



2018 - 2019 ALL STAR & PERFORMANCE REC SCORING SYSTEM - BUILDING

STUNT DIFFICULTY

| | | |
|-----------|-------|--|
| 3.0 - 3.5 | BELOW | Skills performed do not meet Low range requirement |
| 3.5 - 4.0 | LOW | 4 different level appropriate skills performed by Most of the team |
| 4.0 - 4.5 | MID | 4 different level appropriate skills performed by Most of the team, 1 of which is Elite level appropriate |
| 4.5 - 5.0 | HIGH | 4 different level appropriate skills performed by Most of the team, 2 of which are Elite level appropriate |

For Level 6 Stunts: All Level 5 & 6 level appropriate skills will be considered Level 6 appropriate for scoring purposes (at least 2 different Level 6 skills are required to score in High range).

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

STUNT QUANTITY

(BASED ON A TRADITIONAL GROUP OF 4, RIPPLE OR SYNCHRONIZED IN THE SAME SECTION)

| | |
|-----|---|
| 4.0 | Less than a Majority of the team performs a level appropriate building skill |
| 4.2 | Majority of the team performs a level appropriate building skill |
| 4.4 | Most of the team performs a level appropriate building skill |
| 4.6 | Less than a Majority of the team performs the same Elite level appropriate building skill |
| 4.8 | Majority of the team performs the same Elite level appropriate building skill |
| 5.0 | Most of the team performs the same Elite level appropriate building skill |

TOSS DIFFICULTY

| | |
|-----|--|
| 4.0 | Less than a Majority of the team performs a toss |
| 4.5 | Majority of the team performs a level appropriate toss |
| 5.0 | Majority of the team performs a level appropriate toss rippled or synchronized in the same section |

DIFFICULTY DRIVERS

- Degree of difficulty
- Percent of team participation
- Combination of skills (level and non-level appropriate)
- Pace of skills performed

TECHNIQUE

3.5 - 5.0 A team's ability to execute Stunts, Pyramids and Tosses with excellent precision and form.

| STUNT/PYRAMID DRIVERS | TOSS DRIVERS |
|---------------------------------------|------------------------|
| Top Person/Body Control | Top Person |
| Bases/Spotters/Stability of the Stunt | Bases/Spotters |
| Entries/Transitions/Dismounts | Height |
| Obvious Mistakes | Cradle |
| Synchronization | Synchronization/Timing |

STUNT/TOSS 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 |

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 - 19 | 9 |

PYRAMID DIFFICULTY

| | | |
|-----------|-------|--|
| 3.0 - 3.5 | BELOW | Skills performed do not meet Low range requirement |
| 3.5 - 4.0 | LOW | 2 different level appropriate skills, 2 structures performed by Most of the team |
| 4.0 - 4.5 | MID | 3 different level appropriate skills, 2 structures performed by Most of the team |
| 4.5 - 5.0 | HIGH | 4 different level appropriate skills, 2 structures performed by Most of the team |

COED QUANTITY - LEVEL 3 & 4 SENIOR TEAMS (BASED ON A GROUP OF 3, RIPPLE OR SYNCHRONIZED IN THE SAME SECTION)

| | Coed Style ASSISTED | Coed Style UNASSISTED |
|-----|---|---|
| 3.5 | Skills performed do not meet 4.0 requirement | |
| 4.0 | Walk-in Hands Toss Hands | N/A |
| 4.2 | Walk-in Hands press Extension Toss Hands press Extension | N/A |
| 4.4 | Walk-in Extended double leg stunt Toss Extended double leg stunt (Level 4 ONLY) Walk-in Hands press Extended single leg stunt/single arm stunt Toss Hands press Extended single leg stunt/single arm stunt | Walk-in Hands Toss Hands |
| 4.6 | Walk-in Extended single leg stunt/single arm stunt Toss Extended single leg stunt/single arm stunt (Level 4 ONLY) | Walk-in Hands press Extension Toss Hands press Extension |
| 4.8 | N/A | Walk-in Extended double leg stunt Toss Extended double leg stunt (Level 4 ONLY) Walk-in Hands press Extended single leg stunt/single arm stunt Toss Hands press Extended single leg stunt/single arm stunt |
| 5.0 | N/A | Walk-in Extended single leg stunt/single arm stunt Toss Extended single leg stunt/single arm stunt (Level 4 ONLY) |

COED QUANTITY - LEVEL 5 & 6 WORLDS TEAMS (BASED ON A GROUP OF 3, RIPPLE OR SYNCHRONIZED IN THE SAME SECTION)

| | Coed Style ASSISTED | Coed Style UNASSISTED |
|-----|--|---|
| 3.5 | Skills performed do not meet 4.0 requirement | |
| 4.0 | Walk-in Extended double leg stunt Toss Extended double leg stunt Walk-in Hands press Extended single leg stunt/single arm stunt Toss Hands press Extended single leg stunt/single arm stunt | Walk-in Hands Toss Hands |
| 4.2 | Walk-in Extended single leg stunt/single arm stunt Toss Extended single leg stunt | Walk-in Hands press Extension Toss Hands press Extension |
| 4.4 | Toss 1/4 - 3/4 Twist to Extended single leg stunt | Walk-in Extended double leg stunt Toss Extended double leg stunt Walk-in Hands press Extended single leg stunt/ single arm stunt Toss Hands press Extended single leg stunt/single arm stunt |
| 4.6 | Toss Extended single arm stunt Toss Full up to Extended Stunt Toss Front handspring 1/2 up to Extended stunt | Walk-in Extended single leg stunt/single arm stunt Toss Extended single leg stunt |
| 4.8 | N/A | Toss 1/4 - 3/4 Twist to Extended single leg Stunt |
| 5.0 | N/A | Toss Extended single arm stunt Toss Full up to Extended Stunt Toss Front handspring 1/2 up to Extended Stunt |

Coed stunts must be performed with the same entry (toss or walk-in) and same skill to receive quantity credit. For unassisted credit, the entire skill must be performed unassisted, up through the actual dismount of the skill to a cradle or to the performing surface. Coed stunts must have a controlled dismount/pop off to the performance surface to receive full Coed Quantity credit.



2018 - 2019 ALL STAR & PERFORMANCE REC SCORING SYSTEM - TUMBLING

STANDING TUMBLING DIFFICULTY (Level 1 - 5 Youth, Junior & Restricted)

| | | |
|-----------|-------|---|
| 3.0 - 3.5 | BELOW | Skills performed do not meet Low range requirement |
| 3.5 - 4.0 | LOW | Most of the team performs a level appropriate pass |
| 4.0 - 4.5 | MID | Majority of the team performs the same level appropriate pass which must be synchronized from initiation of the pass |
| 4.5 - 5.0 | HIGH | Most of the team performs the same level appropriate pass which must be synchronized from initiation of the pass, plus Majority of the team performs an additional level appropriate pass |

STANDING TUMBLING DIFFICULTY (Level 5 - 6 Worlds)

| | | |
|-----------|-------|---|
| 3.0 - 3.5 | BELOW | Skills performed do not meet Low range requirement |
| 3.5 - 4.0 | LOW | Most of the team performs a level appropriate pass |
| 4.0 - 4.5 | MID | Majority of the team performs an Elite level appropriate pass |
| 4.5 - 5.0 | HIGH | Most of the team performs an Elite level appropriate pass in the same section |

RUNNING TUMBLING DIFFICULTY (Level 1 - 5 Youth, Junior & Restricted)

| | | |
|-----------|-------|--|
| 3.0 - 3.5 | BELOW | Skills performed do not meet Low range requirement |
| 3.5 - 4.0 | LOW | Less than a Majority of the team performs a level appropriate pass |
| 4.0 - 4.5 | MID | Majority of the team performs a level appropriate pass |
| 4.5 - 5.0 | HIGH | Most of the team performs a level appropriate pass |

RUNNING TUMBLING DIFFICULTY (Level 5 - 6 Worlds)

| | | |
|-----------|-------|---|
| 3.0 - 3.5 | BELOW | Skills performed do not meet Low range requirement |
| 3.5 - 4.0 | LOW | Majority of the team performs a level appropriate pass |
| 4.0 - 4.5 | MID | Most of the team performs a level appropriate pass |
| 4.5 - 5.0 | HIGH | Majority of the team performs an Elite level appropriate pass |

JUMP DIFFICULTY

| | |
|-----|--|
| 3.5 | Skills performed do not meet 4.0 requirement |
| 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: Most of the team performs 2 advanced jumps must be synchronized, but DO NOT need to be connected or include a variety. |
| 5.0 | Most of the team performs 3 connected advanced jumps or 2 connected advanced jumps, plus 1 additional advanced jump. Must be synchronized and include a variety Tiny/Mini: Most of the team performs 3 advanced jumps must be synchronized, but DO NOT need to be connected or 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

TUMBLING/JUMP QUANTITY CHART

| # 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 |

DIFFICULTY DRIVERS

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

TECHNIQUE

| | | |
|--|--|--|
| 3.5 - 5.0 | A team's ability to execute Standing Tumbling, Running Tumbling and Jumps with excellent precision and form. | |
| STANDING/RUNNING TUMBLING DRIVERS | | JUMP DRIVERS |
| Approach Speed Body Control Landings Synchronization | | Arm Placement Leg Placement Hyperextension/Height Landings Synchronization |



2018 - 2019 ALL STAR & PERFORMANCE REC SCORING SYSTEM- OVERALL

STUNT CREATIVITY

| | |
|-----------|--|
| 2.0 - 2.5 | Stunt skills incorporate visual, unique or innovative ideas. This includes level and non-level appropriate skills. |
|-----------|--|

PYRAMID CREATIVITY

| | |
|-----------|--|
| 2.0 - 2.5 | Pyramid skills incorporate visual, unique or innovative ideas. This includes level and non-level appropriate skills. |
|-----------|--|

DANCE

| | |
|----------|--|
| 9.0 - 10 | A team's ability to demonstrate a high level of energy and entertainment value which incorporates multiple visual elements including a variety of levels, formation changes, partner work, footwork and floor-work. This includes technique, perfection, synchronization, pace and intricacy of dance moves performed. |
|----------|--|

PERFORMANCE

| | |
|----------|--|
| 9.0 - 10 | A team's ability to demonstrate high levels of energy and excitement while maintaining genuine enthusiasm and showmanship. This will include appropriate athletic impression throughout the routine. |
|----------|--|

ROUTINE COMPOSITION

| | |
|----------|---|
| 9.0 - 10 | A team's ability to demonstrate precise spacing in formations and seamless patterns of movement in transitions performed throughout the routine. This includes innovative, visual and intricate ideas, as well as, any additional skills performed to enhance overall appeal. |
|----------|---|