



ALL STAR SCORING SYSTEM - BUILDING

8.24.15

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STUNT DIFFICULTY		
2.5 - 3.0	BELOW	Skills performed do not meet Low range requirement
3.0 - 3.5	LOW	2 different level appropriate skills performed by most of team
3.5 - 4.0	MID	3 different level appropriate skills performed by most of team
4.0 - 5.0	HIGH	4 different level appropriate skills performed by most of team

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

PYRAMID DIFFICULTY		
2.5 - 3.0	BELOW	Skills performed do not meet Low range requirement
3.0 - 3.5	LOW	2 different level appropriate skills, 2 structures performed by most of the team
3.5 - 4.0	MID	3 different level appropriate skills, 2 structures performed by most of the team
4.0 - 5.0	HIGH	4 different level appropriate skills, 2 structures performed by most of the team

TOSS DIFFICULTY	
4.0	Tosses are thrown, but none are level appropriate
4.2	Less than majority performs a level appropriate toss
4.4	Majority performs a level appropriate toss
4.6	Majority performs a level appropriate toss, plus one additional toss
4.8	Squad (with or without front spots) performs a level appropriate toss
5.0	Squad (with or without front spots) performs a level appropriate toss, plus one additional toss

SQUAD = The maximum number of tosses that can be thrown during one sequence (if 4 or more athletes are not involved in the toss sequence, it would not count as a squad toss).

STUNT / PYRAMID CREATIVITY	
4.0 - 5.0	A team's ability to incorporate visual, unique, and innovative ideas. This includes level and non-level appropriate skills

TECHNIQUE		
3.0 - 3.5	BELOW AVERAGE	Less than majority of the athletes execute excellent precision, form and synchronization
3.5 - 4.5	AVERAGE	Majority to most of the athletes execute excellent precision, form and synchronization
4.5 - 5.0	ABOVE AVERAGE	Most to all of the athletes execute excellent precision, form and synchronization

STUNT QUANTITY CHART				
# OF ATHLETES	LESS THAN MAJORITY	MAJORITY	MOST	FULL TEAM
5 - 7				1
8 - 11			1	2
12 - 15		1	2	3
16 - 19	1	2	3	4
20 - 23	1 - 2	3	4	5
24 - 27	1 - 3	4	5	6
28 - 31	1 - 3	4	6	7
32 - 35	1 - 4	5	6	8
36	1 - 4	5	7	9

STUNT QUANTITY (BASED ON A TRADITIONAL GROUP OF 4, RIPPLE OR SYNCHRONIZED)	
4.0	Most of the team performs a level appropriate building skill
4.2	Full team performs a level appropriate building skill
4.4	Less than a Majority of the team performs the <u>same</u> Elite building skill
4.6	Majority of the team performs the <u>same</u> Elite building skill
4.8	Most of the team performs the <u>same</u> Elite building skill
5.0	Full team performs the <u>same</u> Elite building skill

FULL TEAM = The Maximum number of stunts that can be performed based on a traditional group of 4 people.

MAJORITY = 51% (OF THE TEAM) MOST = 75% (OF THE TEAM)

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 QUANTITY - LEVEL 3 & 4 SENIOR TEAMS		
	Coed Style <u>Assisted</u> Toss or Walk-in	Coed Style <u>Unassisted</u> Toss or Walk-in
4.0	Hands	N/A
4.2	Hands Press Extension	N/A
4.4	Extended double leg stunt or hands press extended single leg stunt/single arm stunt	Hands
4.6	Extended single leg stunt/single arm stunt	Hands press extension
4.8	N/A	Extended double leg stunt or hands press extended single leg stunt/single arm stunt
5.0	N/A	Extended single leg stunt/single arm stunt

COED QUANTITY - LEVEL 5 & 6 WORLDS TEAMS		
	Coed Style <u>Assisted</u> Toss or Walk-in	Coed Style <u>Unassisted</u> Toss or Walk-in
4.0	Extended double leg stunt, hands press extended single leg stunt/single arm stunt	Hands
4.2	Extended single leg stunt	Hands press extension
4.4	¼ - ¾ Twist to Extended single leg stunt	Extended double leg stunt, hands press extended single leg stunt/single arm stunt
4.6	1 Arm Stunt, Full up to Extended Stunt	Extended single leg stunt
4.8	N/A	Toss ¼ - ¾ Twist to Extended single leg Stunt
5.0	N/A	Toss 1 Arm Stunt, Toss Full up to Extended Stunt

Required for Senior Coed Level 3, 4 and 5 teams and International Coed 5 and 6 teams only. 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.



ALL STAR SCORING SYSTEM - TUMBLING

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STANDING TUMBLING DIFFICULTY		
2.5 - 3.0	BELOW	Skills performed do not meet Low range requirement
3.0 - 3.5	LOW	Majority of team performs a level appropriate pass
3.5 - 4.0	MID	Most of team performs a level appropriate pass
4.0 - 5.0	LEVEL 1 - 2: HIGH	Most of team performs two level appropriate passes, one of which must be synchronized
4.0 - 5.0	LEVEL 3 - 5: HIGH	Most of team performs two level appropriate passes, one of which must be a synchronized advanced jump/tumble combination

RUNNING TUMBLING DIFFICULTY		
2.5 - 3.0	BELOW	Skills performed do not meet Low range requirement
3.0 - 3.5	LOW	Less than majority of team performs a level appropriate pass
3.5 - 4.0	MID	Majority of the team performs a level appropriate pass
4.0 - 5.0	LEVEL 1 - 5: HIGH	Most of the team performs a level appropriate pass
4.0 - 5.0	LEVEL 5 - 6 WORLDS: HIGH	Majority of the team performs an Elite* level appropriate pass, must include 2 double fulls *Elite level appropriate passes include: specialty passes to fulls, double fulls, specialty passes to double fulls

JUMP DIFFICULTY	
4.0	Less than a majority of the team performs 1 advanced jump
4.2	Majority of the team performs 1 advanced jump
4.4	Most of the team performs 1 advanced jump - Must be synchronized
4.6	Most of the team performs 2 connected advanced jumps - Must be synchronized
4.8	Most of the team performs 3 connected advanced jumps - Must be synchronized
5.0	Most of the team performs 4 connected advanced jumps or 3 connected advanced jumps, plus 1 additional advanced jump. Must be synchronized and 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		
3.0 - 3.5	BELOW AVERAGE	Less than majority of the athletes execute excellent precision, form and synchronization
3.5 - 4.5	AVERAGE	Majority to most of the athletes execute excellent precision, form and synchronization
4.5 - 5.0	ABOVE AVERAGE	Most to all of the athletes execute 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	9
14	8	10
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

MAJORITY = 51% (OF THE TEAM)
 MOST = 75% (OF THE TEAM)



ALL STAR SCORING SYSTEM - OVERALL

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DANCE

4.0 - 5.0

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, musicality and intricacy of dance moves performed.

PERFORMANCE

9.0 - 10.0

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

ROUTINE COMPOSITION

9.0 - 10.0

A team's ability to demonstrate precise spacing and seamless patterns of movement performed throughout the routine. This includes innovative, visual, and intricate ideas; that can include incorporations of music choreographed at the right pace with musicality and additional skills performed to enhance the overall appeal.