



Varsity All Star Scoring Ranges



The following grid outlines the point ranges for specific skill sets performed *by a MAJORITY of the team*. Judges will consider difficulty and variety when deciding on a specific score. Skills performed by less than a majority of the team will move the score into a lower range. In each category, the majority of the team must master each listed skill unless the skills are separated by the word "or." Execution/Technique for each skill category will be rewarded separately on the score sheet. (Definitions and examples of "Advanced" and "Elite" skills attached.)

	Stunts	Pyramids	Tosses	Standing Tumbling	Running Tumbling	Jumps
Level 1	3-4 --Extension Preps or --One Leg Variations below Prep Level	3-4 --Pyramids at Prep Level and Below or --Pyramids Involving Extended Two Leg Stunts	3-4	3-4 --Forward/Backward Rolls or --Cartwheels or --Front/Back Walkovers	3-4 --Cartwheels or --Round-offs	3-4 --Basic Jumps or Single Jumps
	4-5 --Extensions or --One Leg Variations at Prep Level	4-5 --Pyramids involving Extended One Leg Stunts	4-5 --Basic Straight Rides	4-5 --Single BHS	4-5 --Round-off BHS	4-5 --Advanced Jump Combinations
Level 2	5-6 --Extended One Leg Stunts --Required Dismount: Full Twist from Two Leg Stunt	5-6 --Pyramids involving extended One Leg Stunts and at least one 2 1/2 high Transition	5-6 --Non-Twisting Tosses Ex: Toe Touch Tuck Arch --Single Twisting Tosses	5-6 --Series BHS or --Jump/BHS Combinations	5-6 --Round-off BHS Back Tucks or --Round-off Tucks or --Running Punch Fronts	5-6 --Advanced Jump Combinations
	5-6 --Advanced Skills --Required Dismount: Single Twist from One Leg Stunt	6-7 --Pyramids involving extended One Leg Stunts and at least one Braced Flip Transition Sequence	6-7 --Double Skill Tosses including a Twist or --Double Twisting Tosses Ex: Kick Fulls Double Fulls	6-7 --Back Tucks or --BHS Back Tucks or --BHS to a Layout position or --Jump/BHS Back Combinations	6-7 --Layouts	6-7 --Advanced Jump Combinations
Level 3	6-7 --Elite Skills --Required Dismount: Single Twist from One Leg Stunt	7-8 --Pyramids involving extended One Leg Stunts and at least one Braced Flip Transition Sequence	7-8 --Kick Double Full Twisting Tosses Ex: Kick Double Fulls	7-8 --Jump/Tuck Combinations	7-8 --Single Full Twisting Skills	7-9 --Advanced Jump Combinations
	7-8 --Advanced Skills --Required Dismount: Double Twist from One Leg Stunt	8-9 --Pyramids involving extended One Leg Stunts and Multiple Braced Flip Transition Sequences --Multiple Extended Structures	8-9 --Kick Double Full Twisting Tosses with Specialty skills Ex: Switch Kick Double Fulls Hitch Kick Double Fulls	8-9 --Standing Passes that include Full Twisting Skills and/or Double Twisting Skills Ex: Standing Two to a Full Standing One to a Full Standing Full	8-9 --Single Full Twisting Skills and Numerous Specialty Passes to a full twisting skill and Numerous Double Full Twisting Skills	
Level 4	8-9 --Elite Skills --Required Dismount: Double Twist from One Leg Stunt or --Single Based, Extended Unassisted Stunts					
Level 5						
	Stunts	Pyramids	Tosses	Standing Tumbling	Running Tumbling	Jumps



Varsity All Star Scoring Descriptions



Maximum Difficulty will be determined by the performing team's USASF Level. Execution will be worth an additional one point value.

Execution / Technique will be evaluated on the following criteria: synchronization, form, technique, body position, flexibility and skill completion. Any bobbles (hands down on tumbling, shaky stunts, etc.) will be considered when awarding the score and will not be considered by the point deduction judge.

Jumps difficulty will be evaluated based on the following criteria: variety, difficulty, incorporation, use of approaches, and quantity. Jumps execution will be based on the following criteria: chest placement, flexibility, form and landing. Basic Jumps - Spread Eagle, Double Hook, Tuck and Stag. Advanced Jumps - Herkie, Side Hurdler, Toe Touch, Front Hurdler, Pike and Double Nine. Combinations - Connecting jumps with a prep or whip in between. Standing Tumbling difficulty will be reflected in the standing tumbling score and will not be evaluated in the jump category.

Motions / Dance difficulty will be evaluated on the following three areas of criteria. Little to no transitions and level changes will score in the low portion of the range. Minimal transitions and level changes to include variety of movement, footwork and floorwork along with average energy and entertainment value will score in the middle portion of the range. Multiple transitions and level changes to include variety of movement, footwork, floorwork along with high energy and entertainment value will score on the high end of the range.

Formation / Transition difficulty will be evaluated on the following criteria: creativity, flow, visual effect, ease of movement, pace, spacing and seamless patterns. Execution / Technique will be evaluated on how well the above criteria is performed by the athletes.

Performance will be evaluated on the following criteria: showmanship, energy levels, excitement, crowd appeal, uniformity, genuine enthusiasm and athletic sportsmanship.

Skills Creativity will reward teams for using unique load ins, dismounts and transitions in the building and tumbling portions of the routine and will have a maximum value of 5 points.

Routine Creativity will reward teams for using creative and innovative choreography throughout the overall routine and will have a maximum value of 5 points.

Level 4.2 teams will follow the Level 4 range for Building Skills (Stunts, Pyramids and Tosses), Overall Routine (Motions/Dance, Formations/Transitions and Performance) and the Jumps category. All Tumbling Skills (Standing Tumbling and Running Tumbling) will follow the Level 2 range.

Level 6 Skills will be scored in the 9 - 10 range for Building Skills (Stunts, Pyramids and Tosses)

Definitions and Examples of "Advanced" and "Elite" skills

Advanced Stunting Skills include

(but are not limited to):

- Extended One Leg Stunts
- Minor Releases that land at prep level or below
- Minor Tick Tock variations
- Inverted transitions to Prep Level and below
- Walking stunts/Turning stunts
- 1/2 or Single Twisting Transitions
- Power Presses

**Other unique Mounts and Transitions of similar difficulty level*

Elite Stunting Skills include

(but are not limited to):

- Full Up to Extended Position
- Major Releases that land in an Extended Position
- Major Tick Tock variations
- Inverted Transitions to an extended position
- 1 1/2 - 2 Twisting Transitions
- Toss Extended stunts
- *Other unique Mounts and Transitions of similar difficulty level*