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STUNTS

Difficulty	NOVICE	INTERMEDIATE	ADVANCED	COLLEGIATE 4	COLLEGIATE 6
1.0-3.0 **Below Level**	Examples include: *Basic load to two-legged stunt at prep *Single leg stunt, below prep level	*Novice skills and below only	*Intermediate skills and below only	*Refer to All Star Level 4	Refer to All Star Level 6
3.0 – 5.0 **Basic**	Examples include: *Single leg stunt at prep level *Two-legged extended stunt	Examples include: *Db single twist *Liberty with single body position	Examples include: *Extended single leg stunts w/twist *Prep level double twist dismount		
5.0-7.0 **Intermediate**	Examples include: *Stunt transitions combining single leg prep level and extended stunts	Examples include: *Extended one leg stunts with multiple body positions *Extension single twist	Examples include: *Flipping transitions *Combo of extended double twists with 2 or more body positions in single leg stunts *Double twist dismount from extended two legged stunts		
7.0-9.0 **Advanced**	Examples include: *Creative loads incorporating allowable inversions	Examples include: *Elite one leg stunts w/creative transitions *Flipping transitions *360 twisting loads, transitions	Examples include: *Creative transitions, releases/inversions *Twisting loads to extended position *Double twist dismounts from extended single leg stunts		
9.0-10.0 **Elite**	Examples include: *Stunt transitions incorporating creative loads, extended moving stunts & multiple positions	Examples include: *Stunt transitions incorporating elite extended body positions, creative load/dismount, and flipping transitions	Examples include: *Stunt transitions incorporating 3 or more elite extended body positions, creative load/dismount, flipping transitions		

RATIO

Less than 1/3 of the team performs skills within range	Score will drop to lower difficulty range
1/3-2/3 of the team performs skills within range	Lower end of difficulty range
More than 2/3 of the team perform skills within range	Higher end of difficulty range

Skills that will affect your range within the scoring block:

- Ratio of team participating (i.e. number of stunts, number of athletes not involved, number of stunts at highest difficulty level)
- Number of bases (i.e. minimal use of bases under the stunt)
- Difficulty of inversion/release moves (as level permits) (i.e. level the skill lands – below prep/prep/extended, points of contact, etc).
- Moving, turning skills
- Use of level incorporation, pace and variety
- Multiple stunt sections within the routine
- Use of elite body positions (i.e. hyper-extended stretch, scorpion, scales, needles)

Please see p. 3 for Execution & Technique

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PYRAMIDS

Difficulty	NOVICE	INTERMEDIATE	ADVANCED	COLLEGIATE 4	COLLEGIATE 6
1.0-3.0 **Below Level**	Examples include: *Basic double braced torch pyramids	*Novice skills and below only	*Intermediate skills and below only	Refer to All Star Level 4	Refer to All Star Level 6
3.0 – 5.0 **Basic**	Examples include: *Basic double-braced liberty pyramid, simple dismount	Examples include: * Lib pyramid with basic release move/ simple dismount	Examples include: *Lib pyramid with limited transitions/release moves		
5.0-7.0 **Intermediate**	Examples include: *Liberty pyramid w/ limited transitions *Multiple stunts at the liberty level	Examples include: *Liberty pyramid w/limited transitions * Multiple stunts at liberty level *Twisting dismounts	Examples include: *Multiple athletes at liberty level *Double twist dismounts *Simple braced flips		
7.0-9.0 **Advanced**	Examples include: *Multiple extended athletes, creative transitions *Inverted loads	Examples include: *Twisting transitions/loads, creative multiple lib pyramid *Inverted transitions	Examples include: *2 ½ high transitions, multiple athletes at lib level, twisting transitions/loads to extended level, advanced braced flips		
9.0-10.0 **Elite**	Examples include: *Multiple extended athletes, single braced libs, movement, creative transitions/loads, high ratio of athletes in the air	Examples include: *Multiple extended athletes, movement, creative transitions/loads/ dismounts, high ratio of athletes in the air, inversions	Examples include: *Multiple extended athletes, movement, creative transitions/ load/dismount, high ratio of athletes in the air, elite braced flips		

RATIO

Less than 1/3 of the team performs skills within range	Score will drop to lower difficulty range
1/3-2/3 of the team performs skills within range	Lower end of difficulty range
More than 2/3 of the team perform skills within range	Higher end of difficulty range

Skills that will affect your range within the scoring block:

- Ratio of team participating (i.e. number of stunts, number of athletes not involved, number of stunts at highest difficulty level)
- Number of bases (i.e. minimal use of bases under the stunt)
- Difficulty of inversion/release moves (as level permits) (i.e. level the skill lands – below prep/prep/extended, points of contact, etc).
- Moving, turning skills, pace and variety
- Use of elite body positions (i.e. hyper-extended stretch, scorpion, needle)

Please see p. 3 for Execution & Technique

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BUILDING SKILLS	EXECUTION & TECHNIQUE
1.0-6.0 Poor	Poor synchronization, poor flexibility, shaky/unstable stunts (i.e. bobbles, travelling), lack of pop in dismounts, poor technique (i.e. bent arms, etc.), poor flier body control (i.e. bobbles, poor full twisting technique, etc.)
6.0-10.0 Average	Moderate synchronization, moderate flexibility, some instability, average pop in dismounts, average technique, moderate flier body control
10.0-12.0 Good	Excellent synchronization, hyper-extended air positions, good pop in dismounts, consistent technique, stable/controlled stunts, excellent flier body control
12.0-15.0 Exceptional	Precision, sharpness, exceptional synchronization, hyper-extended air positions, exceptional height in dismounts, near perfect technique, complete control of stunts, exceptional flier body control

Skills that will affect your range within the scoring block:

- Bobbles will be assessed by the panel judge
- Height achieved in dismounts
- Full rotation of all twisting skills
- Control displayed on all catches
- Uniformity of body positions, motion placement etc.
- Pace
- Synchronization on mounts, transitions and dismounts
- Consistency in technique throughout the team

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TOSSES					
Difficulty	**NOVICE**	**INTERMEDIATE**	**ADVANCED**	**COLLEGIATE 4**	**COLLEGIATE 6**
0-1.0 **Below Level**		*Level 2 skills and below only	*Level 3 skills and below only	Refer to All Star Level 4	Refer to All Star Level 6
1.0- 3.0 **Basic**	Examples include: *Straight ride basket toss with 4 tossing bases	Examples include: *Sponge toss with any allowable skill except full twist	Examples include: *Basket toss with two allowable skills that are not full twists (i.e. pike x-out)		
3.0-4.0 **Intermediate**	Examples include: *Straight ride basket toss with arm motion, 4 tossing bases	Examples include: *Basket toss with 4 tossing bases, any allowable skill except full twist *Sponge toss full twist	Examples include: *Basket toss with 2 elements one of which is a full twist * Basket toss with double twist		
4.0-5.0 **Advanced/ Elite**	Examples include: *Straight ride basket toss w/arm motion, 3 bases *Creative transitions/loads	Examples include: *Full twist basket toss with 3 tossing bases *Creative transitions/loads	Examples include: * Basket toss with 2 elements one of which is a full twist, and a creative load/transition		

RATIO	
Less than 1/3 of the team performs skills within range	Score will drop to lower difficulty range
1/3-2/3 of the team performs skills within range	Lower end of difficulty range
More than 2/3 of the team perform skills within range	Higher end of difficulty range

Skills that will affect your range within the scoring block:

- Ratio of team participating (i.e. number of tosses, number of athletes not involved, number of tosses at highest difficulty level)
- Number of bases (i.e. minimal use of bases under the toss will increase score within range)
- Creative transitions/combinations (i.e. creative loads, transitions into other stunts or tosses)
- Pace and variety
- Use of elite body positions (i.e. hyper-extended toe touch, pike, etc.)

TOSSES	EXECUTION & TECHNIQUE
1.0-6.0 **Poor**	Poor height, flier lacks body control, poor flexibility and sharpness in air positions, poor control on catch, inconsistent technique throughout team, incomplete rotations in twisting skills, poor synchronization
6.0-10.0 **Average**	Average height, moderate body control, average flexibility and sharpness in air positions, average control on catch, some consistency in technique, incomplete rotation in twisting skills, average synchronization
10.0-12.0 **Good**	Good height, above average body control, good flexibility and sharpness in air positions, controlled catch, consistent technique, complete rotations in twisting skills, good synchronization
12.0-15.0 **Exceptional**	Exceptional height, excellent body control, hyper-extended and sharp air positions, controlled catches, consistent technique, complete rotations in twisting skills, precise timing and synchronization

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RUNNING TUMBLING					
Difficulty	**NOVICE**	**INTERMEDIATE**	**ADVANCED**	**COLLEGIATE 4**	**COLLEGIATE 6**
1.0-2.0 **Below Level**		*Novice skills and below only	*Intermediate skills and below only	Refer to All Star Level 4	Refer to All Star Level 6
2.0 – 3.0 **Basic**	Examples include: *Front rolls *Cartwheels	Examples include: *Round off back handspring *Front handspring	Examples include: *Round off/tuck X or similar		
3.0-4.0 **Intermediate**	Examples include: *Front walkovers *Round offs	Examples include: * Aerial Cartwheels * Punch front *Round off back handspring series *Front handspring series	Examples include: *Two skill series ending in layout *ie Round off/layout		
4.0-5.0 **Advanced**	*Pass incorporating 2 or more of the intermediate tumbling skills NOTE: Back walkovers will count as running tumbling if preceded by a front tumbling skill	Examples include: *Two skill series ending in tuck *Elite/creative entry into three skill series ending in tuck	Examples include: *Three skill series ending in layout *Passes ending in a layout full (note: double fulls are prohibited)		

Less than 1/3 of the team performs skills within range	Score will drop to lower difficulty range
1/3-2/3 of the team performs skills within range	Lower end of difficulty range
More than 2/3 of the team perform skills within range	Higher end of difficulty range

Skills that will affect your range within the scoring block:

- Ratio of team participating (i.e. number of athletes not involved, number of skills at highest difficulty level)
- Unique transitions
- Visual appeal
- Pace and variety
- Multiple tumbling sections within the routine
- Incorporation of specialty skills (i.e. punch front entry, Arabian, whips, front tumbling)

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STANDING TUMBLING				
Difficulty	**NOVICE**	**I**	**ADVANCED**	**COLLEGIATE 4 & 6**
1.0 – 2.0 Below Level		*Novice skills only	*Intermediate skills only	Refer to corresponding All Star level.
2.0 – 3.0 Basic	*Front/backward rolls *Jump combo with roll	Examples include: *Standing back handspring *Jump combination with handspring	Examples include: *Standing tuck	
3.0 – 4.0 Intermediate	*Back walk over *Back extension	*Standing back handspring series	*Standing back handspring back tuck	
4.0-5.0 Advanced	*Jump combo with back walkover	*Single skill into back handspring series (i.e. single jump to handspring series)	*Single skill into back handspring back tuck (i.e. single jump to back handspring back tuck)	

RATIO	
Less than 1/3 of the team performs skills within range	Score will drop to lower difficulty range
1/3-2/3 of the team performs skills within range	Lower end of difficulty range
More than 2/3 of the team perform skills within range	Higher end of difficulty range

Skills that will affect your range within the scoring block:

- Ratio of team participating (i.e. number of athletes not involved, number of skills at highest difficulty level)
- Unique transitions
- Visual appeal, pace and variety
- Multiple tumbling sections within the routine
- Incorporation of specialty skills

TUMBLING	EXECUTION & TECHNIQUE
1.0-4.0 Poor	Poor body control, weak body positions, skills lack extension and reach, poor technique in set/height/landing, poor synchronization, poor landing, bent arms and legs, skills and technique lack consistency throughout the team
4.0-6.0 Average	Moderate body control, average body position, average technique in set/height/landing, moderate synchronization, inconsistent technique throughout the team
6.0-8.0 Good	Solid body placement and control throughout the skill, good technique in set/height/landing, consistent technique shown throughout the team, good synchronization
8.0-10.0 Exceptional	Exceptional body placement and control throughout the skill, exceptional technique in set/height/landing, precise synchronization, consistent technique throughout the team

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JUMPS	
Difficulty	
1.0 – 2.0 Basic	*Slow to medium pace, limited or no transitions, single jumps only, lack of variety
2.0 – 4.0 Intermediate	*Medium pace, limited transitions, double jump series, moderate variety
4.0 – 5.0 Advanced/Elite	*Fast paced, multiple formation changes, creative combinations, triple jump series

RATIO	
Less than 1/3 of the team performs skills within the range	Score will drop to lower difficulty range
1/3-2/3 perform skills within the range	Lower end of difficulty range
More than 2/3 perform skills within the range	Higher end of difficulty range

Skills that will affect your range within the scoring block:

- Ratio of team participating (i.e. number of athletes not involved, number of skills at highest difficulty level)
- Unique transitions
- Visual appeal
- Pace and variety
- Difficulty of the jumps performed – Use of Advanced jumps will score higher within the range

(Basic – i.e. tuck jump, star jump, Intermediate – i.e. toe touch, herkie, hurdler, shushinova Advanced – i.e. pike, around the world etc)

RANGE	EXECUTION & TECHNIQUE
1.0-4.0 Poor	Poor synchronization, poor flexibility, poor height, lack of extension (i.e. bent legs), poor landings
4.0-6.0 Average	Moderate synchronization, moderate height, jumps executed in parallel position (relative to floor), moderate flexibility
6.0-8.0 Good	Excellent synchronization, hyper-extended positions, solid landings, excellent height
8.0-10.0 Exceptional	Precision, sharpness, exceptional synchronization, hyper-extended positions, solid landings, exceptional height

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DANCE AND MOTIONS	
1.0 – 5.0 Basic	Beginner to intermediate skills, limited formations/changes, creativity, limited to no footwork or groundwork, slower pace, lack of levels, lack of intricacy, low energy
5.0 – 8.0 Intermediate	Intermediate to advanced skills, good formation changes, creative, levels, footwork, visually appealing, good synchronization, average energy
8.0 – 10.0 Advanced/Elite	Advanced to elite skills, good to excellent formation changes, creative, levels, footwork, use of floor, visually appealing, good to excellent synchronization, high energy

RANGE	EXECUTION & TECHNIQUE
1.0-6.0 Poor	Sloppy/ improper motion placement, poor precision and sharpness, poor showmanship, poor synchronization, imprecise formations/transitions, lack of symmetry
6.0-10.0 Average	Average motion placement, moderate precision and sharpness, average showmanship, moderate synchronization, some poor transitions, some lack of symmetry
10.0-12.0 Good	Good/strong motion placement, good precision and sharpness, above average showmanship, synchronization, clear transitions and formations, symmetry
12.0-15.0 Exceptional	Excellent motion placement, precision and sharpness, exceptional showmanship, precise synchronization throughout, excellent formations and clear transitions

These skills will affect your scoring range:

- Age appropriateness of movements
- Overall visual appeal
- Pace
- Use of levels and variety of formations
- Enjoyment of athletes, facial expression, showmanship
- Use of formations and transitions
- Creativity (i.e. floor work, partner work, footwork)
- Intricacy of movements
- Use of music
- Ratio of athletes involved

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CREATIVITY/DESIGN	
1.0 – 8.0	*Fragmented choreography with little flow *Slow pace *Poor use of music/poor music choice *Athletes not performing skills at prescribed level/inappropriate level choice *Standard/basic material *Lack of creativity, no unique material
8.0 – 12.0	*Some flow throughout the routine *Slow to medium pace *Some good sections of choreography *Half the athletes performing skills at prescribed level *Standard/basic material, little to no unique material
12.0 – 14.0	*Moderate flow throughout the routine *Consistent moderate pace throughout the routine *Majority of athletes performing skills at prescribed level *Some creative/new material
14.0 – 16.0	*Good flow throughout the routine *Consistent moderate to fast pace throughout the routine *All routine skills choreographed to prescribed level *Unique and creative elements incorporated throughout
16.0 – 18.0	*Excellent flow, exciting build in choreography *Good music choice, use of music to emphasize choreography *Many creative/fresh choreography elements throughout
18.0 – 20.0	*Exceptional flow, exciting build in choreography *Unique material *Exceptional use of music to emphasis choreography *Choreography continually highlights exceptional talent, creativity

TRANSITIONS/FORMATIONS	
1.0 – 6.0	*Basic/standard formations, little variety *Scattered transitions *Significant bumping of athletes during transitions *Lack of creativity, slow pace in transitions *Little to no linkage of skills/transitions from section to section *Very segmented routine
6.0 – 10.0	*Standard formations, some variety *Some clear transitions, moderate pace *Some linkage of skills/transitions from section to section *Somewhat segmented routine
10.0 – 12.0	*Good variety and creativity in formations *Clear, easy to follow transitions *Quick pace *Good use of transitional skills
12.0 – 15.0	*Exceptional precision in formations *Unique transitional skills *Fast, clean transitions *Creative formations, patterns, exceptional variety