



All Star Elite Scoring Rubric



BUILDING

Stunt Difficulty *senior coed, worlds coed and All girl grids separately		
3.0-3.5	Below	stunts performed do NOT meet low range requirement
3.5-4.0	Low	4 DIFFERENT level appropriate skills performed by MOST of the team
4.0-4.5	Mid	4 DIFFERENT level appropriate skills performed by MOST of the team, 1 of which is Elite level appropriate
4.5-5.0	High	4 DIFFERENT level appropriate skills performed by MOST of the team, 2 of which is Elite level appropriate

Pyramid Difficulty		
3.0-3.5	Below	stunts performed do NOT meet low range requirement
3.5-4.0	Low	2 DIFFERENT level appropriate skills and 2 structures performed by MOST of the team
4.0-4.5	Mid	3 DIFFERENT level appropriate skills and 2 structures performed by MOST of the team
4.5-5.0	High	4 DIFFERENT level appropriate skills and 2 structures performed by MOST of the team

Toss Difficulty	
4.0	Less than a majority of the team performs a toss
4.5	Majority of the team performs a level appropriate toss
5.0	Majority of the team performs a level appropriate toss rippled or synchronized in the same section

*note:Skills that are not required to be synchronized may be cumulative to meet a difficulty requirement. Stunt Skills will only receive full credit if they show control through the pop or transition to another skill. BODY POSITIONS • Lib and platform are not considered body positions. • Body positions include: Stretch, bow and arrow, arabesque, scale, scorpion.

Stunt Quantity	
4.0	Less than a Majority of the team performs level appropriate building skill
4.2	Majority of the team performs level appropriate building skill
4.4	Most of the team performs level appropriate building skill
4.6	Less than a Majority of the team performs the same elite level appropriate building skill
4.8	Majority of the team performs the same elite level appropriate building skill
5.0	Most of the team performs the same elite level appropriate building skill

Building quantity chart:

# of athletes	Number of groups	
	Majority	Most
5-11	1	1
12-15	1	2
16-19	2	3
20-23	3	4
24-30	4	5
31-38	5	6

Building Senior Coed L3-5

	CoEd Style <u>Assisted</u>	CoEd Style <u>Un-Assisted</u>
3.5	Skills performed do not meet 4.0 requirement	N/A
4.0	Walk-in Hands Toss Hands	Skills performed do not meet 4.4 requirement
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 & 5 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 & 5 ONLY)	Walk-in Hands press Extension Toss Hands press Extension
4.8		Walk-in Extended double leg stunt Toss Extended double leg stunt (Level 4 & 5 ONLY) Walk-in Hands press Extended single leg

		stunt/single arm stunt Toss Hands press Extended single leg stunt/single arm stunt
5.0		Walk-in Extended single leg stunt/single arm stunt Toss Extended single leg stunt/single arm stunt (Level 4 & 5 ONLY)

Senior Coed Quantity chart	Number of groups	
# of athletes	Majority	Most
8-11	1	1
12-15	1	2
16-19	2	3
20-23	3	4
24-30	4	5
31-38	5	6

Coed Quantity Chart	
# males on team	# of stunts
1 or more	1

Building Coed L6-7 worlds

	CoEd Style <u>Assisted</u>	CoEd Style <u>Un-Assisted</u>
3.5	Skills performed do not meet 4.0 requirement	N/A
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	Skills performed do not meet 4.2 requirement
4.2	Walk-in Extended single leg stunt/single arm stunt Toss Extended single leg stunt	Walk-in Extended single leg stunt/single arm stunt Toss Extended single leg stunt
4.4	Toss ¼ - ¾ Twist to Extended single leg stunt	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
4.6	Toss Extended single arm stunt Toss Full up to Extended Stunt Toss Front handspring 1/2 up to Extended stunt Rewind to Extended Stunt (L6 &	Walk-in Hands press Extension Walk-in Extended single leg stunt/single arm stunt

	L7 International Only) Toss Extended single leg stunt/single arm stunt (Level 4 & 5 ONLY)	Toss Extended single leg stunt
4.8	N/A	Toss ¼ - ¾ Twist to Extended single leg Stunt
5.0	N/A	Toss Extended single arm stunt Toss Full up to Extended Stunt Toss Front handspring 1/2 up to Extended Stunt Rewind to Extended Stunt (L6 & L7 International Only)

Coed Quantity Chart L 6&7	
# males on the team	# of stunts
1-3	1
4-5	2
6-7	3
8-9	4
10-11	5
12-13	6
14-19	7

*Note:• Only skills listed on the coed requirement grid will count for Coed Quantity. • Rippled or synchronized in the same section without recycling athletes. • Stunts must be held for 4 counts. These counts will start once the stunt hits the intended level. - Ex. Toss hands: counts begin when the stunt stops at prep level - Ex. Toss hands press extension: counts begin when the stunt stops at extended level • Coed stunts must have a controlled dismount /pop off to the performance surface to receive full Coed Quantity credit. • A zero is assessed when a team: - Doesn't put up the required number of stunts. - Doesn't adhere to Coed Style.

Coed style:• Based on a group of 3, Consisting of a Base, Top Person and Spotter.

• The same entry and skill must be used by all groups. If there is a mixture of unassisted and assisted stunts, credit will be given for the assisted version.

- **A coed stunt becomes assisted if at any point the spotter touches the base and/or top person, including the dip for the dismount. This does not include assisting with the catch of the dismount.**

• Entry must be a Toss or Walk-In.

- Toss - Top person starts with both feet on performing surface. Base starts with hands on top Persons' waist.

- Walk-In - Top person and Base start facing each other with one-foot loaded in.

• Base must be directly under the stunt.

• Base and Spotter may not be chest to chest.

Building All Girl L6-7 worlds additional division expectations

Stunt Division expectations- must be performed by groups of 3 or more athletes, rippled or in synch in the same section without athlete recycling

X Small (5-16)		Small (17-22)	Med (23-30)	Large (31-38)	INT/open
4.0	1 group performs a level appropriate skill	1-2 groups perform a level appropriate skill	1-4 groups perform a level appropriate skill	1-6 groups perform a level appropriate skill	1-3 groups perform a level appropriate skill
4.2	2 groups perform a level appropriate skill	3 groups perform a level appropriate skill	5 groups perform a level appropriate skill	7 groups perform a level appropriate skill	4 groups perform a level appropriate skill
4.4	3 groups perform a level appropriate skill	4 groups perform a level appropriate skill	6 groups perform a level appropriate skill	8 groups perform a level appropriate skill	5 groups perform a level appropriate skill
4.6	4 groups perform a level appropriate skill	5 groups perform a level appropriate skill	7 groups perform a level appropriate skill	9 groups perform a level appropriate skill	6 groups perform a level appropriate skill
4.8	3 groups perform a ELITE level appropriate skill	4 groups perform a ELITE level appropriate skill	6 groups perform a ELITE level appropriate skill	8 groups perform a ELITE level appropriate skill	5 groups perform a ELITE level appropriate skill
5.0	4 groups perform an ELITE level appropriate skill	5 groups perform an ELITE level appropriate skill	7 groups perform an ELITE level appropriate skill	9 groups perform an ELITE level appropriate skill	6 groups perform an ELITE level appropriate skill

TUMBLING

Jump Difficulty	
3.5	skills performed do not meet 4.0 requirement
4.0	Most of the team performs 1 advanced jump
4.5	Most of the team performs 2 connected advanced jumps. Must be synchronized and contain variety. tiny/mini only: performs 2 advanced jumps synchronized but do NOT need to be connected or contain variety
5.0	Most of the team performs 3 connected advanced jumps or 2 connected advanced jumps plus 1 additional advanced jump. Must be synchronized and contain variety. tiny/mini only: performs 3 advanced jumps synchronized but do NOT need to be connected or contain variety

- Note: • L1 – L5 & 6 JR Standing Tumbling – Same level appropriate synchronized pass cannot be used to fulfill Majority pass requirement. • Tumbling passes must land on feet to be considered level appropriate and receive difficulty credit (i.e. jump 3/4 front flip to seat, back handsprings which lands in a prone position, etc. would not count). • Jumps within a pass will not break up the pass (i.e. Toe Touch-BHS-Toe Touch-BHS is 1 pass in L3). • T-Jumps are not considered a jump and will break up a pass into two separate passes. • L2- No skills out of a RO that are ILLEGAL in L1 will count for level appropriate credit. • L3- No skills out of a BHS step out 1/2 turn that are ILLEGAL in L2 will count for level appropriate credit. • L4- Punch front forward roll will not count for level appropriate credit. • L5- No skills out of a Tuck, in Standing Tumbling, that are ILLEGAL in L4 will count for level appropriate credit (i.e. BHS-Tuck-BHS or Tuck-BHS). • L6 & L7- Standing Tumbling skills ending in a layout that are LEGAL in L5 will not receive level appropriate credit (i.e. BHS-BHS-Layout).

Standing Tumbling Difficulty		
3.0-3.5	Below	skills performed do not meet Low 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 the same level appropriate pass which must be synchronized from initiation of the pass
4.5-5.0	High	Most of the team performs the same level appropriate pass which must be synchronized from initiation of the pass, plus Majority of the team performs an additional level appropriate pass

Running Tumbling Difficulty		
3.0-3.5	Below	skills performed do not meet Low requirement
3.5-4.0	Low	Less than a 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

Tumbling Worlds L 6&7

Standing Tumbling Difficulty		
3.0-3.5	Below	skills performed do not meet Low 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 elite level appropriate pass
4.5-5.0	High	Most of the team performs elite level appropriate pass in the same section

Running Tumbling Difficulty		
3.0-3.5	Below	Skills performed do not meet Low requirement
3.5-4.0	Low	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

Quantity Chart:

	Number of groups	
# of athletes	Majority	Most
5-7	2	4
8-9	4	5
10-15	6	7
16-19	8	9
20-25	10	13
26-30	14	16
31-38	15	18

Overall

Stunt Creativity	
2.0-2.5	Stunt skills incorporate visual, unique or innovative ideas. This includes level and non-level appropriate skills. This may include: Entries • Transitions • Dismounts • Clarity • Flow

Pyramid Creativity	
2.0-2.5	Pyramid skills incorporate visual, unique or innovative ideas. This includes level and non-level appropriate skills. This may include: Entries • Transitions • Dismounts • Clarity • Flow

Routine Composition	
9.0-10.0	A team’s ability to demonstrate the following throughout the routine: Precise spacing • Formations • Transitions. This also includes innovative, visual and intricate ideas, as well as, any additional skills performed to enhance the overall appeal

Dance	
9.0-10.0	A team’s ability to demonstrate a high level of energy and entertainment value which may incorporate: Visual elements • Variety of levels • Formation changes • Footwork • Floorwork • Partner work This also includes: Technique • Perfection • Synchronization • Pace

Performance	
9.0-10.0	A team's ability to demonstrate high levels of energy and excitement while maintaining genuine enthusiasm. This will include appropriate athletic impression throughout the routine.

Technique: Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill.

Technique	
3.5- 5.0	<p>Athletes are expected to show excellent technique for each skill. A team's execution will be determined by all athletes who perform the skill.</p> <ul style="list-style-type: none"> • Scores will start at a 5.0 and may be reduced by .1, .2, or .3 based on the lack of technical execution of each sub-category • .1- Minor technique issues by the team, not just 1 athlete • .2- Multiple technique issues by the team • .3- Widespread technique issues by the team • No more than .3 will be taken off for a single sub-category • Stylistic differences will not factor into a team's Execution score

Stunt/Pyramid Technique	
3.5- 5.0	<p>items to be considered when providing a score for the following areas:</p> <p>Top Person- Body uniformity, uniform flexibility, motion placement, legs straight/locked and toes pointed</p> <p>Bases/Spotters- Stability of stunts, solid stance, positioned shoulder width apart, feet stationary</p> <p>Transitions- Entries, dismounts, speed/control/flow from skill to skill</p> <p>Synchronization- Timing</p> <p>Obvious Mistakes- .2- 2 errors (bobbles, building falls, and/or major building falls) .3- 3 errors (bobbles, building falls, and/or major building falls)</p>

Toss Technique	
3.5- 5.0	<p>items to be considered when providing a score for the following areas:</p> <p>Top Person- Body control, consistent execution of skill/trick, legs straight/toes pointed</p> <p>Bases/Spotters- Using arms/legs to throw together, solid stance, positioned shoulder width apart, timing</p> <p>Height- Relative to the size of the athletes performing the toss</p> <p>Cradle- Arms up to catch high, legs used to absorb catch, group positioned no more than shoulder width apart, controlled</p> <p>Obvious Mistakes- .3- Building falls, and/or major building falls</p>

Standing/Running Tumbling Technique

3.5- 5.0	<p>items to be considered when providing a score for the following areas:</p> <p>Approach- arm placement into a pass/skill, swing/prep, chest placement, flow from skill to skill in a pass</p> <p>Speed- consistent or increases through pass/skills, connection of pass/skill</p> <p>Body Control- head placement, arm/shoulder placement in skills, hips, leg placement, pointed toes</p> <p>Landings- controlled, legs/feet together, chest placement, finished pass/skill, incomplete twisting skills</p> <p>Synchronization- timing</p>
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Jump Technique	
3.5- 5.0	<p>items to be considered when providing a score for the following areas:</p> <p>Approach- Consistent entry, swing/prep</p> <p>Arm Placement- Arm position within jump(s)</p> <p>Leg Placement- Straight legs, pointed toes, hip placement/rotation, hyperextension, height</p> <p>Landings- Legs/feet together, chest placement</p> <p>Synchronization- Timing</p>