

2017 - 2018 ALL STAR SCORING SYSTEM

GENERAL INFORMATION

11.15.17

BODY POSITIONS

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

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.

COED STYLE

- Consists of a Base, Top Person and Spotter.
- 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.

STANDING TUMBLING/RUNNING TUMBLING/JUMPS

- Tumbling passes and jump skills 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, jumps that land on knee(s) or seat, etc. would not count).
- L1 – L5 Youth, Junior & Restricted Standing Tumbling – Same level appropriate synchronized pass cannot be used to fulfill Majority pass requirement.
- No skills out of a RO that are ILLEGAL in L1 will count for Level Appropriate credit in L2.
- No skills out of a BHS step out ½ turn that are ILLEGAL in L2 will count for Level Appropriate credit in L3.
- Punch front forward roll will not count for Level Appropriate credit in L4.
- 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.

JUMPS

- Variety - at least 2 different jumps.

SAME SECTION

- Single portion of the routine where skills from a skill set (i.e. Standing Tumbling, Tosses, etc.) are performed. For Tosses and Stunt/Coed Quantity, athletes cannot be recycled in the same section.

DRIVERS - DIFFICULTY & TECHNIQUE

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

LEVEL 1/LEVEL 2 MINI

- Tosses have 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%, then any deductions will be taken from that score.

ALL STAR PREP

- Stunts, Pyramids, Standing Tumbling and Running Tumbling Difficulty scores will cap out at the LOW range (4.0).
- Jump Difficulty will cap at 4.5.
- Tosses and Stunt Quantity have been removed from the score sheet.
- Total possible score is out of 80.5 points.
- All scores will be converted to Percent of Perfection score out of 100%, then any deductions will be taken from that score.

TINY NOVICE

- Standing Tumbling and Running Tumbling Difficulty scores will cap out at the LOW range (4.0).
- Jump Difficulty will cap at 4.5.
- Stunts, Pyramids, Tosses and Stunt Quantity have been removed from the score sheet.
- Total possible score is out of 57.5 points.
- All scores will be converted to Percent of Perfection score out of 100%, then any deductions will be taken from that score.

DIFFICULTY DRIVERS

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

STUNTS/PYRAMIDS TECHNIQUE DRIVERS

- Top Person
- Bases/Spotters
- Transitions/Dismounts
- Perfection
- Synchronization

TOSESSE TECHNIQUE DRIVERS

- Top Person
- Bases/Spotters
- Height
- Dismount/Cradle
- Synchronization/Timing

TUMBLING TECHNIQUE DRIVERS

- Approach
- Speed
- Body Control
- Landings
- Synchronization

JUMPS TECHNIQUE DRIVERS

- Arm Placement
- Leg Placement
- Hyperextension/Height
- Landings
- Synchronization