP LEVEL ½ TWISTING TRANSITION TO PREP LEVEL ¼ TWISTING TRANSITION TO PREP LEVEL 1 LEG STUNT ½ TWISTING TRANSITION TO PREP LEVEL BODY POSITION ½ TWISTING TRANSITION TO EXTENDED STUNT 	<ul style="list-style-type: none"> STRAIGHT CRADLE FROM EXTENSION STRAIGHT CRADLE FROM PREP LEVEL BODY POSITION ¼ TWISTING DISMOUNT FROM PREP OR EXTENSION 	<ul style="list-style-type: none"> PRONE PREP LEVEL 1 LEG STUNT EXTENSION BARREL ROLL LEAP FROG VARIATIONS ½ TWIST TO PRONE COMBINATION OF TWO OR MORE LEVEL APPROPRIATE SKILLS PERFORMED SIMULTANEOUSLY WALK IN PREP LEVEL PRESS EXTENSION
ELITE LEVEL APPROPRIATE	<ul style="list-style-type: none"> INVERSION FROM GROUND LEVEL TO EXTENDED STUNT 	<ul style="list-style-type: none"> TIC TOC PREP LEVEL (BODY POSITION TO BODY POSITION) 	<ul style="list-style-type: none"> ½ TWISTING TRANSITION TO EXTENDED STUNT 		<ul style="list-style-type: none"> ½ TWISTING INVERSION TO EXTENDED STUNT ½ TWISTING TIC TOC TO PREP LEVEL 1 LEG STUNT ½ TWISTING INVERSION TO PREP LEVEL 1 LEG STUNT

LEVEL 3

	INVERSION STYLE	RELEASE STYLE	TWISTING	DISMOUNT STYLE	OTHER STUNTS
LEVEL APPROPRIATE	<ul style="list-style-type: none"> INVERTED BELOW PREP LEVEL INVERTED AT PREP LEVEL DOWNWARD INVERSION FROM BELOW PREP LEVEL 	<ul style="list-style-type: none"> RELEASE TO PREP LEVEL OR BELOW BALL UP, STRADDLE UP AND/OR SWITCH UP TO PREP LEVEL LIB BELOW PREP LEVEL TO BELOW PREP LEVEL TIC TOC (LIB TO LIB) BELOW PREP LEVEL TO PREP LEVEL TIC TOC (LIB TO LIB) 	<ul style="list-style-type: none"> FULL UP BELOW PREP LEVEL FULL UP PREP LEVEL STUNT ½ UP TO EXTENDED 1 LEG STUNT FULL UP TO PREP LEVEL 1 LEG STUNT PREP LEVEL FULL TWISTING TRANSITION TO PREP LEVEL 1 LEG STUNT 	<ul style="list-style-type: none"> STRAIGHT CRADLE FROM EXTENDED 1 LEG STUNT FULL DOWN FROM PREP ¼ TWISTING DISMOUNT FROM EXTENDED 1 LEG FULL DOWN FROM EXTENSION SINGLE SKILL CRADLE FROM 2 LEG STUNT (NON-TWISTING) 	<ul style="list-style-type: none"> FULL TWIST TO PRONE FROM PREP LEVEL EXTENDED 1 LEG STUNT SUSPENDED FRONT FLIP SPECIALTY SUSPENDED FRONT FLIP (NON-TWISTING) SUSPENDED TWISTING FRONT FLIP COMBINATION OF TWO OR MORE LEVEL APPROPRIATE SKILLS PERFORMED SIMULTANEOUSLY TOSS HANDS SINGLE BASED 1 LEG EXTENDED STUNTS TOSS HANDS PAUSE PRESS EXTENSION WALK IN EXTENSION
ELITE LEVEL APPROPRIATE	<ul style="list-style-type: none"> INVERSION TO EXTENDED 1 LEG STUNT 	<ul style="list-style-type: none"> LIB TO EXTENDED BODY POSITION TIC TOC BALL UP, STRADDLE UP AND/OR SWITCH UP TO PREP LEVEL BODY POSITION 	<ul style="list-style-type: none"> FULL UP TO PREP LEVEL BODY POSITION ½ UP TO EXTENDED 1 LEG STUNT PREP LEVEL FULL TWISTING TRANSITION TO PREP LEVEL BODY POSITION 		<ul style="list-style-type: none"> ½ TWISTING INVERSION TO EXTENDED 1 LEG STUNT

LEVEL 4

	INVERSION STYLE	RELEASE STYLE	TWISTING	DISMOUNT STYLE	OTHER STUNTS
LEVEL APPROPRIATE	<ul style="list-style-type: none"> RELEASED INVERSION TO PREP LEVEL OR BELOW RELEASED INVERSION AT PREP LEVEL TO PREP LEVEL DOWNWARD INVERSION FROM PREP LEVEL EXTENDED INVERTED STUNT 	<ul style="list-style-type: none"> SWITCH UP TO EXTENDED 1 LEG STUNT RELEASE TO EXTENDED STUNT LIB TO LIB TIC TOC (HIGH TO LOW) HELICOPTER RELEASE MOVES RELEASE TO EXTENDED LIB SWITCH UP TO BODY POSITION FULL TWISTING RELEASE TO PREP LEVEL OR BELOW RELEASE FROM PREP LEVEL TO PREP LEVEL 	<ul style="list-style-type: none"> 1 ½ TWISTING TRANSITION TO BELOW PREP LEVEL ¼ TWISTING TRANSITION TO EXTENDED STUNT FULL UP TO EXTENDED STUNT 1 ½ TWISTING TRANSITION TO PREP LEVEL 1 ½ TWISTING TRANSITION TO PREP LEVEL 1 LEG STUNT 	<ul style="list-style-type: none"> FULL DOWN FROM EXTENDED 1 LEG STUNT DOUBLE DOWN FROM PREP LEVEL DOUBLE DOWN FROM EXTENDED STUNT KICK FULL TWISTING DISMOUNT 	<ul style="list-style-type: none"> COMBINATION OF TWO OR MORE LEVEL APPROPRIATE SKILLS PERFORMED SIMULTANEOUSLY TOSS EXTENSION TOSS 1 LEG EXTENDED STUNT
ELITE LEVEL APPROPRIATE	<ul style="list-style-type: none"> RELEASED INVERSION FROM BELOW PREP LEVEL TO EXTENDED STUNT 	<ul style="list-style-type: none"> BODY POSITION TO BODY POSITION TIC TOC (HIGH TO LOW) BALL UP, STRADDLE UP AND/OR RELEASE TO EXTENDED BODY POSITION (NOT INCLUDING SWITCH UP) 	<ul style="list-style-type: none"> 1 ½ TWISTING TRANSITION TO PREP LEVEL BODY POSITION EXTENDED FULL TWISTING TRANSITION TO EXTENDED STUNT 		<ul style="list-style-type: none"> FULL TWISTING INVERSION TO EXTENDED STUNT FULL TWISTING TIC TOC TO PREP LEVEL 1 LEG STUNT FULL TWISTING BALL UP, STRADDLE UP AND/OR SWITCH UP TO PREP LEVEL BODY POSITION 1 ½ TWISTING BALL UP, STRADDLE UP AND/OR SWITCH UP TO PREP LEVEL 1 LEG STUNT



2016 - 2017 ALL STAR SCORING SYSTEM - STUNTS

LEVEL 5 YOUTH, JUNIOR RESTRICTED & SENIOR RESTRICTED

	INVERSION STYLE	RELEASE STYLE	TWISTING	DISMOUNT STYLE	OTHER STUNTS
LEVEL APPROPRIATE	<ul style="list-style-type: none"> DOWNWARD INVERSION FROM EXTENDED STUNT DOWNWARD INVERSION FROM EXTENDED 1 LEG STUNT RELEASED INVERSION FROM PREP LEVEL TO EXTENSION 	<ul style="list-style-type: none"> 1/4 TURN SWITCH UP TO EXTENDED 1 LEG STUNT LIB TO LIB TIC TOCS (HIGH TO HIGH) LIB TO LIB TIC TOCS (LOW TO HIGH) 1/2 TURN SWITCH UP TO EXTENDED 1 LEG STUNT LIB TO BODY POSITION TIC TOC (HIGH TO HIGH) LIB TO BODY POSITION TIC TOC (LOW TO HIGH) TWISTING HELICOPTER RELEASE MOVES 	<ul style="list-style-type: none"> FULL UP TO EXTENDED 1 LEG STUNT 1 1/4 UP TO EXTENDED STUNT DOUBLE UP TO PREP LEVEL STUNT 	<ul style="list-style-type: none"> DOUBLE DOWN FROM 1 LEG STUNT KICK DOUBLE TWISTING DISMOUNT 	<ul style="list-style-type: none"> 1 1/2 - 2 TWIST TO PRONE COMBINATION OF TWO OR MORE LEVEL APPROPRIATE SKILLS PERFORMED SIMULTANEOUSLY TOSS 1/4 - 3/4 TWIST TO EXTENDED STUNT TOSS EXTENDED 1 ARM STUNT TOSS FULL TWIST TO EXTENDED STUNT
ELITE LEVEL APPROPRIATE	<ul style="list-style-type: none"> RELEASED INVERSION FROM PREP LEVEL OR ABOVE TO EXTENDED 1 LEG STUNT 	<ul style="list-style-type: none"> LIB TO BODY POSITION TIC TOC (HIGH TO HIGH) SWITCH UP FULL TURN 1/2 BALL UP TO EXTENDED BODY POSITION 	<ul style="list-style-type: none"> FULL UP TO EXTENDED BODY POSITION 1 1/2 UP TO EXTENDED STUNT 		<ul style="list-style-type: none"> 1/4 - 1/2 TWISTING TIC TOC TO EXTENDED 1 LEG STUNT

LEVEL 5

	INVERSION STYLE	RELEASE STYLE	TWISTING	DISMOUNT STYLE	OTHER STUNTS
LEVEL APPROPRIATE	<ul style="list-style-type: none"> DOWNWARD INVERSION FROM EXTENDED STUNT DOWNWARD INVERSION FROM EXTENDED 1 LEG STUNT RELEASED INVERSION FROM PREP LEVEL OR ABOVE TO EXTENSION RELEASED INVERSION FROM PREP LEVEL OR ABOVE TO LIB 	<ul style="list-style-type: none"> 1/4 TURN SWITCH UP TO EXTENDED 1 LEG STUNT LIB TO LIB TIC TOCS (HIGH TO HIGH) LIB TO LIB TIC TOCS (LOW TO HIGH) 1/2 TURN SWITCH UP TO EXTENDED 1 LEG STUNT LIB TO BODY POSITION TIC TOC (HIGH TO HIGH) LIB TO BODY POSITION TIC TOC (LOW TO HIGH) TWISTING HELICOPTER RELEASE MOVES SWITCH UP FULL TWIST TO EXTENDED 1 LEG STUNT 1/2 TWISTING BALL UP TO EXTENDED BODY POSITION 	<ul style="list-style-type: none"> FULL UP TO EXTENDED 1 LEG STUNT 1 1/4 - 1 3/4 UP TO EXTENDED STUNT 1 1/4 - 1 3/4 UP TO EXTENDED 1 LEG STUNT DOUBLE UP TO EXTENDED STUNT 	<ul style="list-style-type: none"> DOUBLE DOWN FROM 1 LEG STUNT KICK DOUBLE TWISTING DISMOUNT 	<ul style="list-style-type: none"> 1 1/2 - 2 TWIST TO PRONE COMBINATION OF TWO OR MORE LEVEL APPROPRIATE SKILLS PERFORMED SIMULTANEOUSLY COED STYLE TOSS 1/4 - 3/4 TWIST TO EXTENDED STUNT COED STYLE TOSS EXTENDED 1 ARM STUNT 1/4 - 1/2 TWISTING TIC TOC TO EXTENDED 1 LEG STUNT FULL TWISTING TIC TOC TO EXTENDED 1 LEG STUNT (LOW TO HIGH)
ELITE LEVEL APPROPRIATE	<ul style="list-style-type: none"> RELEASED INVERSION FROM PREP LEVEL OR ABOVE TO EXTENDED BODY POSITION 	<ul style="list-style-type: none"> SWITCH UP FULL TWIST TO EXTENDED BODY POSITION BODY POSITION TO BODY POSITION TIC TOC (HIGH TO HIGH) FULL TWISTING BALL UP TO EXTENDED BODY POSITION 	<ul style="list-style-type: none"> 1 1/4 UP TO EXTENDED BODY POSITION 1 1/4 UP TO EXTENDED BODY POSITION DOUBLE UP TO EXTENDED 1 LEG STUNT 		<ul style="list-style-type: none"> COED STYLE TOSS FRONT HANDSPRING RELEASE 1/2 TWIST TO EXTENDED STUNT COED STYLE TOSS FULL TWIST TO EXTENDED STUNT FULL TWISTING TIC TOC TO EXTENDED 1 LEG STUNT (HIGH TO HIGH) TOSS FRONT HANDSPRING 1/2 UP RELEASE TO EXTENDED STUNT

LEVEL 6

	INVERSION STYLE	RELEASE STYLE	TWISTING	DISMOUNT STYLE	OTHER STUNTS
LEVEL APPROPRIATE	<ul style="list-style-type: none"> FREE FLIPPING FROM GROUND LEVEL TO CRADLE (L6) FLIPPING FROM GROUND LEVEL TO PREP LEVEL (L6) FLIPPING FROM GROUND LEVEL TO EXTENSION (L6) DOWNWARD INVERSION FROM EXTENDED STUNT DOWNWARD INVERSION FROM EXTENDED 1 LEG STUNT RELEASED INVERSION FROM PREP LEVEL OR ABOVE TO EXTENSION RELEASED INVERSION FROM PREP LEVEL OR ABOVE TO LIB 	<ul style="list-style-type: none"> 1/4 TURN SWITCH UP TO EXTENDED 1 LEG STUNT LIB TO LIB TIC TOCS (HIGH TO HIGH) LIB TO LIB TIC TOCS (LOW TO HIGH) 1/2 TURN SWITCH UP TO EXTENDED 1 LEG STUNT LIB TO BODY POSITION TIC TOC (HIGH TO HIGH) LIB TO BODY POSITION TIC TOC (LOW TO HIGH) TWISTING HELICOPTER RELEASE MOVES SWITCH UP FULL TWIST TO EXTENDED 1 LEG STUNT 1/2 TWISTING BALL UP TO EXTENDED BODY POSITION 	<ul style="list-style-type: none"> FREE FLIPPING WITH TWISTING FROM GROUND LEVEL TO CRADLE (L6) FLIPPING WITH TWISTING FROM GROUND LEVEL TO PREP LEVEL (L6) FLIPPING WITH TWISTING FROM GROUND LEVEL TO EXTENSION (L6) FULL UP TO EXTENDED 1 LEG STUNT 1 1/4 - 1 3/4 UP TO EXTENDED STUNT 1 1/4 - 1 3/4 UP TO EXTENDED 1 LEG STUNT DOUBLE UP TO EXTENDED STUNT 	<ul style="list-style-type: none"> FRONT FREE FLIPPING TO GROUND LEVEL (L6) FREE FLIPPING FROM PREP LEVEL OR BELOW TO CRADLE (L6) FREE FLIPPING WITH TWISTING FROM PREP LEVEL OR BELOW TO CRADLE (L6) DOUBLE DOWN FROM 1 LEG STUNT KICK DOUBLE TWISTING DISMOUNT 	<ul style="list-style-type: none"> 1 1/2 - 2 TWIST TO PRONE COMBINATION OF TWO OR MORE LEVEL APPROPRIATE SKILLS PERFORMED SIMULTANEOUSLY COED STYLE TOSS 1/4 - 3/4 TWIST TO EXTENDED STUNT COED STYLE TOSS EXTENDED 1 ARM STUNT 1/4 - 1/2 TWISTING TIC TOC TO EXTENDED 1 LEG STUNT
ELITE LEVEL APPROPRIATE	<ul style="list-style-type: none"> FLIPPING FROM GROUND LEVEL TO EXTENDED SINGLE LEG AND/OR SINGLE ARM STUNT (L6) RELEASED INVERSION FROM PREP LEVEL OR ABOVE TO EXTENDED BODY POSITION 	<ul style="list-style-type: none"> SWITCH UP FULL TWIST TO EXTENDED BODY POSITION BODY POSITION TO BODY POSITION TIC TOC (HIGH TO HIGH) FULL TWISTING BALL UP TO EXTENDED BODY POSITION 	<ul style="list-style-type: none"> FLIPPING WITH TWISTING FROM GROUND LEVEL TO EXTENDED SINGLE LEG (L6) 1 1/4 UP TO EXTENDED BODY POSITION 1 1/4 UP TO EXTENDED BODY POSITION DOUBLE UP TO EXTENDED 1 LEG STUNT 		<ul style="list-style-type: none"> BACKHANDSPRING FULL UP TO STUNT (L6) FRONT HANDSPRING 1 1/4 UP TO EXTENDED STUNT COED STYLE TOSS FRONT HANDSPRING RELEASE 1/2 TWIST TO EXTENDED STUNT COED STYLE TOSS FULL TWIST TO EXTENDED STUNT FULL TWISTING TIC TOC TO EXTENDED 1 LEG STUNT (LIB TO BODY POSITION) FRONT HANDSPRING 1/2 UP TO EXTENDED STUNT



2016 - 2017 ALL STAR SCORING SYSTEM - TOSSES

LEVEL 2

NON - TWISTING	TWISTING
STRAIGHT RIDE TOSS	

LEVEL 3

NON - TWISTING	TWISTING
BALL ARCH • PRETTY GIRL ARCH • PIKE ARCH KICK ARCH • BALL-X • TOE TOUCH	FULL TWIST

LEVEL 4

NON - TWISTING	TWISTING
PIKE-X • HITCH KICK • SWITCH KICK • DOUBLE TOE TOUCH	BALL FULL • PIKE FULL • KICK FULL • TOE TOUCH FULL FULL UP TOE TOUCH • DOUBLE FULL

LEVEL 5 YOUTH

NON - TWISTING	TWISTING
PIKE HITCH KICK • PIKE KICK PRETTY GIRL PIKE SWITCH KICK • HITCH KICK KICK	KICK FULL • DOUBLE FULL • HITCH KICK FULL • SWITCH KICK FULL • KICK KICK FULL • PIKE KICK FULL KICK FULL KICK

LEVEL 5 JUNIOR RESTRICTED & SENIOR RESTRICTED

NON - TWISTING	TWISTING
PIKE HITCH KICK • PIKE KICK PRETTY GIRL PIKE SWITCH KICK • HITCH KICK KICK	HITCH KICK FULL • SWITCH KICK FULL • KICK KICK FULL PIKE KICK FULL • KICK FULL KICK • FULL KICK FULL PIKE DOUBLE FULL • KICK DOUBLE FULL TOE TOUCH DOUBLE FULL • DOUBLE UP TOE TOUCH

LEVEL 5

NON - TWISTING	TWISTING
PIKE HITCH KICK • PIKE KICK PRETTY GIRL PIKE SWITCH KICK • HITCH KICK KICK	BALL DOUBLE FULL • PIKE DOUBLE FULL KICK DOUBLE FULL • TOE TOUCH DOUBLE FULL DOUBLE UP TOE TOUCH • HITCH KICK DOUBLE FULL SWITCH KICK DOUBLE FULL • KICK FULL KICK FULL

LEVEL 6

NON - TWISTING	TWISTING
TUCK • X-OUT • PIKE • LAYOUT	LAYOUT FULL • LAYOUT DOUBLE FULL • X-OUT FULL SPLIT FULL • ARABIAN 1 1/2 • PIKE OPEN DOUBLE FULL

*This document includes examples of level appropriate skills.
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2016 - 2017 ALL STAR SCORING SYSTEM - TUMBLING

LEVEL 1

STANDING TUMBLING SKILLS

FORWARD ROLL • STRADDLE ROLL • HAND STAND • HAND STAND FORWARD
ROLL FRONT LIMBER • FRONT WALK OVER • CARTWHEEL • BACKWARD ROLL
BACK EXTENSION ROLL • PUSH UP TO BACKBEND • STANDING BACKBEND
BACKBEND KICK OVER • BACK WALKOVER
CONNECTED SKILLS -CARTWHEEL/BACK WALKOVER

RUNNING TUMBLING SKILLS

ROUND OFF • CARTWHEEL BACK WALKOVER
FRONT WALKOVER TO CARTWHEEL/ROUND OFF
CARTWHEEL 1/2 TURN FRONT WALKOVER

LEVEL 2

STANDING TUMBLING SKILLS

STANDING BACK HANDSPRING • BACK HANDSPRING STEP OUT
BACK EXTENSION ROLL BACK HANDSPRING
BACK WALKOVER BACK HANDSPRING

RUNNING TUMBLING SKILLS

CARTWHEEL BHS • ROUND OFF BHS • ROUND OFF BHS STEP OUT
ROUND OFF BHS SERIES • ROUND OFF BHS SERIES STEP OUT
ROUND OFF BHS STEP OUT TO RO BHS
FRONT WALKOVER TO RO/FWO TO BHS SERIES

LEVEL 3

STANDING TUMBLING SKILLS

SERIES BHS • JUMP TO BHS • JUMP TO BHS SERIES
BHS SERIES JUMP BHS SERIES • BHS STEP OUT BHS COMBO

RUNNING TUMBLING SKILLS

ARIELS • PUNCH FRONT FORWARD ROLL • PUNCH FRONT • ROUND OFF TUCK
ROUND OFF BHS BACK TUCK • ROUND OFF BHS SERIES TO BACK TUCK
FRONT WALKOVER TO ROUND OFF BHS BACK TUCK
FRONT WALKOVER TO ROUND OFF BHS SERIES BACK TUCK

LEVEL 4

STANDING TUMBLING SKILLS

STANDING BACK TUCK • BHS BACK TUCK • SERIES TO BACK TUCK
JUMP BHS BACK TUCK • BACK WALKOVER BHS BACK TUCK
BHS SERIES TO LAYOUT • BHS BACK TUCK BHS BACK TUCK
BHS BACK TUCK BHS LAYOUT • JUMP TO BHS SERIES TO BACK TUCK/LAYOUT
BHS WHIP TO BHS SERIES TO BACK TUCK/LAYOUT

RUNNING TUMBLING SKILLS

CARTWHEEL BACK TUCK
ROUND OFF LAYOUT • ROUND OFF BHS LAYOUT/LAYOUT STEPOUT / X-OUT
ROUND OFF SERIES TO LAYOUT • FRONT WALKOVER THROUGH TO LAYOUT
PUNCH FRONT STEPOUT TO LAYOUT • ROUND OFF BHS SERIES TO LAYOUT
ROUND OFF BHS WHIP BHS TO LAYOUT
PUNCH FRONT STEPOUT BHS WHIP BHS TO BACK TUCK
PUNCH FRONT STEPOUT BHS WHIP BHS TO LAYOUT
FRONT HANDSPRING PUNCH FRONT
FRONT HANDSPRING PUNCH FRONT THROUGH TO ROUND OFF BHS BACK
TUCK/LAYOUT

LEVEL 5 YOUTH, JUNIOR RESTRICTED & SENIOR RESTRICTED

STANDING TUMBLING SKILLS

JUMP BACK TUCK • BHS SERIES TO FULL • JUMP BHS SERIES TO FULL
BHS WHIP TO BHS SERIES TO FULL

RUNNING TUMBLING SKILLS

ROUND OFF FULL • ROUND OFF BHS FULL • FRONT WALKOVER THROUGH TO FULL
PUNCH FRONT STEPOUT TO FULL • ROUND OFF WHIP BHS TO FULL

LEVEL 5 & 6

STANDING TUMBLING SKILLS

JUMP BACK TUCK • STANDING FULL • BHS FULL • SERIES TO FULL
JUMP BHS FULL • BHS SERIES TO FULL • JUMP BHS SERIES TO FULL
BHS WHIP TO BHS SERIES TO FULL • SERIES TO DOUBLE FULL
JUMP BHS SERIES TO DOUBLE FULL • BHS WHIP TO BHS SERIES TO DOUBLE FULL

RUNNING TUMBLING SKILLS

CARTWHEEL FULL • ROUND OFF FULL • ROUND OFF BHS FULL
FRONT WALKOVER THROUGH TO FULL • PUNCH FRONT STEPOUT TO FULL
ROUND OFF BHS WHIP TO FULL
ROUND OFF ARABIAN ROUND OFF BHS FULL • ROUND OFF BHS FULL BHS SERIES TO FULL
ROUND OFF DOUBLE FULL • ROUND OFF BHS DOUBLE FULL • FRONT WALKOVER -
THROUGH TO DOUBLE FULL • PUNCH FRONT STEPOUT TO DOUBLE FULL
ROUND OFF BHS WHIP TO DOUBLE FULL
ROUND OFF ARABIAN ROUND OFF BHS DOUBLE FULL
ROUND OFF BHS FULL BHS SERIES TO DOUBLE FULL
ROUND OFF BHS DOUBLE FULL BHS SERIES TO DOUBLE FULL

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2016 - 2017 ALL STAR SCORING SYSTEM - BUILDING

STUNT DIFFICULTY

3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	4 different level appropriate skills performed by most of team
4.0 - 4.5	MID	4 different level appropriate skills performed by most of team, 1 of which is Elite level appropriate
4.5 - 5.0	HIGH	4 different level appropriate skills performed by most of team, 2 of which are Elite level appropriate

For Level 6 Stunts: All Level 5 & 6 level appropriate skills will be considered level appropriate for scoring purposes (at least 2 different Level 6 skills are required to score in High range).

STUNT / PYRAMID CREATIVITY

4.0 - 4.2	Minimal skills incorporate creativity
4.2 - 4.4	Less than a majority of the skills incorporate creativity
4.4 - 4.7	Majority of the skills incorporate creativity
4.7 - 5.0	Most to all of the skills incorporate creativity

TECHNIQUE

3.0 - 3.5	Minimal athletes execute excellent precision, form and synchronization
3.5 - 4.0	Less than a majority of the athletes execute excellent precision, form and synchronization
4.0 - 4.5	Majority of the athletes execute excellent precision, form and synchronization
4.5 - 5.0	Most to all of the athletes execute excellent precision, form and synchronization

STUNT QUANTITY CHART

# OF ATHLETES	LESS THAN MAJORITY	MAJORITY	MOST	FULL TEAM
5 - 7				1
8 - 11			1	2
12 - 15		1	2	3
16 - 19	1	2	3	4
20 - 23	1 - 2	3	4	5
24 - 27	1 - 3	4	5	6
28 - 31	1 - 3	4	6	7
32 - 35	1 - 4	5	6	8
36	1 - 4	5	7	9

STUNT QUANTITY

(BASED ON A TRADITIONAL GROUP OF 4, RIPPLE OR SYNCHRONIZED)

2.5	Skills performed that do not meet the 4.0 requirement.
4.0	Most of the team performs a level appropriate building skill
4.2	Full team performs a level appropriate building skill
4.4	Less than a Majority of the team performs the same ELITE level appropriate building skill
4.6	Majority of the team performs the same ELITE level appropriate building skill
4.8	Most of the team performs the same ELITE level appropriate building skill
5.0	Full team performs the same ELITE level appropriate building skill

FULL TEAM = The Maximum number of stunts that can be performed based on a traditional group of 4 people.
MAJORITY = 51% (OF THE TEAM)
MOST = 75% (OF THE TEAM)

PYRAMID DIFFICULTY

3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	2 different level appropriate skills, 2 structures performed by most of the team
4.0 - 4.5	MID	3 different level appropriate skills, 2 structures performed by most of the team
4.5 - 5.0	HIGH	4 different level appropriate skills, 2 structures performed by most of the team

TOSS DIFFICULTY

4.0	Tosses are thrown, but none are level appropriate
4.2	Less than majority performs a level appropriate toss
4.4	Majority performs a level appropriate toss
4.6	Majority performs a level appropriate toss, plus one additional toss
4.8	Squad (with or without front spots) performs a level appropriate toss
5.0	Squad (with or without front spots) performs a level appropriate toss, plus one additional toss

SQUAD = The maximum number of tosses that can be thrown during one sequence (if 4 or more athletes are not involved in the toss sequence, it would not count as a squad toss). Must be rippled or synchronized.

COED QUANTITY - LEVEL 3 & 4 SENIOR TEAMS

	Coed Style ASSISTED	Coed Style UNASSISTED
2.5	Coed Style skills performed that do not meet the 4.0 requirement.	
4.0	Walk-in Hands Toss Hands	N/A
4.2	Walk-in Hands press Extension Toss Hands press Extension	N/A
4.4	Walk-in Extended double leg stunt Toss Extended double leg stunt (Level 4 ONLY) Walk-in Hands press Extended single leg stunt/single arm stunt Toss Hands press Extended single leg stunt/single arm stunt	Walk-in Hands Toss Hands
4.6	Walk-in Extended single leg stunt/single arm stunt Toss Extended single leg stunt/single arm stunt (Level 4 ONLY)	Walk-in Hands press Extension Toss Hands press Extension
4.8	N/A	Walk-in Extended double leg stunt Toss Extended double leg stunt (Level 4 ONLY) Walk-in Hands press extended single leg stunt/single arm stunt Toss Hands press extended single leg stunt/single arm stunt
5.0	N/A	Walk-in Extended single leg stunt/single arm stunt Toss Extended single leg stunt/single arm stunt (Level 4 ONLY)

COED QUANTITY - LEVEL 5 & 6 WORLDS TEAMS

	Coed Style ASSISTED	Coed Style UNASSISTED
2.5	Coed Style skills performed that do not meet the 4.0 requirement.	
4.0	Walk-in Extended double leg stunt Toss Extended double leg stunt Walk-in Hands press Extended single leg stunt/single arm stunt Toss Hands press Extended single leg stunt/single arm stunt	Walk-in Hands Toss Hands
4.2	Walk-in Extended single leg stunt/single arm stunt Toss Extended single leg stunt	Walk-in Hands press Extension Toss Hands press Extension
4.4	Toss ¼ - ¾ Twist to Extended single leg stunt	Walk-in Extended double leg Toss Extended double leg stunt Walk-in Hands press Extended single leg stunt/single arm stunt Toss Hands press Extended single leg stunt/single arm stunt
4.6	Toss Extended 1 Arm Stunt Toss Full up to Extended Stunt Toss Front handspring ½ up to Extended stunt	Walk-in Extended single leg stunt/single arm stunt Toss Extended single leg stunt
4.8	N/A	Toss ¼ - ¾ Twist to Extended single leg Stunt
5.0	N/A	Toss Extended 1 Arm Stunt Toss Full up to Extended Stunt Toss Front handspring ½ up to Extended Stunt

Required for Senior Coed Level 3, 4 and 5 teams and International Coed 5 and 6 teams only. L4.2, L4 Open and L5 Restricted Coed teams will always follow the stunt quantity chart, not the coed chart. Coed stunts must be performed at the same time and perform the same entry and skill to receive quantity/skill credit. A score in this category can be earned by meeting the stunt requirements listed - regardless of whether or not the stunts are based by male or female. For 'unassisted' credit, the entire skill must be performed unassisted, up through the actual dismount of the skill to a cradle or to the performing surface.



ALL STAR SCORING SYSTEM - PYRAMIDS

LEVEL 1

INVERSION STYLE	RELEASE STYLE	TWISTING	DISMOUNT STYLE	OTHER STYLE
<ul style="list-style-type: none"> Braced stunt SKILLS 	<ul style="list-style-type: none"> Braced stunt SKILLS Braced switch up to prep level Braced prep level tick tocks 	<ul style="list-style-type: none"> Braced stunt SKILLS Braced $\frac{1}{4}$ twist to/from prep level single leg Braced $\frac{1}{4}$ twist to/from extended double leg 	<ul style="list-style-type: none"> Stunt SKILLS Cradle from prep level single leg 	<ul style="list-style-type: none"> Braced stunt SKILLS Braced combination of two or more level appropriate skills performed simultaneously

LEVEL 2

INVERSION STYLE	RELEASE STYLE	TWISTING	DISMOUNT STYLE	OTHER STYLE
<ul style="list-style-type: none"> Braced stunt SKILLS Braced inversion from ground level to extended single leg 	<ul style="list-style-type: none"> Braced stunt SKILLS Braced switch up to extended single leg Braced prep level to extended single leg tick tock 	<ul style="list-style-type: none"> Braced stunt SKILLS Braced $\frac{1}{2}$ twisting transition to/from extended single leg 	<ul style="list-style-type: none"> Stunt SKILLS Straight cradle from extended single leg position $\frac{1}{4}$ cradle from extended single leg position 	<ul style="list-style-type: none"> Braced stunt SKILLS Braced combination of two or more level appropriate skills performed simultaneously

LEVEL 3

INVERSION STYLE	RELEASE STYLE	TWISTING	DISMOUNT STYLE	OTHER STYLE
<ul style="list-style-type: none"> Braced stunt SKILLS 	<ul style="list-style-type: none"> Braced stunt SKILLS Braced release to extended 2 leg, arm braced on 2 sides Braced release to extended single leg, arm braced on 2 sides 	<ul style="list-style-type: none"> Braced stunt SKILLS Braced full up to extended 2 leg 	<ul style="list-style-type: none"> Stunt SKILLS 	<ul style="list-style-type: none"> Braced stunt SKILLS Braced combination of two or more level appropriate skills performed simultaneously

LEVEL 4

INVERSION STYLE	RELEASE STYLE	TWISTING	DISMOUNT STYLE	OTHER STYLE
<ul style="list-style-type: none"> Braced stunt SKILLS Released braced inversions, braced on 2 sides 	<ul style="list-style-type: none"> Braced stunt SKILLS Braced release to extended position, brace on 1 side Braced releases that involve changing bases 	<ul style="list-style-type: none"> Braced stunt SKILLS Braced full up to extended single leg Braced $1\frac{1}{2}$ twist to extended double leg 	<ul style="list-style-type: none"> Stunt SKILLS 	<ul style="list-style-type: none"> Braced stunt SKILLS Braced combination of two or more level appropriate skills performed simultaneously

LEVEL 5 YOUTH, JUNIOR RESTRICTED & SENIOR RESTRICTED

INVERSION STYLE	RELEASE STYLE	TWISTING	DISMOUNT STYLE	OTHER STYLE
<ul style="list-style-type: none"> Braced stunt SKILLS Released braced inversions, braced on 1 side 	<ul style="list-style-type: none"> Braced stunt SKILLS Released braced inversion that involve changing bases 		<ul style="list-style-type: none"> Stunt SKILLS 	<ul style="list-style-type: none"> Braced stunt SKILLS Braced combination of two or more level appropriate skills performed simultaneously

LEVEL 5

INVERSION STYLE	RELEASE STYLE	TWISTING	DISMOUNT STYLE	OTHER STYLE
<ul style="list-style-type: none"> Braced stunt SKILLS Released braced inversions, braced on 1 side Released braced $1\frac{1}{4}$ flipping inversions with $\frac{1}{2}$ twist Released brace $\frac{3}{4}$ flipping inversions with more than $\frac{1}{2}$ twist 	<ul style="list-style-type: none"> Braced stunt SKILLS Released braced inversion that involve changing bases Released braced twisting inversions that involve changing bases 		<ul style="list-style-type: none"> Stunt SKILLS 	<ul style="list-style-type: none"> Braced stunt SKILLS Braced combination of two or more level appropriate skills performed simultaneously

LEVEL 6

INVERSION STYLE	RELEASE STYLE	TWISTING	DISMOUNT STYLE	OTHER STYLE
<ul style="list-style-type: none"> Braced flipping mounts to 2.5 high structures Flipping free-flying mounts to 2.5 high structures 	<ul style="list-style-type: none"> Non-Twisting Release Moves above 2.5 high Free flying mounts (non-flipping) to 2.5 high structures 	<ul style="list-style-type: none"> Twisting Release Moves above 2.5 high 	<ul style="list-style-type: none"> Cradles and Pop Offs from 2.5 high structures (non-twisting) $\frac{3}{4}$ front flip dismount from 2.5 high structures Twisting Cradles and Pop Offs from 2.5 high structures 	



2016 - 2017 ALL STAR SCORING SYSTEM - TUMBLING

STANDING TUMBLING DIFFICULTY

3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	Most of the team performs a level appropriate pass
4.0 - 4.5	MID	Majority of the team performs two different level appropriate passes, one of which must be synchronized from initiation of the pass
4.5 - 5.0	HIGH LEVEL 1 - 2:	Most of the team performs two different level appropriate passes, one of which must be synchronized from initiation of the pass
4.5 - 5.0	HIGH LEVEL 3 - 6:	Most of the team performs two different level appropriate passes, one of which must be a synchronized advanced jump/tumble combination at initiation of the jump

RUNNING TUMBLING DIFFICULTY (Level 1 - 5 Youth, Junior & Restricted)

3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	Less than majority of the team performs a level appropriate pass
4.0 - 4.5	MID	Majority of the team performs a level appropriate pass
4.5 - 5.0	HIGH	Most of the team performs a level appropriate pass

RUNNING TUMBLING DIFFICULTY (Level 5 - 6 Worlds)

3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	Less than majority of the team performs a level appropriate pass
4.0 - 4.5	MID	Most of the team performs a level appropriate pass
4.5 - 5.0	HIGH	Majority of the team performs an Elite* level appropriate pass, *Elite level appropriate passes include: specialty passes to fulls, double fulls, specialty passes to double fulls (Elite level appropriate passes do not include front walkovers/front handsprings/front or side aerials)

JUMP DIFFICULTY

4.0	Less than a majority of the team performs 1 advanced jump
4.2	Majority of the team performs 1 advanced jump
4.4	Most of the team performs 1 advanced jump - Must be synchronized
4.6	Most of the team performs 2 connected advanced jumps - Must be synchronized
4.8	Most of the team performs 3 connected advanced jumps - Must be synchronized
5.0	Most of the team performs 4 connected advanced jumps or 3 connected advanced jumps, plus 1 additional advanced jump. Must be synchronized and include a variety

All approaches within the jumps must use a whip approach to be considered connected. Teams must perform the required skill set or they will be given a lower score.

BASIC JUMPS: Spread Eagle, Tuck Jump // ADVANCED JUMPS: Pike, Right/Left Hurdlers (front or side), Toe Touch

TECHNIQUE

3.0 - 3.5	Minimal athletes execute excellent precision, form and synchronization
3.5 - 4.0	Less than a majority of the athletes execute excellent precision, form and synchronization
4.0 - 4.5	Majority of the athletes execute excellent precision, form and synchronization
4.5 - 5.0	Most to all of the athletes execute excellent precision, form and synchronization

MAJORITY / MOST QUANTITY TABLE

# OF ATHLETES	MAJORITY	MOST
5	3	4
6	4	5
7	4	5
8	5	6
9	5	7
10	6	8
11	6	8
12	7	9
13	7	9
14	8	10
15	8	11
16	9	12
17	9	12
18	10	13
19	10	14
20	11	15
21	11	16
22	12	17
23	12	17
24	13	18
25	13	19
26	14	20
27	14	20
28	15	21
29	15	22
30	16	23
31	16	23
32	17	24
33	17	25
34	18	26
35	18	26
36	19	27

MAJORITY = 51% (OF THE TEAM)

MOST = 75% (OF THE TEAM)



2016 - 2017 ALL STAR SCORING SYSTEM - OVERALL

DANCE

4.0 - 5.0	A team's ability to demonstrate a high level of energy and entertainment value which incorporates multiple visual elements including a variety of levels, formation changes, partner work, footwork and floorwork. This includes technique, perfection, synchronization, pace and intricacy of dance moves performed.
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PERFORMANCE

9.0 - 10.0	A team's ability to demonstrate high levels of energy and excitement while maintaining consistent uniformity, genuine enthusiasm and showmanship. This will include appropriate athletic impression throughout the routine.
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ROUTINE COMPOSITION

9.0 - 10.0	A team's ability to demonstrate precise spacing and seamless patterns of movement performed throughout the routine. This includes innovative, visual, and intricate ideas; as well as any additional skills performed to enhance the overall appeal.
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