

SCORING SYSTEM

ALL STAR PREP DIVISIONS



STUNT DIFFICULTY

(cumulative throughout the routine)

0	No skills performed
1 – 12	Skill(s) not not satisfy HIGH range
12 – 20	A Majority of the team performs 3 level appropriate skills

STUNT – TEAM MAJORITY

ATHLETE COUNT	MAJORITY COUNT
5 – 7	1
8 – 15	2
16 – 23	3
24 – 30	4

PYRAMID DIFFICULTY

(cumulative throughout the routine)

0	No skills performed
1 – 12	Skill(s) not not satisfy HIGH range
12 – 20	4 level appropriate skill and two structures

STUNT & PYRAMID DIFFICULTY CONSIDERATIONS

The following are considered when COMPARING teams:

- Degree of difficulty of skills
- Percentage of team participation
- Minimal use of bases
- Variety of load-ins, dismounts and transitions
- Pace, additional skills, and combination of skills (non-level appropriate included) may increase your score within range

STUNT & PYRAMID TECHNIQUE

Execution • Stability • Flexibility • Uniformity • Sync

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 – 12	12 – 18	18 – 20
<i>A zero is issued when no skills are performed</i>		

SCORING SYSTEM

ALL STAR PREP DIVISIONS



STANDING TUMBLING DIFFICULTY (cumulative throughout the routine)

0	No skills performed
1 - 6	Less than a Majority of the team performs a level appropriate pass
6 - 10	A Majority of the team performs a level appropriate pass

RUNNING TUMBLING DIFFICULTY (cumulative throughout the routine)

0	No skills performed
1 - 6	Less than a Majority of the team performs a level appropriate pass
6 - 10	A Majority of the team performs a level appropriate pass

TUMBLING DIFFICULTY CONSIDERATIONS

The following are considered when COMPARING teams:

- Degree of difficulty of skills/passes
- Percentage of team participation
- Synchronization
- Specialty combination
- Variety
- Additional skills and combination of skills (non-level appropriate included) may increase your score within range

TUMBLING TECHNIQUE

Execution • Uniformity • Body Control • Landings • Sync

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 - 6	6 - 9	9 - 10
A zero is issued when no skills are performed		

JUMP TECHNIQUE

Execution • Flexibility • Uniformity • Sync

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 - 2	2 - 4	4 - 5
A zero is issued when no skills are performed		

TUMBLING & JUMP - TEAM MAJORITY

ATHLETE COUNT	MAJORITY COUNT
5	3
6 - 7	4
8 - 9	5
10 - 11	6
12 - 13	7
14 - 15	8
16 - 17	9
18 - 19	10
20 - 21	11
22 - 23	12
24 - 25	13
26 - 27	14
28 - 29	15
30	16

JUMP DIFFICULTY (cumulative throughout the routine)

0	No skills performed
1 - 4	Less than a Majority of the team performs 3 advanced jumps
4 - 5	A Majority of the team performs 3 advanced jumps
ADVANCED JUMPS	
Herkie • Hurdler • Toe Touch • Pike • Double Nine	

JUMP DIFFICULTY CONSIDERATIONS

The following are considered when COMPARING teams:

- Percentage of team participation
- Variety
- Connected jumps
- Synchronization
- Height

SCORING SYSTEM

ALL STAR PREP DIVISIONS



ROUTINE CREATIVITY

A team's ability to consistently demonstrate innovative, visual, and creative ideas throughout all routine elements.

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 - 4	4 - 8	8 - 10

FORMATIONS & TRANSITIONS

A team's ability to demonstrate precise spacing, uniform timing, strong pace, and seamless flow between elements.

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 - 2	2 - 4	4 - 5

DANCE DIFFICULTY

The following are considered:

- Visual Elements
- Variety Of Levels
- Formation Changes
- Pace & Intricacy
- Footwork & Floorwork
- Partnerwork
- Team Participation

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 - 2	2 - 4	4 - 5
A zero is issued when no skills/elements are performed		

DANCE TECHNIQUE

The following are considered:

- Perfection
- Synchronization
- Precision of spacing
- Uniformity
- Arm/Motion placement
- Entertainment value
- Energy level

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 - 2	2 - 4	4 - 5
A zero is issued when no skills/elements are performed		

PERFORMANCE

A team's ability to demonstrate high levels of energy, entertainment value, confidence, and showmanship.

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 - 2	2 - 4	4 - 5