



STUNT DIFFICULTY

Score	#of Elite Skills	# of Lvl Appropriate Skills
4.0	0	0
4.1	0	1
4.2	0	2
4.3	0	3
4.4	0	4
4.5	0/1	5/1
4.6	1	4
4.7	2	3
4.8 (Lvl 1 Max)	3	2
4.9	4	1
5.0	5	0

BUILDING QUANTITY SCORE

4.0	Less than majority performs a level appropriate skill
4.2	Majority performs a level appropriate skill
4.4	Most performs a level appropriate skill
4.6	Less than majority performs the same ELITE level appropriate skill
4.8	Majority performs the same ELITE level appropriate skill
5.0	MOST performs the same ELITE level appropriate skill

BUILDING QUANTITY CHART

# of Athletes	MAJORITY	MOST
5-11	1	1
12-15	1	2
16-19	2	3
20-23	3	4
24-27	4	5
28-30	4	6
31-38	5	7

PYRAMID DIFFICULTY

Score	Structures	Level Appropriate Skills
3.6	0	0
3.7	0	1
3.8	0	2
3.9	0	3
4.0	0	4
4.1	1	0
4.2	1	1
4.3	1	2
4.4	1	3
4.5	1	4
4.6	2	0
4.7	2	1
4.8	2	2
4.9	2	3
5.0	2	4

ALL STAR ELITE SCORING SYSTEM

Coed ASSISTED Skills Chart	
Score	Explanation
3.5	Skills performed do not meet the range requirements
4.5	Walk-in Hands / Toss Hands
4.2	Walk in hands, press extension Toss to hands, press extension
4.4	Walk in to extended double leg stunt Toss to extended double leg stunt (level 4 only) Walk-in hands, press to extended 1-leg or 1-arm stunt Toss to hands, press to extended 1-leg or 1-arm stunt
4.6	Walk-in to extended 1 leg stunt/single arm stunt Toss to extended 1 leg stunt or single arm stunt (level 4 only)
4.8	N/A
5.0	N/A

Coed UNASSISTED Skills Chart	
Score	Explanation
3.5	N/A
4.5	Skills do not meet the range requirements
4.2	N/A
4.4	Walk in to hands / Toss to hands
4.6	Walk in hands, press extension Toss to hands, press extension
4.8	Walk in to extended double leg stunt Toss to extended double leg stunt (level 4 only) Walk-in hands, press to extended 1-leg or 1-arm stunt Toss to hands, press to extended 1-leg or 1-arm stunt
5.0	Walk-in to extended 1 leg stunt/single arm stunt Toss to extended 1 leg stunt or single arm stunt (level 4 only)

CO-ED QUANTITY CHART	
# of males	# of Stunts
1-4	1
5 or more	2

BASKET TOSS DIFFICULTY	
4.0	Less Than Majority perform a toss
4.5	Majority performs a level appropriate toss
5.0	Majority performs a level appropriate toss in the same sequence

OVERALL CATEGORIES	
Stunt Creativity	2.0-2.5
Pyramid Creativity	2.0-2.5
Dance	9.0-10.0
Performance	9.0-10.0
Routine Composition	9.0-10.0

ALL STAR ELITE SCORING SYSTEM

TUMBLING / JUMP QUANTITY		
# of Athletes	Majority	Most
5-7	2	3
8-9	4	5
10-11	5	6
12-14	6	7
15-16	7	9
17-19	8	10
20-22	10	12
23-25	11	13
26-27	13	15
28-30	14	16
31-38	15	18

JUMP DIFFICULTY	
3.5	Skills performed do not meet 4.0 range requirements
4.0	Most of the team performs 1 advanced jump
4.5	Most of the team performs 2 connected advanced jumps, must be synchronized and must include a variety (*Tiny/Mini must perform 2 advanced jumps. Connection and variety are not required.)
5.0	Most of the team performs 2 connected advanced jumps, plus 1 additional advanced jump, must be synchronized and must include a variety (*Tiny/Mini must perform 2 advanced jumps. Connection and variety are not required.)

RUNNING TUMBLING	
3.0-3.5	Do not meet range requirements
3.5-4.0	>Majority of team performs a level appropriate pass
4.0-4.5	Majority of team performs a level appropriate pass
4.5-5.0	Most of the team performs an ELITE level appropriate passe

STANDING TUMBLING	
3.0-3.5	Do not meet range requirements
3.5-4.0	Most of team performs a level appropriate skill
4.0-4.5	Majority of team performs the same level appropriate skill and must be synchronized from the start of the pass
4.5-5.0	Most of team performs the same level appropriate skill and must be synchronized from the start of the pass PLUS majority of the team performs another level appropriate pass

EXECUTION for Building,- Tumbling - Tosses			
3.5 – 5.0			
Scores will start at 5.0 and deduct by .1 , .2 or .3 based on lack of technical execution			
.1 minor errors / .2 multiple errors / .3 widespread errors			
Stunt/Pyramid Drivers	Tumbling Drivers	Toss Drivers	Jump Drivers
Top Person	Approach	Top persons	Approach
Bases/Spotters	Speed	Basses/Spotters	Arm Placement
Synchronization	Body Control	Height	Leg Placement
Obvious Mistakes	Landings	Cradles	Landings
Transitions	Synchronization	Obvious mistakes	Synchronization

ALL STAR ELITE SCORING SYSTEM