



Updated 03/27/2023

2023 - 2024 ALL STAR PREP SCORING SYSTEM

BUILDING DIFFICULTY

BUILDING QUANTITY CHART

# of Athletes	Majority	Most	Max	Max+
5-11	1	1	2	3
12-15	1	2	3	4
16-19	2	3	4	5
20-23	3	4	5	6
24-27	4	5	6	7
28-31	5	6	7	8
32-38	6	7	8	9

STUNT DIFFICULTY - MAX BASELINE POINTS: 3.6

Stunt skills will only receive credit if they show control through the pop or transition to another skill.

1.0	Stunts performed do not meet the requirements listed below
2.0	Two (2) level appropriate skills performed by Majority
2.6	Three (3) level appropriate skills performed by Majority
2.8	Two (2) level appropriate skills performed by Most
3.0	Three (3) level appropriate skills performed by Most
3.2	One (1) elite skill performed by Most and One (1) level appropriate skill performed by Most
3.4	One (1) elite skills performed by Most and Two (2) level appropriate skills performed by Most
3.6	One (1) elite skills performed by Max and Two (2) level appropriate skills performed by Most

*All Skills performed must be different - Repeated skills will not count toward Stunt Difficulty Score.
Skills must be synchronized or rippled in order to earn credit for Stunt Difficulty.

ADDITIONAL INFORMATION

Body Positions: Stretch, Bow and Arrow, Arabesque, Scale and Scorpion.

Lib, torch, hitch, and platform are not considered body positions.

Release style stunts must be free of contact from the bottom of the foot to count towards difficulty credit as a release style skill.

STUNT DIFFICULTY DRIVERS - MAX POINTS: 0.4

Points in addition to baseline score.

Degree of Difficulty

0.0 - 0.2	Stunts will be assessed according to their variety of elements and the complexity and combinations of the skills used throughout the routine. *Refer to Degree of Difficulty Chart for further breakdown of this driver.
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Pace & Flow

0.0	Skills did not show continuous movement, fluid connections or acceptable pace
0.1	Skills executed at a moderate pace with continuous transitions in and out
0.2	Skill executed at a quick pace while showing seamless transitions in and out

BUILDING OVERALL MASTERY - MAX POINTS: 2

Not Shown	Low	Moderate	High	Specific Drivers
0.0	0.5-0.6	0.7-0.8	0.9-1.0	Variety of visual and creative elements in building skills/transitions
0.0	0.5-0.6	0.7-0.8	0.9-1.0	Confident performance/entertainment value during building skills and transitions



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PYRAMID & TOSS DIFFICULTY

BUILDING QUANTITY CHART

# of Athletes	Majority	Most	Max	Max+
5-11	1	1	2	3
12-15	1	2	3	4
16-19	2	3	4	5
20-23	3	4	5	6
24-27	4	5	6	7
28-31	5	6	7	8
32-38	6	7	8	9

ADDITIONAL INFORMATION

Pyramid structures consist of two or more stunts connected to one another

When Most/Max is used in the pyramid difficulty chart, it is only referring to the structures.

PYRAMID DIFFICULTY - MAX BASELINE POINTS: 3.4

0.0	Pyramid skills and/or structures performed did not meet criteria for scores listed below.
1.0	Zero (0) level appropriate skills. One (1) structure performed by Most
2.0	One (1) level appropriate skill. One (1) structure performed by Most
2.5	Two (2) different level appropriate skills. One (1) structure performed by Most
3.0	Two (2) different level appropriate skills. Two (2) structures performed by Most
3.2	Three (3) different level appropriate skills performed. Two (2) structures performed by Majority
3.4	Three (3) different level appropriate skills. Two (2) structures performed by Most

PYRAMID DIFFICULTY DRIVERS - MAX POINTS: 0.6

Points in addition to baseline score

Not Shown	Low	Moderate	High	Specific Drivers
0.0	0.1	0.15	0.2	Participation - (0.2 is awarded if Max+ is used)
0.0	0.1	0.15	0.2	Incorporation of elite stunt skills and level appropriate pyramid skills
0.0	0.1	0.15	0.2	Pace/Flow of skills

Low - Little to no use of specific driver throughout and/or in parts of pyramid

Moderate - Average use of specific driver throughout and/or in parts of pyramid

High - Exceptional use of specific driver throughout the entirety of pyramid



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LEVELS 1.1 - 3.2 TUMBLING

STANDING TUMBLING DIFFICULTY - MAX BASELINE POINTS: 3.6

2.0	Less than Majority of the team performs a level appropriate pass
2.4	Majority of the team performs a level appropriate pass
2.6	Most of the team performs a level appropriate pass
2.8	Max of the team performs a level appropriate pass
3.0	Majority of the team performs an elite level appropriate pass
3.2	Most of the team performs an elite level appropriate pass
3.4	Majority of the team performs the same elite level appropriate pass which must be synchronized from initiation of the pass
3.6	Most of the team performs the same elite level appropriate pass which must be synchronized from initiation of the pass

STANDING DIFFICULTY DRIVER - MAX POINTS: 0.4

Variety & Innovation

0.0	Passes do not show innovative elements/variety
0.1	Passes executed with minor innovative elements and a variety of skills
0.2	Passes executed with multiple innovative elements and a variety of skills

Degree of Difficulty

0.0-0.2	Complexity of the level specific skills utilized. The number of skills used in the pass as well as the use of different skills will be taken into consideration for this driver.
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ADDITIONAL TUMBLING INFORMATION

L1 - Cartwheel does not get standing tumbling credit.

Tumbling passes must land on feet to receive level appropriate difficulty credit (ex: Jump 3/4 front flip to seat, back handsprings which lands in a prone position would not count)

Jumps within a pass will not break up the pass (ex: 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.

Skills that are illegal for a lower level do not automatically make them a Level Appropriate Skill for a higher level.

L2 - No L1 skills out of a round-off that are illegal in L1 will count for level appropriate credit.

L3 - No L2 skills out of BHS-stepout 1/2-turn that are illegal in L2 will count for level appropriate credit.

Skills that are not required to be synchronized may be cumulative to meet a difficulty requirement.

ADDITIONAL JUMP INFORMATION

Jump skills must land on feet to be receive difficulty credit (ex: jumps that land on knee(s) or seat would not count)

Advanced Jumps: Pike, Right/Left Hurdler (Front or Side), Toe Touch

Tumbling Quantity Chart

# of Athletes	Majority	Most	Max
5-11	5	6	7
12-15	6	7	9
16-19	8	10	12
20-23	10	13	16
24-27	12	15	19
28-31	14	18	22

Teams with less than 7 members, 100% of team must perform skill to reach Max quantity

RUNNING TUMBLING DIFFICULTY - MAX BASELINE POINTS: 3.6

2.0	Less than the majority of the team performs a level appropriate pass
2.6	Majority of the team performs a level appropriate pass
2.8	Most of the team performs a level appropriate pass
3.0	Max of the team performs a level appropriate pass
3.2	Majority of the team performs an elite level appropriate pass
3.4	Most of the team performs an elite level appropriate pass

RUNNING DIFFICULTY DRIVER - MAX POINTS: 0.6

Participation in Same Section

0.0	Less than Most performs a level appropriate pass in the Same Section
0.1	Most performs a level appropriate pass in the Same Section
0.2	Max performs a level appropriate pass in the Same Section
0.3	Majority performs an elite level appropriate pass in the Same Section
0.4	Most performs an elite level appropriate pass in the Same Section

Degree of Difficulty

0.0-0.2	Complexity of the level appropriate skills utilized. The number of skills used within the pass, as well as the use of different skills will be taken into consideration for this driver.
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JUMP DIFFICULTY - MAX POINTS: 1

0.0	Less than Majority of the team performs an advanced jump
0.25	Majority of the team performs one (1) advanced jump
0.5	Most of the team performs one (1) advanced jump
0.75	Most of the team performs two (2) advanced jumps that show variety
1.0	Most of the team performs total of three (3) advanced jumps that show variety.

Tiny/Mini: Most of the team performs three (3) advanced jumps must be synchronized, but they do not need to include a variety.

TUMBLING OVERALL MASTERY

Not Shown	Low	Moderate	High	Specific Drivers
0.0	0.5-0.6	0.7-0.8	0.9-1.0	Innovative formations and use of the floor throughout routine
0.0	0.5-0.6	0.7-0.8	0.9-1.0	Confident performance during tumbling sections throughout routine



ROUTINE MASTERY - MAX POINTS: 1

Not Shown	Low	Average	High	Exceptional	Specific Drivers
0.0	0.1	0.15	0.2	0.25	Continuous flow in transitions
0.0	0.1	0.15	0.2	0.25	Visual, engaging and entertaining
0.0	0.1	0.15	0.2	0.25	Confidence in execution of routine
0.0	0.1	0.15	0.2	0.25	Precise spacing and formations

Points combined to reach maximum score.

DANCE MASTERY - MAX POINTS: 1

Not Shown	Low	Average	High	Exceptional	Specific Drivers
0.0	0.1	0.15	0.2	0.25	Pace, flow and transitions
0.0	0.1	0.15	0.2	0.25	Performance and engagement
0.0	0.1	0.15	0.2	0.25	Level changes and intricate movements
0.0	0.1	0.15	0.2	0.25	Precise motions and synchronization

Points are based on occurrence and removed from the baseline score.



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TECHNIQUE

STUNT / PYRAMID TECHNIQUE DRIVERS - MAX POINTS: 5

**Stunt & Pyramid Technique are two separate scoring categories. Each category has a max of 5 points.

Impeccable	Good	Average	Needs Work	Specific Drivers
0.0	0.2	0.4	0.6	Flyer
0.0	0.2	0.4	0.6	Bases / Support Persons
0.0	0.2	0.4	0.6	Transitions
0.0	0.2	0.4	0.6	Timing & Synchronization
Points are based on occurrence and removed from the maximum possible score.				

TUMBLING TECHNIQUE DRIVERS - MAX POINTS: 5

**Standing & Running Tumbling Technique are two separate scoring categories. Each category has a max of 5 points.

Impeccable	Good	Average	Needs Work	Specific Drivers
0.0	0.2	0.4	0.6	Approach
0.0	0.2	0.4	0.6	Body Control
0.0	0.2	0.4	0.6	Landings
0.0	0.2	0.4	0.6	Timing & Synchronization
Points are based on occurrence and removed from the baseline score.				

JUMP TECHNIQUE DRIVERS - MAX POINTS: 2

Impeccable	Good	Average	Needs Work	Specific Drivers
0.0	0.1	0.2	0.3	Body Control
0.0	0.1	0.2	0.3	Approach (Swing)
0.0	0.1	0.2	0.3	Landings
0.0	0.1	0.2	0.3	Timing & Synchronization
Points are based on occurrence and removed from the baseline score.				

STUNT/PYRAMID TECHNIQUE DRIVER DEFINITIONS

Including but not limited to

Flyer	<ul style="list-style-type: none">• Body control• Flexibility of body positions• Motion placement/accuracy• Uniformity among flyers	Bases/Support Persons	<ul style="list-style-type: none">• Body control• Stability of the stunt• Technique in lifts and catches• Uniformity among groups
Transitions	<ul style="list-style-type: none">• Entry• Dismount• Control throughout	Timing & Synchronization	<ul style="list-style-type: none">• Timing of skills performed in groups or by the team at the same time

TUMBLING TECHNIQUE DRIVER DEFINITIONS

Including but not limited to

Approach	<ul style="list-style-type: none">• Arm placement into a pass/skill• Body positioning at initiation of skill• Chest placement• Connection of pass/skills	Landings	<ul style="list-style-type: none">• Controlled• Legs/feet together• Chest placement• Landing on feet• Completion of skills
Body Control	<ul style="list-style-type: none">• Head placement• Arm/shoulder placement in skills• Hips• Leg placement in skills• Absorbing appropriately between skills	Timing & Synchronization	<ul style="list-style-type: none">• Timing of skills performed in groups or by the team at the same time

JUMP TECHNIQUE DRIVER DEFINITIONS

Including but not limited to

Approach	<ul style="list-style-type: none">• Arm placement into a jump• Swing/prep• Chest placement• Flow of connected jumps	Landings	<ul style="list-style-type: none">• Controlled• Legs/feet together• Chest placement• Jump completion• Landing on feet
Body Control	<ul style="list-style-type: none">• Head placement• Arm/shoulder placement• Hips• Leg placement/ positioning• Pointed toes	Timing & Synchronization	<ul style="list-style-type: none">• Timing of skills performed in groups or by the team at the same time



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TUMBLING SKILLS

Skills listed below are EXAMPLES but are not limited to

LEVEL 1

Standing Tumbling

Running Tumbling

Level Appropriate	Forward Roll • Staddle Roll • Backward Roll • Handstand Handstand Forward Roll • Backbend Kickover • Front Limber/Back Limber • Back Walkover • 1 Arm Back Walkover • Back Extension Roll Back Walkover Switch Leg • Valdez	Cartwheel • Round Off • Front Walkover • Cartwheel Back Walkover • Front Walkover - Cartwheel/Roundoff
Elite Level Appropriate	Elite level skills include two (2) or more connected level appropriate skills. A pause, clean, or step between skills will not count as connected skills. BWO - BWO • VZ - BWO • BER - BWO • BWO - BER	Elite level includes three (3) or more connected level appropriate skills. A pause, clean, or step between skills will not count as connected skills. Front Walkover - Cartwheel - Back Walkover (Variations)

LEVEL 2

Standing Tumbling

Running Tumbling

Level Appropriate	Back Handspring Variation • Back Handspring Step Out	Cartwheel - BHS • RO - BHS • RO - BHS Step Out • Front Handspring • Bounder/Flyspring
Elite Level Appropriate	Elite Level skills include two (2) or more connected skills, including at least one (1) level appropriate skill. BWO Switch Leg - BHS • BHS Step Out - BWO - BHS • Valdez - BHS • Valdez - BHS Step Out Back Extension Roll - Back Handspring • Back Walkover - Back Handspring Back Walkover - Back Handspring Step Out	Elite level skills include three (3) or more connected skills, including at least one (1) level appropriate skill. RO - BHS Series • FWO - RO - BHS/BHS Series • RO - BHS - Rebound - RO - BHS

LEVEL 3

Standing Tumbling

Running Tumbling

Level Appropriate	BHS Series (Only 2) • Jump - BHS • BWO - BHS Series • BHS Step out - BWO - BHS Series	Punch Front • RO - Tuck • Aerial • RO - BHS Tuck • RO - BHS Series - Tuck
Elite Level Appropriate	Elite level skills include three (3) or more connected skills, including at least two (2) level appropriate skill connections. BHS Series (3 or more) • Jump - BHS Series • Jump - BHS - Jump - BHS • BHS Series (3 or more) including a Step Out as one of the skills • BWO - BHS - Jump - BHS/BHS Series • Jump - BHS Series • BHS - Jump - BHS **MUST BE AN ADVANCED JUMP**	Elite level skills include any two connected level appropriate skills OR any level appropriate skill connected by a lower level running tumbling skill. FWO - Aerial • RO - BHS Step Out - 1/2 Turn - RO - BHS - Tuck • FWO - RO - BHS - Tuck FWO - RO - BHS Series - Tuck • Bounder/Flyspring - RO - BHS - Tuck • Aerial - Tuck* • PF - Tuck* *must initiate RO within 4 counts after landing first skill



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STUNT SKILLS

Level 1					
Inversion Style	Release Style	Twisting	Dismount	Other Stunts	
Level Appropriate	• GROUND LEVEL INVERSION BEFORE OR AFTER STUNT	• SWITCH UP TO LIB BELOW PREP LEVEL • SWITCH UP TO BODY POSITION BELOW PREP LEVEL • TIC TOC BELOW PREP LEVEL (LIB TO LIB) • TIC TOC BELOW PREP LEVEL (LIB TO BODY POSITION) • TIC TOC BELOW PREP LEVEL (BODY POSITION TO LIB) • PREP LEVEL TIC TOC (LIB TO LIB) WITH REQUIRED HAND/ARM CONNECTION	• 1/4 TWISTING TRANSITION TO BELOW PREP LEVEL • 1/4 DOWN TO GROUND LEVEL • 1/4 TWISTING TRANSITION FROM PREP LEVEL	• STEP DOWN • STRAIGHT CRADLE	• BACK STAND • PREP LEVEL SHOW & GO • STRADDLE SIT • FLAT BACK • EXTENDED STRADDLE SIT • EXTENDED FLAT BACK • PREP LEVEL 1 LEG STUNT WITH BRACER • PREP LEVEL TO PRONE • 1 LEG STUNT BELOW PREP LEVEL • SHOULDER SIT • CHAIR • SHOULDER STAND • COMBINATION OF TWO OR MORE LEVEL APPROPRIATE SKILLS PERFORMED SIMULTANEOUSLY • TRANSITION FROM BELOW PREP LEVEL TO PREP LEVEL BODY POSITION STUNT WITH BRACER
Elite Level Appropriate		• TIC TOC BELOW PREP LEVEL (BODY POSITION TO BODY POSITION) • PREP LEVEL TIC TOC (LIB TO BODY POSITION) WITH REQUIRED HAND/ARM CONNECTION • PREP LEVEL TIC TOC (BODY POSITION TO BODY POSITION) WITH REQUIRED HAND/ARM CONNECTION	• 1/4 TWISTING TRANSITION TO PREP FROM BELOW PREP LEVEL		• 1/4 TWISTING TRANSITION TO PREP LEVEL 1 LEG STUNT (WITH REQUIRED HAND/ARM CONNECTION) • 1/4 TWISTING TIC TOC AT PREP LEVEL WITH REQUIRED HAND/ARM CONNECTION (BODY POSITION TO BODY POSITION) • 1/4 TWISTING SWITCH UP, RELEASE FROM BELOW PREP LEVEL TO PREP LEVEL 1 LEG STUNT WITH REQUIRED HAND/ARM CONNECTION

Level 2					
Inversion Style	Release Style	Twisting	Dismount	Other Stunts	
Level Appropriate	• INVERSION FROM GROUND LEVEL TO BELOW PREP LEVEL • INVERSION FROM GROUND LEVEL TO PREP LEVEL	• SWITCH UP TO PREP LEVEL LIB • TIC TOC PREP LEVEL (LIB TO LIB) • TIC TOC PREP LEVEL (LIB TO BODY POSITION)	• 1/2 TWISTING TRANSITION TO BELOW PREP LEVEL • 1/2 TWISTING TRANSITION TO PREP LEVEL • 1/4 TWISTING TRANSITION TO PREP LEVEL 1 LEG STUNT • 1/2 TWISTING TRANSITION TO PREP LEVEL BODY POSITION • 1/4 TWISTING TRANSITION TO EXTENDED STUNT	• STRAIGHT CRADLE FROM EXTENSION • STRAIGHT CRADLE FROM PREP LEVEL BODY POSITION • 1/4 TWISTING DISMOUNT FROM PREP OR EXTENSION	• PREP LEVEL 1 LEG STUNT • EXTENSION • BARREL ROLL • LEAP FROG VARIATIONS • 1/2 TWIST TO PRONE • WALK IN PREP LEVEL PRESS EXTENSION • COMBINATION OF TWO OR MORE LEVEL APPROPRIATE SKILLS PERFORMED SIMULTANEOUSLY
Elite Level Appropriate	• INVERSION FROM GROUND LEVEL TO EXTENDED STUNT	• TIC TOC PREP LEVEL (BODY POSITION TO BODY POSITION) • RELEASE STYLE FROM GROUND LEVEL OR WAIST LEVEL TO PREP LEVEL BODY POSITION	• 1/2 TWISTING TRANSITION TO EXTENDED STUNT		• 1/2 TWISTING INVERSION TO EXTENDED STUNT • 1/2 TWISTING TIC TOC TO PREP LEVEL 1 LEG STUNT • 1/2 TWISTING INVERSION TO PREP LEVEL 1 LEG STUNT



Level 3						
Inversion Style		Release Style	Twisting	Dismount	Coed Style	Other Stunts
Level Appropriate	<ul style="list-style-type: none">• INVERTED BELOW PREP LEVEL• INVERTED AT PREP LEVEL• DOWNWARD INVERSION FROM PREP LEVEL OR BELOW	<ul style="list-style-type: none">• RELEASE TO PREP LEVEL OR BELOW• SWITCH UP TO PREP LEVEL LIB• BALL UP, STRADDLE UP AND/OR RELEASE TO PREP LEVEL LIB• TIC TOC BELOW PREP LEVEL TO BELOW PREP LEVEL (LIB TO LIB)• TIC TOC BELOW PREP LEVEL TO PREP LEVEL (LIB TO LIB)	<ul style="list-style-type: none">• FULL UP BELOW PREP LEVEL• FULL UP PREP LEVEL STUNT• 1/4 TWISTING TRANSITION TO EXTENDED 1 LEG STUNT• FULL UP TO PREP LEVEL 1 LEG STUNT• PREP LEVEL FULL TWISTING TRANSITION TO PREP LEVEL 1 LEG STUNT	<ul style="list-style-type: none">• STRAIGHT CRADLE FROM EXTENDED 1 LEG STUNT• FULL DOWN FROM PREP• 1/4 TWISTING DISMOUNT FROM EXTENDED 1 LEG• FULL DOWN FROM EXTENSION• SINGLE SKILL CRADLE FROM 2 LEG STUNT (NON-TWISTING)	<p>ASSISTED OR UNASSISTED:</p> <ul style="list-style-type: none">• WALK IN/TOSS HANDS• WALK IN/TOSS HANDS PRESS EXTENSION• WALK IN EXTENSION <p>ASSISTED:</p> <ul style="list-style-type: none">• WALK IN HANDS PRESS EXTENDED SINGLE LEG STUNT• TOSS HANDS PRESS EXTENDED SINGLE LEG STUNT• WALK-IN EXTENDED SINGLE LEG STUNT/ SINGLE ARM STUNT	<ul style="list-style-type: none">• FULL TWIST TO PRONE FROM PREP LEVEL• EXTENDED 1 LEG STUNT• SUSPENDE FRONT FLIP• SPECIALTY SUSPENDE FRONT FLIP (NON-TWISTING)• SUSPENDE TWISTING FRONT FLIP• TOSS HANDS• SINGLE BASED 1 LEG EXTENDED STUNTS• TOSS HANDS PAUSE PRESS EXTENSION• WALK IN EXTENSION• COMBINATION OF TWO OR MORE LEVEL APPROPRIATE SKILLS PERFORMED SIMULTANEOUSLY
Elite Level Appropriate	<ul style="list-style-type: none">• INVERSION TO EXTENDED 1 LEG STUNT	<ul style="list-style-type: none">• TIC TOC PREP LEVEL LIB TO EXTENDED BODY POSITION• BALL UP OR STRADDLE UP TO PREP LEVEL BODY POSITION• SWITCH UP TO PREP LEVEL BODY POSITION• RELEASE TO PREP LEVEL BODY POSITION	<ul style="list-style-type: none">• FULL UP TO PREP LEVEL BODY POSITION• FULL UP TO EXTENDED TWO LEG STUNT• 1/2 TWISTING TRANSITION TO EXTENDED 1 LEG STUNT• PREP LEVEL FULL TWISTING TRANSITION TO PREP LEVEL BODY POSITION	<ul style="list-style-type: none">• FULL TWISTING SUSPENDE FORWARD ROLL	<p>UNASSISTED:</p> <ul style="list-style-type: none">• WALK IN HANDS PRESS EXTENDED SINGLE LEG STUNT• TOSS HANDS PRESS EXTENDED SINGLE LEG STUNT• WALK-IN EXTENDED SINGLE LEG STUNT/ SINGLE ARM STUNT• WALK-IN FULL TWIST TO EXTENDED TWO LEG STUNT.	<ul style="list-style-type: none">• 1/2 TWISTING INVERSION TO EXTENDED 1 LEG STUNT• FULL TWISTING INVERSION TO PREP LEVEL LIB OR BODY POSITION• FULL TWISTING TIC TOC AT PREP LEVEL (LIB TO BODY POSITION)



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2023 - 2024 ALL STAR ELITE SCORING SYSTEM

TOSS SKILLS

LEVEL 1	
NON-TWISTING	TWISTING
NON-RELEASE SHOW & GO ABOVE PREP LEVEL TINY AND MINI TEAMS CAN EXECUTE THIS SKILL AT PREP LEVEL TO RECEIVE TOSS CREDIT	NOT ALLOWED (SHOW & GO REQUIREMENT IS NOT ALLOWED TO TWIST)

LEVEL 2	
NON-TWISTING	TWISTING
STRAIGHT RIDE TOSS	NOT ALLOWED

LEVEL 3	
NON-TWISTING	TWISTING
BALL ARCH • PRETTY GIRL ARCH • PIKE ARCH • KICK ARCH • BALL-X • TOE TOUCH	FULL TWIST



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STUNT DEGREE OF DIFFICULTY CHART

Utilization of minimal bases: Stunts performed demonstrate skills involving the least necessary number of athletes. (Additional athletes may be added to the traditional stunt group (4 athletes) in order to safely create and demonstrate skills.

Utilization of combined skills: Stunt elements demonstrate two or more skills performed as one. (Examples: a spinning tic toc, a spinning inversion, a multi trick toss, etc.)

Utilization of connected skills: Skills performed demonstrate immediate transition from the completion of one skill to the initiation of the next skill.

Movement and usage of floor: How the stunts performed change position, evolve, transition, and maneuver in reference to each other and the floor.

Variety of skills: Utilization of different elements and/or skills.

Quantity of skills: Display of a cumulative number of skills throughout the routine, performed by one or more groups.

Value of Skills: Increased complexity of level specific skills demonstrated.