



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 team
4.0 - 4.5	MID	4 different level appropriate skills performed by most of team, 1 of which is Elite level appropriate
4.5 - 5.0	HIGH	4 different level appropriate skills performed by most of team, 2 of which are Elite level appropriate

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).

STUNT / PYRAMID CREATIVITY	
4.0 - 4.2	Minimal skills incorporate creativity
4.2 - 4.4	Less than a majority of the skills incorporate creativity
4.4 - 4.7	Majority of the skills incorporate creativity
4.7 - 5.0	Most to all of the skills incorporate creativity

TECHNIQUE	
3.0 - 3.5	Minimal athletes execute excellent precision, form and synchronization
3.5 - 4.0	Less than a majority of the athletes execute excellent precision, form and synchronization
4.0 - 4.5	Majority of the athletes execute excellent precision, form and synchronization
4.5 - 5.0	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)	
2.5	Skills performed that do not meet the 4.0 requirement.
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 same <b>ELITE</b> level appropriate building skill
4.6	Majority of the team performs the same <b>ELITE</b> level appropriate building skill
4.8	Most of the team performs the same <b>ELITE</b> level appropriate building skill
5.0	Full team performs the same <b>ELITE</b> level appropriate 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)

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

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). Must be rippled or synchronized.

COED QUANTITY - LEVEL 3 & 4 SENIOR TEAMS		
	Coed Style <b>ASSISTED</b>	Coed Style <b>UNASSISTED</b>
2.5	Coed Style skills performed that do not meet the 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		
	Coed Style <b>ASSISTED</b>	Coed Style <b>UNASSISTED</b>
2.5	Coed Style skills performed that do not meet the 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 ¼ - ¾ Twist to Extended single leg stunt	Walk-in Extended double leg 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 1 Arm Stunt Toss Full up to Extended Stunt Toss Front handspring ½ up to Extended stunt	Walk-in Extended single leg stunt/single arm stunt Toss Extended single leg stunt
4.8	N/A	Toss ¼ - ¾ Twist to Extended single leg Stunt
5.0	N/A	Toss Extended 1 Arm Stunt Toss Full up to Extended Stunt Toss Front handspring ½ up to Extended Stunt

Required for Senior Coed Level 3, 4 and 5 teams and International Coed 5 and 6 teams only. L4.2, L4 Open and L5 Restricted 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. 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.



## 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 two different level appropriate passes, one of which must be synchronized from initiation of the pass
4.5 - 5.0	HIGH LEVEL 1 - 2:	Most of the team performs two different level appropriate passes, one of which must be synchronized from initiation of the pass
4.5 - 5.0	HIGH LEVEL 3 - 6:	Most of the team performs two different level appropriate passes, one of which must be a synchronized advanced jump/tumble combination at initiation of the jump

## 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 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	Less than 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, *Elite level appropriate passes include: specialty passes to fulls, double fulls, specialty passes to double fulls (Elite level appropriate passes do not include front walkovers/front handsprings/front or side aerials)

## 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	Minimal athletes execute excellent precision, form and synchronization
3.5 - 4.0	Less than a majority of the athletes execute excellent precision, form and synchronization
4.0 - 4.5	Majority of the athletes execute excellent precision, form and synchronization
4.5 - 5.0	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)



## 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 and intricacy of dance moves performed.
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## 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.
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## 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; as well as any additional skills performed to enhance the overall appeal.
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## LEVEL 1

- Tosses category has been removed from the score sheet.
- Total possible score is out of 90 points.
- All scores will be converted to Percent of Perfection score out of 100%.

## ALL STAR PREP

- Stunts, Pyramids, Standing Tumbling and Running Tumbling Difficulty scores will cap out at the LOW range.
- Jump Difficulty will cap at 4.8 range.
- Tosses and Stunt Quantity have been removed from the score sheet.
- Total possible score is out of 80.8 points.
- All scores will be converted to Percent of Perfection score out of 100%, then any deductions will be taken from that score.

## COED QUANTITY

- Level 3 - 5 Senior Coed and Level 5 - 6 International Open Coed must satisfy this requirement.
- Only the skills listed on the coed requirement grid will count for Coed Quantity.
- Performing the same skill includes performing the same entry into the skill. Stunts may be rippled or synchronized.

## JUMPS

- Variety means at least 2 different jumps.

## BODY POSITIONS

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

## DRIVERS - DIFFICULTY & TECHNIQUE

- Factors that judges will consider when determining an actual score within range.

## STANDING TUMBLING

- Jump tumble combinations must land on feet to be considered level appropriate (i.e. jump  $\frac{3}{4}$  front flip to seat would not be a level appropriate jump tumble combination in Level 5).

### DIFFICULTY DRIVERS

- Difficulty of the skill
- Percent of team participation
- Combination of skills (level and non-level appropriate)
- Pace and speed of skills performed.

### STUNTS/PYRAMIDS/TOSSES TECHNIQUE DRIVERS

- Form
- Spacing
- Mistakes, Errors and/or Omissions
- Pace / Speed

### TUMBLING & JUMPS TECHNIQUE DRIVERS

- Form
- Landing
- Mistakes, Errors and/or Omissions
- Pace / Speed