



2016 - 2017 ALL STAR SCORING SYSTEM GENERAL INFORMATION

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