



# ALL STAR SCORING SYSTEM

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## GENERAL OVERVIEW

### LEVEL 1

- Tosses category has 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 MID range.
- Jump Difficulty will cap at 4.8 range.
- Tosses and Stunt Quantity have been removed from the score sheet.
- Total possible score is out of 80.8 points.
- All scores will be converted to Percent of Perfection score out of 100%, then any deductions will be taken from that score.

### DIFFICULTY

- Judges may consider the following when assessing Difficulty scores: Difficulty of the skill, percent of team participation, combination of skills (level and non-level appropriate), pace and speed of skills performed.

### ELITE LEVEL APPROPRIATE STUNTS

- These skills are used to satisfy the Stunt Quantity requirement.
- Performing 4 or more of these skills will not guarantee a perfect Stunt Difficulty score.
- Combinations of various level appropriate skills may score higher than Elite level appropriate skills.

### 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.

### JUMPS

- Variety means at least 2 different jumps.

### LEVEL 6

- All Level 5 & 6 appropriate stunts will be considered level appropriate for scoring purposes (at least 2 different Level 6 skills are required to score in the high range).
- Level 5 & 6 Elite level appropriate skills will count as Elite building skills for Stunt Quantity credit.