



# PERFORMANCE REC 2020-2021 RULE BOOK

LEVELS 1-4



## General Routine:

- ▶ Performance Rec divisions will follow All Star Elite scoring.
- ▶ Performance Rec teams will receive Stunt quantity score instead of coed quantity regardless if they have males on the team.
- ▶ Routines are done entirely to music.
- ▶ Timing will begin with first note of music.

## Routine time total:

- ▶ Maximum 2:30 (no minimum time)
- ▶ Affiliated vs. Non-Affiliated will not be recognized
- ▶ CCE will not require a chant in the routine

## Performance Rec Guidelines:

- ▶ Organization is completely independent from All Star.
- ▶ Organization may be independent of town/city organization/clubs.
- ▶ Team does not necessarily cheer for a supported, sports program. The team performs at random events throughout the season.
- ▶ Team must provide a roster with birth dates. Roster must be updated for each event and provided at check in for event. Team must readily produce roster and copies of each athlete's birth certificates at each event.
- ▶ Team must fill age requirement for the division they are entering on/before August 31, 2020.
- ▶ Team must submit a medical waiver for each athlete per season
- ▶ Team agrees to adhere to event producers rules & regulations
- ▶ All teams must adhere to general safety & level rules for the division in which team is registered



# LEVELS 1-4 RUBRICS



# 2020 - 2021 PERFORMANCE REC SCORING SYSTEM - BUILDING LEVEL 1 – 4

## 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

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.

## 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

## STUNT QUANTITY

**BASED ON A TRADITIONAL GROUP OF 4 OR MORE, RIPPLED OR SYNCHRONIZED IN THE SAME SECTION WITHOUT RECYCLING ATHLETES.**

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

## 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 and 2 structures performed by Most of the team
4.0 - 4.5	MID	3 different level appropriate skills and 2 structures performed by Most of the team
4.5 - 5.0	HIGH	4 different level appropriate skills and 2 structures performed by Most of the team

## 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

Same Section - Athletes may not be recycled.

## DIFFICULTY DRIVERS

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



# 2020 - 2021 PERFORMANCE REC SCORING SYSTEM - TUMBLING LEVEL 1 – 4

## STANDING TUMBLING DIFFICULTY

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

## RUNNING TUMBLING DIFFICULTY

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

## JUMP DIFFICULTY

**JUMPS MUST USE A WHIP APPROACH TO BE CONSIDERED CONNECTED.**

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.

## 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

## STANDING TUMBLING DIFFICULTY

In an effort to reduce the number of Standing Tumbling passes performed in L1-L5 & 6 JR, the following criteria will be used when awarding higher scores within a range:

- Degree of Difficulty of the passes
- Variety of Passes
- Satisfies or exceeds the quantity requirement utilizing grouped or synchronized passes

## STANDING TUMBLING/RUNNING TUMBLING

- 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 handsprings which lands in a prone position, etc. would not count).
- L1 - L5 & 6 JR Standing Tumbling - Same level appropriate synchronized pass cannot be used to fulfill Majority pass requirement.
- No skills out of a RO that are ILLEGAL in L1 will count for level appropriate credit in L2.
- No skills out of a BHS step out 1/2 turn that are ILLEGAL in L2 will count for level appropriate credit in L3.
- No skills out of a Tuck, in Standing Tumbling, that are ILLEGAL in L4 will count for level appropriate credit in L5 (i.e. BHS-Tuck-BHS-Tuck).
- Punch front forward roll will not count for level appropriate credit in L4.
- 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.

## 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



# 2020 - 2021 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.
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## PYRAMID CREATIVITY

2.0 - 2.5	Pyramid skills incorporate visual, unique or innovative ideas. This includes level and non-level appropriate skills.
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## 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 floorwork. This includes technique, perfection, synchronization, pace and intricacy of dance moves performed.
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## SHOWMANSHIP/APPROPRIATE ATHLETIC IMPRESSION\*

9.0 - 10	<p>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.</p> <p><b>*At this time, masks, face coverings, video quality, etc. currently do not allow for the Showmanship category to be properly scored at both Live and Virtual events.</b></p> <p><b>For all events until further notice, teams will be scored based on their Appropriate Athletic Impression rather than Showmanship. This score will start at a 10.0 and may be reduced by .2 for each instance where inappropriate choreography, music, etc. is displayed. The entire judging panel will need to agree that the team lacked Appropriate Athletic Impression to reduce their score. This score will be final and cannot be reviewed/challenged.</b></p>
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## 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.
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# 2020 - 2021 PERFORMANCE REC SCORING SYSTEM - EXECUTION

## EXECUTION

3.5 - 5.0	<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 5.0 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/Jumps or 1 athlete in Stunts/Pyramid/Tosses</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>
<b>Obvious Mistakes</b>	<ul style="list-style-type: none"> <li>• .2 - 2 errors (Bobbles**, Building Falls, and/or Major Building Falls)</li> <li>• .3 - 3 or more errors (Bobbles**, Building Falls, and/or Major Building Falls)</li> </ul>

\*\*Bobbles - Stunt/Pyramid skills that almost fall, but are saved.

### TOSS 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>• Consistent execution of skill/trick</li> <li>• Legs straight/toes pointed</li> <li>• Arm placement</li> </ul>
<b>Bases/Spotters</b>	<ul style="list-style-type: none"> <li>• Using arms/legs to throw together</li> <li>• Solid stance</li> <li>• Positioned shoulder width apart</li> <li>• Timing</li> </ul>
<b>Height</b>	<ul style="list-style-type: none"> <li>• Relative to the size of the athletes performing the toss</li> </ul>
<b>Cradle</b>	<ul style="list-style-type: none"> <li>• Arms up to catch high</li> <li>• Legs used to absorb catch</li> <li>• Group positioned no more than shoulder width apart</li> <li>• Controlled</li> </ul>
<b>Obvious Mistakes</b>	<ul style="list-style-type: none"> <li>• .3 - Building Falls, and/or Major Building Falls</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> </ul>
<b>Speed</b>	<ul style="list-style-type: none"> <li>• Consistent or increases through pass/skills</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>

### JUMP DRIVERS

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

<b>Approach</b>	<ul style="list-style-type: none"> <li>• Consistent entry</li> <li>• Swing/prep</li> </ul>
<b>Arm Placement</b>	<ul style="list-style-type: none"> <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> </ul>
<b>Landings</b>	<ul style="list-style-type: none"> <li>• Legs/feet together</li> <li>• Chest placement</li> </ul>
<b>Synchronization</b>	<ul style="list-style-type: none"> <li>• Timing</li> </ul>



# 2020 - 2021 PERFORMANCE REC SCORING SYSTEM - STUNTS

## LEVEL 1

	INVERSION STYLE	RELEASE STYLE	TWISTING	DISMOUNT STYLE	OTHER STUNTS
<b>LEVEL APPROPRIATE</b>	<ul style="list-style-type: none"> <li>INVERSION TO GROUND LEVEL</li> </ul>	<ul style="list-style-type: none"> <li>SWITCH UP TO LIB BELOW PREP LEVEL</li> <li>SWITCH UP TO BODY POSITION BELOW PREP LEVEL</li> <li>TIC TOC BELOW PREP LEVEL (LIB TO LIB)</li> <li>TIC TOC BELOW PREP LEVEL (LIB TO BODY POSITION)</li> </ul>	<ul style="list-style-type: none"> <li>1/2 TWISTING TRANSITION TO BELOW PREP LEVEL</li> <li>1/2 DOWN TO GROUND LEVEL</li> <li>1/2 TWISTING TRANSITION FROM PREP LEVEL</li> </ul>	<ul style="list-style-type: none"> <li>STEP DOWN</li> <li>STRAIGHT CRADLE</li> </ul>	<ul style="list-style-type: none"> <li>BACK STAND</li> <li>PREP LEVEL SHOW &amp; GO</li> <li>STRADDLE SIT</li> <li>FLAT BACK</li> <li>EXTENDED STRADDLE SIT</li> <li>BELOW PREP LEVEL 1 LEG STUNT</li> <li>EXTENDED FLAT BACK</li> <li>PREP LEVEL 1 LEG STUNT WITH BRACER</li> <li>PREP LEVEL TO PRONE</li> <li>1 LEG STUNT BELOW PREP LEVEL</li> <li>SHOULDER SIT</li> <li>CHAIR</li> <li>SHOULDER STAND</li> <li>COMBINATION OF TWO OR MORE LEVEL APPROPRIATE SKILLS PERFORMED SIMULTANEOUSLY</li> <li>TRANSITION FROM BELOW PREP LEVEL TO PREP LEVEL BODY POSITION STUNT WITH BRACER</li> </ul>
<b>ELITE LEVEL APPROPRIATE</b>		<ul style="list-style-type: none"> <li>TIC TOC BELOW PREP LEVEL (BODY POSITION TO BODY POSITION)</li> </ul>	<ul style="list-style-type: none"> <li>1/2 TWISTING TRANSITION TO PREP</li> </ul>		<ul style="list-style-type: none"> <li>1/2 TWISTING TRANSITION TO PREP LEVEL 1 LEG STUNT WITH BRACER</li> </ul>

## LEVEL 2

	INVERSION STYLE	RELEASE STYLE	TWISTING	DISMOUNT STYLE	OTHER STUNTS
<b>LEVEL APPROPRIATE</b>	<ul style="list-style-type: none"> <li>INVERSION FROM GROUND LEVEL TO BELOW PREP LEVEL</li> <li>INVERSION FROM GROUND LEVEL TO PREP LEVEL</li> </ul>	<ul style="list-style-type: none"> <li>SWITCH UP TO LIB PREP LEVEL</li> <li>TIC TOC PREP LEVEL (LIB TO LIB)</li> <li>TIC TOC PREP LEVEL (LIB TO BODY POSITION)</li> </ul>	<ul style="list-style-type: none"> <li>1/2 TWISTING TRANSITION TO BELOW PREP LEVEL</li> <li>1/2 TWISTING TRANSITION TO PREP LEVEL</li> <li>1/2 TWISTING TRANSITION TO PREP LEVEL 1 LEG STUNT</li> <li>1/2 TWISTING TRANSITION TO PREP LEVEL BODY POSITION</li> <li>1/2 TWISTING TRANSITION TO EXTENDED STUNT</li> </ul>	<ul style="list-style-type: none"> <li>STRAIGHT CRADLE FROM EXTENSION</li> <li>STRAIGHT CRADLE FROM PREP LEVEL BODY POSITION</li> <li>1/2 TWISTING DISMOUNT FROM PREP OR EXTENSION</li> </ul>	<ul style="list-style-type: none"> <li>PRONE</li> <li>PREP LEVEL 1 LEG STUNT</li> <li>EXTENSION</li> <li>BARREL ROLL</li> <li>LEAP FROG VARIATIONS</li> <li>1/2 TWIST TO PRONE</li> <li>WALK IN PREP LEVEL PRESS EXTENSION</li> <li>COMBINATION OF TWO OR MORE LEVEL APPROPRIATE SKILLS PERFORMED SIMULTANEOUSLY</li> </ul>
<b>ELITE LEVEL APPROPRIATE</b>	<ul style="list-style-type: none"> <li>INVERSION FROM GROUND LEVEL TO EXTENDED STUNT</li> </ul>	<ul style="list-style-type: none"> <li>TIC TOC PREP LEVEL (BODY POSITION TO BODY POSITION)</li> </ul>	<ul style="list-style-type: none"> <li>1/2 TWISTING TRANSITION TO EXTENDED STUNT</li> </ul>		<ul style="list-style-type: none"> <li>1/2 TWISTING INVERSION TO EXTENDED STUNT</li> <li>1/2 TWISTING TIC TOC TO PREP LEVEL 1 LEG STUNT</li> <li>1/2 TWISTING INVERSION TO PREP LEVEL 1 LEG STUNT</li> </ul>

## LEVEL 3

	INVERSION STYLE	RELEASE STYLE	TWISTING	DISMOUNT STYLE	OTHER STUNTS
<b>LEVEL APPROPRIATE</b>	<ul style="list-style-type: none"> <li>INVERTED BELOW PREP LEVEL</li> <li>INVERTED AT PREP LEVEL</li> <li>DOWNWARD INVERSION FROM BELOW PREP LEVEL</li> </ul>	<ul style="list-style-type: none"> <li>RELEASE TO PREP LEVEL OR BELOW</li> <li>SWITCH UP TO PREP LEVEL LIB</li> <li>BALL UP, STRADDLE UP AND/OR RELEASE TO PREP LEVEL LIB</li> <li>TIC TOC BELOW PREP LEVEL TO BELOW PREP LEVEL (LIB TO LIB)</li> <li>TIC TOC BELOW PREP LEVEL TO PREP LEVEL (LIB TO LIB)</li> </ul>	<ul style="list-style-type: none"> <li>FULL UP BELOW PREP LEVEL</li> <li>FULL UP PREP LEVEL STUNT</li> <li>1/2 TWISTING TRANSITION TO EXTENDED 1 LEG STUNT</li> <li>FULL UP TO PREP LEVEL 1 LEG STUNT</li> <li>PREP LEVEL FULL TWISTING TRANSITION TO PREP LEVEL 1 LEG STUNT</li> </ul>	<ul style="list-style-type: none"> <li>STRAIGHT CRADLE FROM EXTENDED 1 LEG STUNT</li> <li>FULL DOWN FROM PREP</li> <li>1/2 TWISTING DISMOUNT FROM EXTENDED 1 LEG</li> <li>FULL DOWN FROM EXTENSION</li> <li>SINGLE SKILL CRADLE FROM 2 LEG STUNT (NON-TWISTING)</li> </ul>	<ul style="list-style-type: none"> <li>FULL TWIST TO PRONE FROM PREP LEVEL</li> <li>EXTENDED 1 LEG STUNT</li> <li>SUSPENDED FRONT FLIP</li> <li>SPECIALTY SUSPENDED FRONT FLIP (NON-TWISTING)</li> <li>SUSPENDED TWISTING FRONT FLIP</li> <li>TOSS HANDS</li> <li>SINGLE BASED 1 LEG EXTENDED STUNTS</li> <li>TOSS HANDS PAUSE PRESS EXTENSION</li> <li>WALK IN EXTENSION</li> <li>COMBINATION OF TWO OR MORE LEVEL APPROPRIATE SKILLS PERFORMED SIMULTANEOUSLY</li> </ul>
<b>ELITE LEVEL APPROPRIATE</b>	<ul style="list-style-type: none"> <li>INVERSION TO EXTENDED 1 LEG STUNT</li> </ul>	<ul style="list-style-type: none"> <li>TIC TOC PREP LEVEL LIB TO EXTENDED BODY POSITION</li> <li>SWITCH UP TO PREP LEVEL BODY POSITION</li> <li>BALL UP OR STRADDLE UP TO PREP LEVEL BODY POSITION</li> <li>RELEASE TO PREP LEVEL BODY POSITION</li> </ul>	<ul style="list-style-type: none"> <li>FULL UP TO PREP LEVEL BODY POSITION</li> <li>1/2 TWISTING TRANSITION TO EXTENDED 1 LEG STUNT</li> <li>PREP LEVEL FULL TWISTING TRANSITION TO PREP LEVEL BODY POSITION</li> </ul>		<ul style="list-style-type: none"> <li>1/2 TWISTING INVERSION TO EXTENDED 1 LEG STUNT</li> <li>FULL TWISTING TIC TOC AT PREP LEVEL (LIB TO BODY POSITION)</li> </ul>

## LEVEL 4

	INVERSION STYLE	RELEASE STYLE	TWISTING	DISMOUNT STYLE	OTHER STUNTS
<b>LEVEL APPROPRIATE</b>	<ul style="list-style-type: none"> <li>RELEASED INVERSION TO PREP LEVEL OR BELOW</li> <li>RELEASED INVERSION AT PREP LEVEL TO PREP LEVEL</li> <li>DOWNWARD INVERSION FROM PREP LEVEL</li> <li>EXTENDED INVERTED STUNT</li> </ul>	<ul style="list-style-type: none"> <li>SWITCH UP TO EXTENDED 1 LEG STUNT</li> <li>RELEASE TO EXTENDED STUNT</li> <li>TIC TOC LIB TO LIB (HIGH TO LOW)</li> <li>HELICOPTER RELEASE MOVES</li> <li>RELEASE TO EXTENDED LIB</li> <li>SWITCH UP TO EXTENDED BODY POSITION</li> <li>FULL TWISTING RELEASE TO PREP LEVEL OR BELOW</li> <li>RELEASE FROM PREP LEVEL TO PREP LEVEL</li> </ul>	<ul style="list-style-type: none"> <li>1 1/2 TWISTING TRANSITION TO BELOW PREP LEVEL</li> <li>3/4 TWISTING TRANSITION TO EXTENDED STUNT</li> <li>FULL UP TO EXTENDED 2 LEG STUNT</li> <li>1 1/2 TWISTING TRANSITION TO PREP LEVEL</li> <li>1 1/2 TWISTING TRANSITION TO PREP LEVEL 1 LEG STUNT</li> </ul>	<ul style="list-style-type: none"> <li>FULL DOWN FROM EXTENDED 1 LEG STUNT</li> <li>DOUBLE DOWN FROM PREP LEVEL</li> <li>DOUBLE DOWN FROM EXTENDED STUNT</li> <li>KICK FULL TWISTING DISMOUNT</li> </ul>	<ul style="list-style-type: none"> <li>TOSS EXTENSION</li> <li>TOSS 1 LEG EXTENDED STUNT</li> <li>COMBINATION OF TWO OR MORE LEVEL APPROPRIATE SKILLS PERFORMED SIMULTANEOUSLY</li> </ul>
<b>ELITE LEVEL APPROPRIATE</b>	<ul style="list-style-type: none"> <li>RELEASED INVERSION FROM BELOW PREP LEVEL TO EXTENDED STUNT</li> </ul>	<ul style="list-style-type: none"> <li>TIC TOC EXTENDED BODY POSITION TO PREP LEVEL OR BELOW BODY POSITION (HIGH TO LOW)</li> <li>BALL UP OR STRADDLE UP TO EXTENDED BODY POSITION</li> <li>RELEASE TO EXTENDED BODY POSITION (NOT INCLUDING SWITCH UP)</li> </ul>	<ul style="list-style-type: none"> <li>FULL UP TO EXTENDED LIB (NOT BODY POSITION)</li> <li>1 1/2 TWISTING TRANSITION TO PREP LEVEL BODY POSITION</li> <li>EXTENDED FULL TWISTING TRANSITION TO EXTENDED STUNT</li> </ul>		<ul style="list-style-type: none"> <li>FULL TWISTING INVERSION TO EXTENDED STUNT</li> <li>FULL TWISTING TIC TOC RELEASE TO PREP LEVEL 1 LEG STUNT</li> <li>FULL TWISTING BALL UP, STRADDLE UP AND/OR SWITCH UP TO PREP LEVEL BODY POSITION</li> <li>1 1/2 TWISTING BALL UP, STRADDLE UP AND/OR SWITCH UP TO PREP LEVEL 1 LEG STUNT</li> </ul>

This document includes examples of level appropriate skills. Coaches are still responsible for ensuring that any skills performed in their routine are compliant with the Industry Standard Safety Rules. Please check back as this document may be updated throughout the season.





# 2020 - 2021 PERFORMANCE REC SCORING SYSTEM - TOSSES

## LEVEL 2

### NON - TWISTING

### TWISTING

STRAIGHT RIDE TOSS

## LEVEL 3

### NON - TWISTING

### TWISTING

BALL ARCH • PRETTY GIRL ARCH • PIKE ARCH  
KICK ARCH • BALL-X • TOE TOUCH

FULL TWIST

## LEVEL 4

### NON - TWISTING

### TWISTING

BALL KICK • PIKE-X • HITCH KICK • SWITCH KICK • DOUBLE TOE TOUCH

BALL FULL • PIKE FULL • KICK FULL  
TOE TOUCH FULL • FULL UP TOE TOUCH • DOUBLE FULL



# 2020 - 2021 PERFORMANCE REC SCORING SYSTEM - TUMBLING

## 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 • CONNECTED SKILLS CARTWHEEL 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

## LEVEL 2

### STANDING TUMBLING SKILLS

STANDING BACK HANDSPRING • BACK HANDSPRING STEP OUT  
 BACK EXTENSION ROLL BACK HANDSPRING • BACK WALKOVER BACK HANDSPRING

### RUNNING TUMBLING SKILLS

CARTWHEEL BHS • ROUND OFF BHS • ROUND OFF BHS STEP OUT  
 ROUND OFF BHS SERIES • FRONT WALKOVER TO ROUND OFF BHS SERIES

## LEVEL 3

### STANDING TUMBLING SKILLS

BHS SERIES • JUMP TO BHS • JUMP TO BHS SERIES  
 BHS SERIES JUMP BHS SERIES • BHS STEP OUT BHS COMBO

### RUNNING TUMBLING SKILLS

AERIALS • PUNCH FRONT • ROUND OFF TUCK • ROUND OFF BHS BACK TUCK  
 ROUND OFF BHS SERIES TO BACK TUCK • FRONT WALKOVER TO ROUND OFF BHS  
 BACK TUCK FRONT WALKOVER TO ROUND OFF BHS SERIES BACK TUCK

## LEVEL 4

### STANDING TUMBLING SKILLS

STANDING BACK TUCK • BHS BACK TUCK • BHS SERIES TO  
 BACK TUCK JUMP BHS BACK TUCK • JUMP BHS SERIES TO  
 BACK TUCK

### RUNNING TUMBLING SKILLS

CARTWHEEL BACK TUCK • ROUND OFF LAYOUT  
 ROUND OFF BHS LAYOUT/LAYOUT STEPOUT / X-OUT • ROUND OFF BHS SERIES TO  
 LAYOUT FRONT WALKOVER THROUGH TO LAYOUT • PUNCH FRONT STEPOUT TO LAYOUT  
 ROUND OFF BHS SERIES TO LAYOUT • ROUND OFF BHS WHIP BHS TO LAYOUT  
 PUNCH FRONT STEPOUT TO ROUND OFF BHS WHIP BHS TO BACK TUCK  
 FRONT HANDSPRING PUNCH FRONT  
 FRONT HANDSPRING PUNCH FRONT THROUGH TO ROUND OFF BHS BACK TUCK/LAYOUT



# DEDUCTION SHEET



# 2020 - 2021 DEDUCTION SYSTEM

All deductions may include, but are not limited to the following examples:

## **ROUTINE INFRACTIONS**

### **ATHLETE FALL - .25**

- Drops to the performance surface during tumbling and/or jump skills

*Includes the following:*

- Hand, hands or head down in tumbling or jump skills
- Knee or knees down in tumbling or jump skills

### **BUILDING FALL - .75**

- Drops from a building skill or transition during a stunt, pyramid and/or toss

*Includes the following:*

- Base or spotter drops to the performance surface during a building skill
- Drops to a cradle and/or load in position

### **MAJOR BUILDING FALL - 1.25**

- Drops to the performance surface from a stunt, pyramid or toss by the top person and/or the bases/spotters

*Includes the following:*

- Top person drops to the performance surface
- Multiple bases and/or spotters drop to the performance surface
- Top person lands on base and/or spotter who drops to the performance surface

### **MAXIMUM - 1.75**

- When multiple deductions should be assessed during a stunt or toss (by a single group) or during a pyramid sequence, then the sum of those deductions will not be greater than 1.75. During pyramids where a fall continues to effect other portions of the pyramid, the deduction will not exceed 1.75. Two separated pyramids will result in separate deductions. The MAX deduction for a pyramid will not exceed 3.5.

## **RULE VIOLATIONS**

### **BOUNDARY VIOLATIONS - .25**

The performance surface is defined as the 42' x 54' competition floor. The competition boundary is defined as the performance surface and any immediate adjacent safety border. A .25 deduction will be assessed per occurrence for an athlete that makes contact with both feet outside the competition boundary. Stepping on, or just past the white tape is not a boundary violation.

### **TIME LIMIT VIOLATIONS - .25**

Teams that exceed their time limit associated with their category will be subject to the following deduction:

- Routines that exceed a time limit run a risk of being assessed a deduction. Judges will use a stop watch or similar device time variations, judges will not issue a deduction until their stopwatch/clock shows a time that exceeds 0:03 seconds over the limit.
- All Star/Rec Star Teams must not exceed 2:30 minutes
- All Star Prep Teams must not exceed 2:00 minutes
- Traditional Rec Teams must not exceed 3:00 minutes
- Tiny Novice & Novice Teams must not exceed 1:30 minute

### **SAFETY VIOLATIONS**

- **.50** - Tumbling skills performed out of level and General Safety Guidelines will be issued a .50 deduction.
- **1.0** - Building skills performed out of level will be issued a 1.0 deduction.

### **IMAGE POLICY - .25**

Inappropriate choreography, uniform and/or music, as well as violations that break the image policy will be issued a .25 deduction.

### **UNSPORTSMANLIKE CONDUCT DEDUCTION - 1.0**

When a coach is in discussion with an official, other coaches, athletes and parents/spectators they must maintain proper professional conduct. Failing to do so will result in 1.0 deduction and removal of coach or disqualification.

*Includes the following:*

- Inappropriate and deliberate physical contact between athletes during the event
- Abuse of equipment or any items associated with the event
- Using language or a gesture that is obscene, offensive, or insulting
- Using language or gestures that offend race, religion, color, descent or national or ethnic origin
- Failing to perform a routine
- Excessive appealing at Score Check
- Showing dissent towards scoring official decision by word or action
- Threat of assault to an event representative
- Public criticism of an event related incident or event official

# STUNT LEVEL ILLUSTRATION

'Extended Level' or  
'Passing Above Prep  
Level

Shoulder Level

Waist Level

'Ground Level



Prep Level  
note below

**Note:** You must consult the glossary and the rules for further specifications, explanations and restrictions when interpreting the stunt level.



# DIFFICULTY SCORING GUIDE

- This Scoring Guide is strictly for guidance purposes. It is the Judges discretion to score higher or lower depending on number of athletes, number of groups performing skill, and difficulty of skill performed!
- There may be routines where skills performed do not fit perfectly in these grids.



# 2020-2021 Performance Rec Stunt Difficulty Score Guide

## STUNT QUANTITY CHART

# OF ATHLETES	MAJORITY	MOST	FULL TEAM
5 - 7	1	1	1
8 - 11	1	1	2
12 - 15	1	2	3
16 - 19	2	3	4
20 - 23	3	4	5
24 - 27	4	5	6
28 - 30	4	6	7
31 - 35	5	7	8
36 - 38	5	7	9

\*\*\* LEVEL 1 : If skills are limited to below prep level, the Difficulty score may not be higher than a 4.7... regardless of the number of skills performed.

## DIFFICULTY

**0 = No skills performed**

### BELOW 3.0 - No level appropriate skills

- 3.1 - 1 level appropriate skill performed by MOST
- 3.2 - 1 level appropriate skill performed by FULL TEAM
- 3.3 - 2 Different level appropriate skills performed by MOST
- 3.4 - 3 Different level appropriate skills performed by MOST or 2 by FULL TEAM
- 3.5 - 3 Different level appropriate skills performed by FULL TEAM

### LOW 3.5 - 4 Different level appropriate skills performed by MOST

- 3.6 - 5 Different level appropriate skills performed by MOST or 4 by FULL TEAM
- 3.7 - 6 Different level appropriate skills performed by MOST or 5 by FULL TEAM
- 3.8 - 7 Different level appropriate skills performed by MOST or 6 by FULL TEAM
- 3.9 - 8 Different level appropriate skills performed by MOST or 7 by FULL TEAM
- 4.0 - 8 Different level appropriate skills performed by FULL TEAM

### MID 4.0 - 3 level appropriate skills & 1 Elite performed by MOST

- 4.1 - 3 level appropriate skills & 1 Elite performed by FULL TEAM
- 4.2 - 4 level appropriate skills & 1 Elite performed by MOST
- 4.3 - 4 level appropriate skills & 1 Elite performed by FULL TEAM
- 4.4 - 5 level appropriate skills & 1 Elite performed by MOST
- 4.5 - 5 level appropriate skills & 1 Elite performed by FULL TEAM

### HIGH 4.5 - 2 level appropriate skills & 2 Elite performed by MOST

- 4.6 - 2 level appropriate skills & 2 Elite performed by FULL TEAM
- 4.7 - 1 level appropriate skill & 3 Elite performed by MOST
- 4.8 - 1 level appropriate skill & 3 Elite performed by FULL TEAM
- 4.9 - 4 Elite performed by MOST
- 5.0 - 4 Elite performed by FULL TEAM

\* Level Appropriate skills listed and ELITE skills highlighted on STUNT Example sheet\*

\* Not all Level appropriate skills are listed on STUNT Example sheet

\* Skills performed identically more than once, will only count once toward difficulty.

\* A repeat skill performed with creative or stylistic differences will each be counted separately toward difficulty.

*Clarification: an identical skill performed more than once ending in a different body position will only count once toward difficulty.*

\*\*\*Disclaimer: this is a Scoring Guide...it is Judge discretion to score higher or lower depending on number of athletes, number of groups performing skill, and difficulty of skill performed! There may be routines where skills performed do not fit perfectly in this grid.\*\*\*



STUNT QUANTITY CHART			
# OF ATHLETES	MAJORITY	MOST	FULL TEAM
5 - 7	1	1	1
8 - 11	1	1	2
12 - 15	1	2	3
16 - 19	2	3	4
20 - 23	3	4	5
24 - 27	4	5	6
28 - 30	4	6	7
31 - 35	5	7	8
36 - 38	5	7	9

**\*\*\*MOST GROUPS MUST BE INVOLVED IN PYRAMID**

- \* Level Appropriate skills listed on PYRAMID Example sheet\*
- \* Not all Level appropriate skills are listed on PYRAMID Example sheet

- \* Skills performed identically more than once, will only count once toward difficulty.
- \* A repeat skill performed with creative or stylistic differences will each be counted separately toward difficulty.

*Clarification: an identical skill performed more than once ending in a different body position will only count once toward difficulty.*

**\*\*\* PYRAMIDS THAT WILL RECEIVE SCORES IN THE LOW RANGE (refer to Stunt Quantity Chart).**

- \* If MOST groups are not actively involved in the pyramid
- \* A Pyramid that has 0 - 1 structures
- \* Stunts performed in close proximity (IE. within arms reach) but never connect

**\*\*\* LEVEL 1 :** If skills are limited to below prep level, the Difficulty score will not be higher than a 4.7 (regardless of the number of skills performed)  
 : If skills are limited to below extended level, the Difficulty score will not be higher than a 4.9 (regardless of the number of skills performed)

\* " - " = Judge Discretion

Ex : Team of 36 athletes with 9 groups involved in Pyramid

7 groups perform non level appropriate skills and 2 perform 4 level appropriate skills (with 2 structures)

2 x 4 = 8 skills - based on the grid, the Difficulty score should be a 4.5 & 4.6

# OF ATHLETES	BELOW					LOW 2 DIFFERENT L/A SKILLS + 2 STRUCTURES						MID 3 DIFFERENT L/A SKILLS + 2 STRUCTURES						HIGH 4 DIFFERENT L/A SKILLS + 2 STRUCTURES					
5 - 7	-	-	-	-	-	2	-	-	-	-	2	3	-	-	-	-	3	4	-	-	5	-	6
8 - 11	-	-	-	-	-	2	-	-	-	-	3	3	-	-	-	-	4	4	5	6	-	7	8
12 - 15	-	-	-	-	-	2	-	-	3	-	4	3	-	-	4	-	5	4	5	6	8	9	10
16 - 19	-	-	-	-	-	2	-	3	4	-	5	3	-	4	5	-	6	4	6	7	9	10	12
20 - 23	-	-	-	-	-	2	3	4	-	5	6	3	4	5	7	8	9	4	7	10	12	15	18
24 - 27	-	-	-	-	-	2	3	4	6	7	8	3	5	7	8	10	12	4	7	10	14	17	20
28 - 30	-	-	-	-	-	2	4	6	8	10	12	3	5	7	9	11	13	4	8	12	16	20	24
31 - 35	-	-	-	-	-	2	4	7	9	12	14	3	5	7	10	12	14	4	9	14	18	23	28
36 - 38	-	-	-	-	-	2	5	7	10	12	15	3	5	8	10	13	15	4	9	14	20	25	30
SCORE -->	3.0	3.1	3.2	3.3	3.4	3.5	3.6	3.7	3.8	3.9	4.0	4.0	4.1	4.2	4.3	4.4	4.5	4.5	4.6	4.7	4.8	4.9	5.0

**\*\*\*Disclaimer: this is a Scoring Guide...it is Judge discretion to score higher or lower depending on number of athletes, number of groups performing skill, and difficulty of skill performed! There may be routines where skills performed do not fit perfectly in this grid.\*\*\***





# 2020-2021 Performance Rec Tumbling Difficulty Score Guide Level 1 - 4

## STANDING TUMBLING

# OF ATHLETES	BELOW > MOST (NON SYNCH)					LOW MOST (NON SYNCH)					MID MAJORITY (SYNCH) +					HIGH PASS 1 = MOST (SYNCH) & PASS 2 = MAJORITY +					
	1	2	3	4	5	3	4	5	6	7	2	3	4	5	6	S = 3 Total = 5	7	9	11	13	15
5 - 7	1	1	2	3	4	3	4	5	5	6	2	3	4	5	6	S = 3 Total = 5	7	9	11	13	15
8 - 9	1	3	5	6	8	5	6	8	9	10	4	6	8	10	12	S = 5 Total = 9	12	15	18	21	24
10 - 11	1	3	6	8	10	6	8	9	11	12	5	8	10	13	15	S = 6 Total = 11	15	19	22	26	30
12 - 14	1	4	7	9	12	7	9	11	12	14	6	9	12	15	18	S = 7 Total = 13	18	22	27	31	36
15 - 16	1	4	8	11	14	9	11	14	16	18	7	11	14	18	21	S = 9 Total = 16	22	28	33	39	45
17 - 19	1	5	9	12	16	10	13	15	18	20	8	12	16	20	24	S = 10 Total = 18	25	31	38	44	51
20 - 22	1	6	11	15	20	12	15	18	21	24	10	15	20	25	30	S = 12 Total = 22	30	37	45	52	60
23 - 25	1	6	12	17	22	13	16	20	23	26	11	17	22	28	33	S = 13 Total = 24	33	42	51	60	69
26 - 27	1	7	14	20	26	15	19	23	26	30	13	20	26	33	39	S = 15 Total = 28	38	48	58	68	78
28 - 30	1	8	15	21	28	16	20	24	28	32	14	21	28	35	42	S = 16 Total = 30	41	52	62	73	84
31 - 34	1	8	16	23	30	18	23	27	32	36	15	23	30	38	45	S = 18 Total = 33	45	57	69	81	93
35 - 38	1	10	18	27	35	18	25	32	38	45	15	24	34	43	52	S = 18 Total = 33	47	62	76	91	105
SCORE -->	3	3.1	3.2	3.3	3.4	3.5	3.6	3.7	3.8	3.9	4	4.1	4.2	4.3	4.4	4.5	4.6	4.7	4.8	4.9	5
						MOST					MAJ					MOST + MAJ					

\* # of passes determine DIFFICULTY range starting point

\* Once in range: Level Appropriate passes = 1 pass /Specialty passes = 2 passes

\* LEVEL 1 : If skills/passess are limited to forward rolls and cartwheels, the Difficulty score will not be higher than a 4.7 (regardless of number of passes performed)

\* 4.8 = Max score if no Specialty passes are performed (regardless of number of passes performed)

\* 5.0 is not given unless every athlete on the team performs a level appropriate pass.

\* \*\*\* # of passes, # of specialty passes and degree of Difficulty determine score

\* SPECIALTY skills highlighted on TUMBLING Example sheet. Not all level appropriate/ specialty skills are listed on TUMBLING Example sheet.

## RUNNING TUMBLING

# OF ATHLETES	BELOW > L/A					LOW > MAJORITY					MID MAJORITY +					HIGH MOST +					
	1	2	3	4	5	1	2	3	4	5	2	3	4	5	6	3	4	6	7	9	10
5 - 7	-	-	-	-	-	1	1	1	2	2	2	3	4	5	6	3	4	6	7	9	10
8 - 9	-	-	-	-	-	1	2	4	5	6	4	6	8	10	12	5	7	9	12	14	16
10 - 11	-	-	-	-	-	1	3	5	6	8	5	8	10	13	15	6	9	12	14	17	20
12 - 14	-	-	-	-	-	1	3	6	8	10	6	9	12	15	18	7	10	14	17	21	24
15 - 16	-	-	-	-	-	1	4	7	9	12	7	11	14	18	21	9	13	17	22	26	30
17 - 19	-	-	-	-	-	1	4	8	11	14	8	12	16	20	24	10	15	20	24	29	34
20 - 22	-	-	-	-	-	1	5	10	14	18	10	15	20	25	30	12	18	23	29	34	40
23 - 25	-	-	-	-	-	1	6	11	15	20	11	17	22	28	33	13	20	26	33	39	46
26 - 27	-	-	-	-	-	1	7	13	18	24	13	20	26	33	39	15	22	30	37	45	52
28 - 30	-	-	-	-	-	1	7	14	20	26	14	21	28	35	42	16	24	32	40	48	56
31 - 34	-	-	-	-	-	1	8	15	21	28	15	23	30	38	45	18	27	36	44	53	62
35 - 38	-	-	-	-	-	1	10	18	27	35	15	24	34	43	52	18	28	39	49	60	70
SCORE -->	3.0	3.1	3.2	3.3	3.4	3.5	3.6	3.7	3.8	3.9	4.0	4.1	4.2	4.3	4.4	4.5	4.6	4.7	4.8	4.9	5.0
											MAJ					MOST					

\* # of passes determine DIFFICULTY range starting point

\* Once in range: Level Appropriate passes = 1 pass /Specialty passes = 2 passes

\* LEVEL 1 : If skills/passess are limited to forward rolls and cartwheels, the Difficulty score will not be higher than a 4.7 (regardless of number of passes performed)

\* 4.8 = Max score if no Specialty passes are performed (regardless of number of passes)

\*\*\* Disclaimer: this is a Scoring Guide...it is Judge discretion to score higher or lower depending on number of athletes, number of groups performing skill, and difficulty of skill performed! There may be routines where skills performed do not fit perfectly in this grid.\*\*\*

\* 5.0 is not given unless every athlete on the team performs a level appropriate pass.

\* \*\*\* # of passes, # of specialty passes and degree of Difficulty determine score

\* SPECIALTY skills highlighted on TUMBLING Example sheet. Not all level appropriate/ specialty skills are listed on TUMBLING Example sheet.



# 2020-2021 Performance Rec OVERALL SCORE GUIDE

## DANCE 9.0 - 10.0 (BUILD scoresheet)

	Start at :	<b>9.0</b>			
Timing/Synchronization :		0	.1	.2	.3
Creativity (Partner Work, Foot Work, Floor Work):		0	.1	.2	.3
Level Changes :		0	.1	.2	
Formation Changes (2 or more by Majority) :		0	.1	.2	

**TOTAL = \_\_\_\_\_**

---

## PERFORMANCE 9.0 - 10.0 (TUMBLE scoresheet)

	Start at :	<b>9.0</b>				
*Energy (strength) :		0	.1	.2	.3	
*Showmanship (entertainment of presentation) :		0	.1	.2	.3	
*Overall Impression of Routine Performance:		0	.1	.2	.3	.4

**TOTAL = \_\_\_\_\_**

---

## ROUTINE COMPOSITION 9.0 - 10.0 (TUMBLE scoresheet)

	Start at :	<b>9.0</b>				
*Spacing :		0	.1	.2	.3	
*Patterns of Movement/Flow of Routine :		0	.1	.2	.3	
*Overall Creativity of Routine/Choreography :		0	.1	.2	.3	.4

**TOTAL = \_\_\_\_\_**

**TOTAL = \_\_\_\_\_**



# PERFORMANCE REC MASTER SCORESHEET



## PERFORMANCE REC CLUB MASTER SCORE SHEET

Building Skills	Max Score	Difficulty	Technique
STUNTS	10	3.0-5.0	3.5-5.0
PYRAMIDS	10	3.0-5.0	3.5-5.0
TOSSES	10	4.0-5.0	3.5-5.0
STUNT QUANTITY	5	4.0-5.0	
<b>TOTAL</b>	<b>35</b>		

Tumbling Skills	Max Score	Difficulty	Technique
STANDING TUMBLING	10	3.0-5.0	3.5-5.0
RUNNING TUMBLING	10	3.0-5.0	3.5-5.0
JUMPS	10	3.5-5.0	3.5-5.0
<b>TOTAL</b>	<b>30</b>		

OVERALL ROUTINE	Max Score	Total
STUNT CREATIVITY	2.5	2.0-2.5
PYRAMID CREATIVITY	2.5	2.0-2.5
DANCE	10	9.0-10.0
ROUTINE COMPOSITION	10	9.0-10.0
PERFORMANCE	10	9.0-10.0
<b>TOTAL</b>	<b>35</b>	

TOTAL POSSIBLE POINTS	
LEVELS 1 & MINI 2	90
LEVELS 2-4	100