



ALLSTAR NOVICE SCORING SYSTEM



STUNT DIFICULTY

Score	# of Elite Skills	# Level Appropriate Skills
4.0	0	0
4.1	0	1
4.2	0	2
4.3	0	3
4.4	0	4
4.5	0/1	5/1
4.6	1	4
4.7	2	3
4.8 (Lvl 1 Max)	3	2
4.9	4	1
5.0	5	0

PYRAMID DIFICULTY

SCORE	STRUCTURE	LEVEL APPROPRIATE
3.6	0	0
3.7	0	1
3.8	0	2
3.9	0	3
4.0	0	4
4.1	1	0
4.2	1	1
4.3	1	2
4.4	1	3
4.5	1	4
4.6	2	0
4.7	2	1
4.8	2	2
4.9	2	3
5.0	2	4

RATING SYSTEM

Superior	94.4% - 100%
Excellent	88.8% - 94.3%
Outstanding	88.7% - Below

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.
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DANCE

9.0 - 10.0	A team's ability to demonstrate a high level of energy and entertainment value which may incorporate: DIFFICULTY: Visual elements Variety of levels Formation changes Footwork Floorwork Partner work Pace EXECUTION: Technique Perfection Motion Strength/Placement Synchronization
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EXECUTION FOR BUILDING - TUMBLING

3.5 - 5.0

Scores will start at 5.0 and deduct by .1 , .2 or .3 based on lack of technical execution

.1 minor errors / .2 multiple errors / .3 widespread errors

Stunt/Pyramid	Tumbling	Toss	Jump
Top Person	Speed	Top persons	Arm Placement
Bases/Spotters	Body Control	Basses/Spotters	Leg Placement
Synchronization	Landings	Height	Landings
Transitions	Synchronization	Cradles	Synchronization

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.
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BUILDING QUANTITY CHART

# of Athletes	Majority	Most
5-11	1	1
12-15	1	2
16-19	2	3
20-23	3	4
24-27	4	5
28-30	4	6
31-38	5	7

JUMP/TUMBLING QUANTITY CHART

# 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