



2016 - 2017 ALL STAR 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 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).

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 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

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.

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 ELITE level appropriate building skill
4.6	Majority of the team performs the same ELITE level appropriate building skill
4.8	Most of the team performs the same ELITE level appropriate building skill
5.0	Full team performs the same ELITE 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)

COED QUANTITY - LEVEL 3 & 4 SENIOR TEAMS

	Coed Style ASSISTED	Coed Style UNASSISTED
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 ASSISTED	Coed Style UNASSISTED
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.