



ALL STAR SCORING SYSTEM

OVERALL

DANCE

9.0 - 9.2	LOW	Dances that include poor perfection and sync, entertainment value, length and/or musicality. Basic choreography and/or creativity. Poor technique in movement.
9.2 - 9.5	MID	Dances that include average perfection and sync, entertainment value, length and/or musicality. Average choreography and/or creativity. Average technique in movement.
9.5 - 10	HIGH	Dances that include excellent perfection and sync, entertainment value, length and/or musicality. Excellent choreography and/or creativity. Excellent technique in movement.

OVERALL IMPRESSION / PERFORMANCE

9.0 - 9.2	LOW	Routines that could use additional focus on level of perfection and/or performance.
9.2 - 9.5	MID	Routines that are average or have slight breaks in their level of perfection and/or performance.
9.5 - 10	HIGH	Routines that have a high level of perfection and/or performance.

ROUTINE CREATIVITY

4.0 - 4.3	BELOW AVERAGE	Less than majority of the creative elements choreographed demonstrate excellent use of innovative/unique/visual transitions.
4.4 - 5.0	AVERAGE - ABOVE AVERAGE	Majority to all of the creative elements choreographed demonstrate excellent use of innovative/unique/visual transitions.



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TUMBLING

STANDING TUMBLING

7.5 - 8.0	BELOW	Skills performed do not meet Low range requirement
8.0 - 8.2	LOW	Majority of team performs a level appropriate pass
8.2 - 8.5	MID	Most of team performs a level appropriate pass
8.5 - 9.0	LEVEL 1 - 2: HIGH	Most of team performs two level appropriate passes, one of which must be synchronized
8.5 - 9.0	LEVEL 3 - 5: HIGH	Most of team performs two level appropriate passes, one of which must be a synchronized jump/tumble combination

RUNNING TUMBLING DIFFICULTY

7.5 - 8.0	BELOW	Skills performed do not meet Low range requirement
8.0 - 8.2	LOW	Less than a majority of the team performs a level appropriate pass
8.2 - 8.5	MID	Majority of the team performs a level appropriate pass
8.5 - 9.0	HIGH	Most of the team performs a level appropriate pass

JUMP DIFFICULTY

8.0	LOW	Most of the team performs 1 jump
8.2	MID	Most of the team performs 2 connected advanced jumps
8.5	HIGH	Most of the team performs 3 connected advanced jumps
9.0	MAX	Most of the team performs 4 connected advanced jumps or 3 connected advanced jumps, plus one additional advanced jump, must 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

.1 - .3	BELOW AVERAGE	Less than majority of the athletes demonstrated excellent precision, form and synchronization
.4 - 1.0	AVERAGE - ABOVE AVERAGE	Majority to all of the athletes in the routine demonstrated 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	10
14	8	11
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



ALL STAR SCORING SYSTEM BUILDING

STUNT DIFFICULTY

7.5 - 8.0	BELOW	Skills performed do not meet Low range requirement
8.0 - 8.2	LOW	2 different level appropriate skills performed by most of team
8.2 - 8.5	MID	3 different level appropriate skills performed by most of team
8.5 - 9.0	HIGH	4 different level appropriate skills performed by most of team

PYRAMID DIFFICULTY

7.5 - 8.0	BELOW	Skills performed do not meet Low range requirement
8.0 - 8.2	LOW	2 different level appropriate skills, 2 structures
8.2 - 8.5	MID	3 different level appropriate skills, 2 structures
8.5 - 9.0	HIGH	4 different level appropriate skills, 2 structures

TOSS DIFFICULTY

7.5 - 8.0	BELOW	Skills performed do not meet Low range requirement
8.0 - 8.2	LOW	Less than a majority performs a level appropriate toss
8.2 - 8.5	MID	Majority performs a level appropriate toss
8.5 - 8.9	HIGH	Full team (with or with front spots) perform a level appropriate toss
9.0	MAX	Full team (with or without front spots) perform a level appropriate toss plus one additional toss

MAJORITY = 51% of the athletes on the team are used in a toss sequence
 FULL TEAM = The maximum number of tosses that can be thrown during one sequence

STUNT / PYRAMID CREATIVITY

4.0 - 4.3	BELOW AVERAGE	Less than majority of the building skills choreographed demonstrate excellent use of innovative/unique/visual transitions
4.4 - 5.0	AVERAGE - ABOVE AVERAGE	Majority to all of the building skills choreographed demonstrate excellent use of innovative/unique/visual transitions

TECHNIQUE

.1 - .3	BELOW AVERAGE	Less than majority of the athletes demonstrated excellent precision, form and synchronization
.4 - 1.0	AVERAGE - ABOVE AVERAGE	Majority to all of the athletes in the routine demonstrated excellent precision, form and synchronization

STUNT QUANTITY CHART

# of ATHLETES	4.0	4.2	4.5	4.9	5.0
5 - 7					1
8 - 11				1	2
12 - 15			1	2	3
16 - 19		1	2	3	4
20 - 23		2	3	4	5
24 - 27		3	4	5	6
28 - 31		4	5	6	7
32 - 35		5	6	7	8
36		6	7	8	9

A team's score in this category will be based on the most number of stunt group used to perform one of the required level appropriate building skills.

COED

4.0	BELOW	Unassisted or Assisted Shoulder Sit or Chair Sit
4.2	LOW	Unassisted Toss* or Walk-In* to Hands OR Assisted Toss* or Walk-In* to Hands press Extension
4.5	MID	Unassisted Toss* or Walk-In* to Hands press Extension OR Assisted Toss* or Walk-In* to fully Extended Double Leg Stunt
4.9	HIGH	Unassisted Toss* or Walk-In* to fully Extended Double Leg Stunt OR Assisted Toss* or Walk-In* to fully Extended Single Leg Stunt
5.0	MAX	Unassisted Toss* or Walk-In* to fully Extended Single Leg Stunt/Awesome

*Several forms of "Toss" and "Walk-In" are acceptable (i.e. a full up, ball up, etc.)
 L4.2 and L5R 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.

COED QUANTITY CHART

# of MALES ON TEAM	# of STUNTS*
1 - 3	1
4 - 5	2
6 - 7	3
8 - 9	4
10 - 11	5
12 - 13	6
14 - 15	7
16 - 17	8
18	9

*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.