

2021 - 2022  
VARSITY ALL STAR

# Scoring Rubric

UK VERSION



VARSITY  
ALL STAR

## PREP DIVISIONS

The below divisions will utilize the following rubrics:

L1.1: Tiny, Mini, Youth, Junior, Senior

L2.1: Mini, Youth, Junior, Senior



## STUNT DIFFICULTY

STUNT SKILLS WILL ONLY RECEIVE FULL CREDIT IF THEY SHOW CONTROL THROUGH THE POP OR TRANSITION TO ANOTHER SKILL.

2.0 - 2.5	BELOW	Skills performed do not meet Low range requirement
2.5 - 3.0	LOW	4 different level appropriate skills performed by Most of the team
3.0 - 3.5	MID	4 different level appropriate skills performed by Most of the team, 1 of which is Elite level appropriate

## DIFFICULTY DRIVERS

- Degree of difficulty
- Percent of team participation (Maximizing stunt groups based on the number of athletes)
- Combination of skills (level and non-level appropriate)
- Pace of skills performed

## BUILDING QUANTITY CHART

# OF ATHLETES	NUMBER OF GROUPS	
	MAJORITY	MOST
5 - 11	1	1
12 - 15	1	2
16 - 19	2	3
20 - 23	3	4
24 - 30	4	5

## PYRAMID DIFFICULTY

2.0 - 2.5	BELOW	Skills performed do not meet Low range requirement
2.5 - 3.0	LOW	2 different level appropriate skills and 2 structures performed by Most of the team
3.0 - 3.5	MID	3 different level appropriate skills and 2 structures performed by Most of the team

## ADDITIONAL INFORMATION

Skills that are not required to be synchronized may be cumulative to meet a difficulty requirement.

Stunt Skills will only receive full credit if they show control through the pop or transition to another skill.

### BODY POSITIONS

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



## JUMP DIFFICULTY

0.5	Skills performed do not meet 1.0 requirement
1.0	Most of the team performs 1 advanced jump
1.5	Most of the team performs 2 advanced jumps. Must be synchronized, but does not need to be connected or include a variety.

## TUMBLING/JUMP QUANTITY CHART

# OF ATHLETES	MAJORITY	MOST
5 - 7	2	4
8 - 9	4	5
10 - 15	6	7
16 - 19	8	9
20 - 25	10	13
26 - 30	14	16

## DIFFICULTY DRIVERS

- Degree of difficulty
- Percent of team participation
- Combination of skills
- Synchronization of passes
- Variety of passes

## STANDING TUMBLING DIFFICULTY

2.0 - 2.5	BELOW	Skills performed do not meet Low range requirement
2.5 - 3.0	LOW	Most of the team performs a level appropriate pass
3.0 - 3.5	MID	Majority of the team performs the same level appropriate pass which must be synchronized from initiation of the pass

## JUMPS

- Variety - at least 2 different jumps. Performing the same jump with different legs doesn't constitute as variety. (i.e. left/right hurdler).
- Jump skills must land on feet to be considered level appropriate and receive difficulty credit (i.e. jumps that land on knee(s) or seat, etc. would not count).
- Basic Jumps: Spread Eagle, Tuck Jump
- Advanced Jumps: Pike, Right/Left Hurdlers (front or side), Toe Touch

## RUNNING TUMBLING DIFFICULTY

2.0 - 2.5	BELOW	Skills performed do not meet Low range requirement
2.5 - 3.0	LOW	Less than a Majority of the team performs a level appropriate pass
3.0 - 3.5	MID	Majority of the team performs a level appropriate pass

## ADDITIONAL INFORMATION

- Tumbling passes must land on feet to be considered level appropriate and receive difficulty credit (i.e. jump 3/4 front flip to seat, back hand-springs which lands in a prone position, etc. would not count).
- Jumps within a pass will not break up the pass (i.e. Toe Touch-BHS-Toe Touch-BHS is 1 pass in L3).
- T-Jumps are not considered a jump and will break up a pass into two separate passes.
- L2- No skills out of a RO that are ILLEGAL in L1 will count for level appropriate credit.
- L3- No skills out of a BHS step out 1/2 turn that are ILLEGAL in L2 will count for level appropriate credit.



## STUNT CREATIVITY

0.5 - 1.0

Stunt skills incorporate visual, unique or innovative ideas. This includes level and non-level appropriate skills.

This may include: Entries • Transitions • Dismounts

## PYRAMID CREATIVITY

0.5 - 1.0

Pyramid skills incorporate visual, unique or innovative ideas. This includes level and non-level appropriate skills.

This may include: Entries • Transitions • Dismounts

## ROUTINE COMPOSITION

1.0 - 2.0

A team's ability to demonstrate the following throughout the routine:

Precise spacing • Formations • Transitions

This also includes innovative, visual and intricate ideas, as well as, any additional skills performed to enhance the overall appeal.

## DANCE

1.0 - 2.0

A team's ability to demonstrate a high level of energy and entertainment value which may incorporate:

**DIFFICULTY:**

Visual elements • Variety of levels • Formation changes • Footwork • Floorwork • Partner work • Pace

**EXECUTION:**

Technique • Perfection • Motion Strength/Placement • Synchronization

## OVERALL IMPRESSION

1.0 - 2.0

The judging panel's overall impression of the entire performance encompassing all category areas and including energy, genuine enthusiasm, showmanship, and eye contact. Facial expression will not be considered when scoring this category and teams that wear masks while performing will not be penalized.

\*Overall Impression will include and take into consideration appropriate athletic impression throughout the routine.



## EXECUTION - STUNT/PYRAMID & STANDING/RUNNING TUMBLING

4.0	<p>Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill.</p> <ul style="list-style-type: none"> <li>• Scores will start at a 4.0 and may be reduced by .1, .2 or .3 based on the lack of technical execution of each driver</li> <li>• .1 - Minor technique issues by the team, not just 1 athlete in Tumbling or 1 athlete in Stunts/Pyramid</li> <li>• .2 - Multiple technique issues by the team</li> <li>• .3 - Widespread technique issues by the team</li> <li>• No more than .3 will be taken off for a single driver.</li> <li>• Stylistic differences will not factor into a teams' Execution score.</li> </ul>
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## EXECUTION - JUMPS

2.0	<p>Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill.</p> <ul style="list-style-type: none"> <li>• Scores will start at a 2.0 and may be reduced by .1, .2 or .3 based on the lack of technical execution of each driver</li> <li>• .1 - Minor technique issues by the team, not just 1 athlete in Jumps</li> <li>• .2 - Multiple technique issues by the team</li> <li>• .3 - Widespread technique issues by the team</li> <li>• No more than .3 will be taken off for a single driver.</li> <li>• Stylistic differences will not factor into a teams' Execution score.</li> </ul>
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## STUNT/PYRAMID DRIVERS

*Each driver may include, but is not limited to, the below examples:*

<b>Top Person</b>	<ul style="list-style-type: none"> <li>• Body control</li> <li>• Uniform flexibility</li> <li>• Motion placement</li> <li>• Legs straight/locked and toes pointed</li> </ul>
<b>Bases/Spotters</b>	<ul style="list-style-type: none"> <li>• Stability of the stunt</li> <li>• Solid stance</li> <li>• Positioned shoulder width apart</li> <li>• Feet stationary</li> </ul>
<b>Transitions</b>	<ul style="list-style-type: none"> <li>• Entries</li> <li>• Dismounts</li> <li>• Speed/control/flow from skill to skill</li> </ul>
<b>Synchronization*</b>	<ul style="list-style-type: none"> <li>• Timing</li> </ul>

\*Teams that do not perform at least 1 level appropriate skill/transition by 2 or more groups in Stunts and Pyramids will automatically receive .3 off for Synchronization.

## JUMP DRIVERS

*Each driver may include, but is not limited to, the below examples:*

<b>Arm Placement</b>	<ul style="list-style-type: none"> <li>• Approach</li> <li>• Consistent entry</li> <li>• Swing/prep</li> <li>• Arm position within jump(s)</li> </ul>
<b>Leg Placement</b>	<ul style="list-style-type: none"> <li>• Straight legs</li> <li>• Pointed toes</li> <li>• Hip placement/rotation</li> <li>• Hyperextension</li> <li>• Height</li> <li>• Legs/feet together</li> <li>• Chest placement</li> <li>• Landings</li> </ul>
<b>Synchronization</b>	<ul style="list-style-type: none"> <li>• Timing</li> </ul>

## STANDING/RUNNING TUMBLING DRIVERS

*Each driver may include, but is not limited to, the below examples:*

<b>Approach</b>	<ul style="list-style-type: none"> <li>• Arm placement into a pass/skill</li> <li>• Swing/prep</li> <li>• Chest placement</li> <li>• Flow from skill to skill in a pass</li> <li>• Connection of pass/skills</li> </ul>
<b>Body Control</b>	<ul style="list-style-type: none"> <li>• Head placement</li> <li>• Arm/shoulder placement in skills</li> <li>• Hips</li> <li>• Leg placement in skills</li> <li>• Pointed toes</li> </ul>
<b>Landings</b>	<ul style="list-style-type: none"> <li>• Controlled</li> <li>• Legs/feet together</li> <li>• Chest placement</li> <li>• Finished pass/skill</li> <li>• Incomplete twisting skills</li> </ul>
<b>Synchronization*</b>	<ul style="list-style-type: none"> <li>• Timing</li> </ul>

\*Teams that do not perform at least 1 level appropriate pass synchronized in a group will automatically receive .3 off for Synchronization.



# 2021 - 2022 ALL STAR PREP SCORING SYSTEM - TUMBLING

9.1.21

## LEVEL 1

### STANDING TUMBLING SKILLS

FORWARD ROLL • STRADDLE ROLL • HANDSTAND • HANDSTAND FORWARD ROLL • FRONT LIMBER  
FRONT WALK OVER • CARTWHEEL • BACKWARD ROLL  
BACK EXTENSION ROLL • PUSH UP TO BACKBEND • STANDING BACKBEND  
BACKBEND KICK OVER • BACK WALKOVER

### RUNNING TUMBLING SKILLS

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