



# 2016 - 2017 ALL STAR SCORING SYSTEM - TUMBLING

## 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)

# 2016 - 2017 ALL STAR SCORING SYSTEM - OVERALL

## 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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