

All Star Levels 1 - 5

The #1 criteria in all categories will get you the minimum score within that range. Performing or not performing additional bullet points (✓) will increase or decrease your team's score within those ranges.

As a result of poor or sloppy Execution of Skills / Degree of Difficulty (★) (i.e. - Form, Skill Height, Landings, Technique, etc.) judges reserve the right to award a score 0.5 - 1.0 point below the bottom point range depending on the severity and number of poorly executed skills.

| | Low Range 4 - 6 Points | Medium Range 6 - 8 Points | High Range 8 - 10 Points |
|--|---|--|--|
| Jumps | 1. Less than 1/3 (0% - 32%) of team performs jumps connected to each other - or - jump(s) connected to the minimum standing tumbling skills allowed within the level ✓ Little to no variety ✓ Slow pace with little to no choreography / transitions | 1. 1/3 up to 2/3 (33% - 65%) of team performs jumps connected to each other - or - jump(s) connected to the minimum standing tumbling skills allowed within the level ✓ Some variety ✓ Medium pace with some choreography / transitions | 1. 2/3 or more (66% - 100%) of team performs jumps connected to each other - and - jump(s) connected to the minimum standing tumbling skills allowed within the level ✓ Large variety ✓ Fast pace and strong choreography / transitions |
| | ★ Execution / Degree of Difficulty - Form, Jump Height, Toe Point, Visual Appeal, Landings, Perfection, Arm Placement, Synchronization, Chest Alignment, Body Lines, Technique, Flexibility | | |
| Jump skills are not allowed in immediate combination with a back handspring in Level 2 and a standing flip in Level 4. Level 1, 2, and 4 teams may use a 4 count pause to go into tumbling to score in the High Range. The four count pause may include a set position for tumbling but may not include choreography including but not limited to a clap or motions. Examples: A Level 1 team lands their jump on 5, sets with their arms up on 7, and falls to a back walkover on 1. A Level 2 team lands their jump on 5, sets with arms out in front on 7, and swings for a back handspring on 1. A Level 4 team lands their jump on 5, sets with arms in low v on 7, and swings for back tuck on 1. These examples would count as having standing tumbling connected to jump(s). | | | |

| | Low Range 4 - 6 Points | Medium Range 6 - 8 Points | High Range 8 - 10 Points |
|-------------------|---|---|--|
| Standing Tumbling | 1. Less than 1/3 (0% - 32%) of team performs the minimum skills allowed within the level ✓ Little to no variety of skills ✓ Slow pace with little to no choreography / transitions ✓ Tumbling with little to no synchronization | 1. 1/3 up to 2/3 (33% - 65%) of team performs the minimum skills allowed within the level ✓ Some variety of skills ✓ Medium pace with some choreography / transitions ✓ Tumbling has good synchronization | 1. 2/3 or more (66% - 100%) of team performs the minimum skills allowed within the level ✓ Large variety of skills ✓ Fast pace and strong choreography / transitions ✓ Tumbling has strong synchronization |
| | ★ Execution / Degree of Difficulty - Form, Skill Height, Toe Point, Visual Appeal, Landings, Perfection, Synchronization, Technique, Body Lines, Choreography, Transitions | | |

| | Low Range 4 - 6 Points | Medium Range 6 - 8 Points | High Range 8 - 10 Points |
|------------------|---|---|--|
| Running Tumbling | 1. Less than 1/3 (0% - 32%) of team performs the minimum skills allowed within the level ✓ Little to no variety of skills ✓ Slow pace with little to no choreography / transitions ✓ Tumbling with little to no synchronization | 1. 1/3 up to 2/3 (33% - 65%) of team performs the minimum skills allowed within the level ✓ Some variety of skills ✓ Medium pace with some choreography / transitions ✓ Tumbling has good synchronization | 1. 2/3 or more (66% - 100%) of team performs the minimum skills allowed within the level ✓ Large variety of skills ✓ Fast pace and strong choreography / transitions ✓ Tumbling has strong synchronization |
| | ★ Execution / Degree of Difficulty - Form, Skill Height, Toe Point, Visual Appeal, Landings, Perfection, Synchronization, Technique, Body Lines, Choreography, Transitions | | |

| | Low Range 4 - 6 Points | Medium Range 6 - 8 Points | High Range 8 - 10 Points |
|--------|---|--|---|
| Tosses | 1. Less than 1/3 (0% - 32%) of team performs the minimum skills allowed within the level ✓ Small amount of groups showing little to no synchronization / ripple ✓ Little to no variety of body position when allowed | 1. 1/3 up to 2/3 (33% - 65%) of team performs the minimum skills allowed within the level ✓ Few groups showing good synchronization / ripple ✓ Some variety of body position when allowed | 1. 2/3 or more (66% - 100%) of team performs the minimum skills allowed within the level ✓ All groups showing strong synchronization / ripple ✓ Large variety of body positions when allowed |
| | ★ Execution / Degree of Difficulty - Form, Skill Height, Toe Point, Visual Appeal, Landing Cradle Position, Perfection, Technique, Body Lines, Flexibility, Choreography, Transitions | | |

| | Low Range 5 - 10 Points | Medium Range 10 - 15 Points | High Range 15 - 20 Points |
|----------|--|--|--|
| Pyramids | 1. Less than 1/3 (0% - 32%) of team performs the minimum skills allowed within the level ✓ Number of bases used ✓ Basic load ins / dismounts allowed at level ✓ Basic pyramid structures ✓ Little to no transitions | 1. 1/3 up to 2/3 (33% - 65%) of team performs the minimum skills allowed within the level ✓ Number of bases used ✓ Average load ins / dismounts allowed at level ✓ 2 or less pyramid structures ✓ Limited transitions | 1. 2/3 or more (66% - 100%) of team performs the minimum skills allowed within the level ✓ Number of bases used ✓ Unique and or special load ins / dismounts allowed at level ✓ 3 or more pyramid structures ✓ Many transitions |
| | ★ Execution / Degree of Difficulty - Form, Pace, Flexibility, Visual Appeal, Placement, Perfection, Landing Cradle Position, Technique, Body Lines, Choreography, Transitions | | |

| | Low Range 5 - 10 Points | Medium Range 10 - 15 Points | High Range 15 - 20 Points |
|----------------|--|--|--|
| Partner Stunts | 1. Less than 1/3 (0% - 32%) of team performs the minimum skills allowed within the level ✓ Number of bases used ✓ Basic load ins / dismounts allowed at level ✓ Basic body positions ✓ Little to no transitions | 1. 1/3 up to 2/3 (33% - 65%) of team performs the minimum skills allowed within the level ✓ Number of bases used ✓ Average load ins / dismounts allowed at level ✓ 2 or less body positions ✓ Limited transitions | 1. 2/3 or more (66% - 100%) of team performs the minimum skills allowed within the level ✓ Number of bases used; Coed Teams, unassisted coed stunting is worth more ✓ Unique and or special load ins / dismounts allowed at level ✓ 3 or more body positions ✓ Many transitions |
| | ★ Execution / Degree of Difficulty - Form, Pace, Flexibility, Visual Appeal, Placement, Perfection, Landing Cradle Position, Technique, Body Lines, Choreography, Transitions | | |

All percentages for Running & Standing Tumbling are based on the total number of skills performed throughout the entire routine compared to the number of competitors on a team. All percentages for Tosses, Pyramids, and Partner Stunts are based on a 4 person group; please see the CHEERSPORT All Star Percentage Chart.

"Minimum skills allowed within the level" - a team must do skills that are only allowed at the level they are competing based on the USASF Level Play Guidelines. Example: A Level 3 team's Pyramid Sequence with 20 members includes 1 full twisting toss, 1 braced release move, then they connect at prep level before hitting their heelstretch pyramid. The heelstretch groups do straight pop downs and the middle group does a toe touch cradle. The Pyramid is well executed but would max out in the Medium Range because there were only three Level 3 Skills in the Pyramid (full twisting toss, 1 braced release move, and 1 toe touch cradle). This team of 20 members needed four or more Level 3 Skills to score in the High Range.



CHEERLEADING Percentage Chart

All Star Levels 1 - 5

How to read the Percentage Chart:

The Percentage Chart defines the High, Medium, and Low Ranges based on the size of your team. To score in the High Range of Standing Tumbling, Running Tumbling, Tosses, Pyramids, and Partner Stunts, CHEERSPORT's Cheerleading Grid states that 2/3 or more of the team must perform the minimum skills allowed within the level. For Jumps, CHEERSPORT requires teams to have tumbling connected to jump(s) and jumps connected to each other. The tumbling connected to jump(s) must be the minimum skills allowed within the level to score in the High Range.

Examples: To score in the High Range, a Level 2 team of 14 athletes needs at least nine or more Level 2 Standing and Running Tumbling Skills and three or more Level 2 Toss, Pyramid, and Partner Stunt Skills. If this team performs nine standing backhandsprings they will score in the High Range of Standing Tumbling. For Partner Stunts, they perform 2 half-ins to extensions and cradle from the extensions. This would count as four Level 2 Partner Stunt Skills, and they will score in the High Range of Partner Stunts. For Jumps, the team performs squad double toe touch back walkovers. This team would score in the Medium Range because their connected tumbling skills were Level 1. To score in the High Range, this team would have needed to connect a back handspring to their double toe touches (there must be a pause before the back handspring). CHEERSPORT allows a 4 count pause in between the jump(s) and tumbling in Levels 1, 2, and 4. The four count pause may include a set position for tumbling but may not include choreography including but not limited to a clap or motions.

| Percentages for Jumps, Standing Tumbling, and Running Tumbling | | | |
|--|---------------------------|----------------------------|---------------------------|
| # of Athletes on Team | Less than 1/3 0% – 32% | 1/3 up to 2/3 33% – 65% | 2/3 or more 66% – 100% |
| | Low Range | Medium Range | High Range |
| Number of Tumbling Skills | | | |
| 5 | 0 - 1 | 2 | 3+ |
| 6 | 0 - 1 | 2 | 4+ |
| 7 | 0 - 2 | 3 | 4+ |
| 8 | 0 - 2 | 3 - 4 | 5+ |
| 9 | 0 - 2 | 3 - 5 | 6+ |
| 10 | 0 - 3 | 4 - 5 | 6+ |
| 11 | 0 - 3 | 4 - 6 | 7+ |
| 12 | 0 - 3 | 4 - 7 | 8+ |
| 13 | 0 - 4 | 5 - 7 | 8+ |
| 14 | 0 - 4 | 5 - 8 | 9+ |
| 15 | 0 - 4 | 5 - 9 | 10+ |
| 16 | 0 - 5 | 6 - 9 | 10+ |
| 17 | 0 - 5 | 6 - 10 | 11+ |
| 18 | 0 - 5 | 6 - 11 | 12+ |
| 19 | 0 - 6 | 7 - 11 | 12+ |
| 20 | 0 - 6 | 7 - 12 | 13+ |
| 21 | 0 - 6 | 7 - 13 | 14+ |
| 22 | 0 - 7 | 8 - 13 | 14+ |
| 23 | 0 - 7 | 8 - 14 | 15+ |
| 24 | 0 - 7 | 8 - 15 | 16+ |
| 25 | 0 - 8 | 9 - 15 | 16+ |
| 26 | 0 - 8 | 9 - 16 | 17+ |
| 27 | 0 - 8 | 9 - 17 | 18+ |
| 28 | 0 - 9 | 10 - 17 | 18+ |
| 29 | 0 - 9 | 10 - 18 | 19+ |
| 30 | 0 - 9 | 10 - 19 | 20+ |
| 31 | 0 - 10 | 11 - 19 | 20+ |
| 32 | 0 - 10 | 11 - 20 | 21+ |
| 33 | 0 - 10 | 11 - 21 | 22+ |
| 34 | 0 - 11 | 12 - 21 | 22+ |
| 35 | 0 - 11 | 12 - 22 | 23+ |
| 36 | 0 - 11 | 12 - 23 | 24+ |

| Percentages for Tosses, Pyramids, and Partner Stunts | | | |
|--|---------------------------|----------------------------|---------------------------|
| # of Athletes on Team | Less than 1/3 0% – 32% | 1/3 up to 2/3 33% – 65% | 2/3 or more 66% – 100% |
| | Low Range | Medium Range | High Range |
| Number of Stunt Skills | | | |
| 5 | 0 | 0 | 1+ |
| 6 | 0 | 0 | 1+ |
| 7 | 0 | 1 | 2+ |
| 8 | 0 | 1 | 2+ |
| 9 | 0 | 1 | 2+ |
| 10 | 0 | 1 | 2+ |
| 11 | 0 | 1 | 2+ |
| 12 | 0 | 1 | 2+ |
| 13 | 0 - 1 | 2 | 3+ |
| 14 | 0 - 1 | 2 | 3+ |
| 15 | 0 - 1 | 2 | 3+ |
| 16 | 0 - 1 | 2 | 3+ |
| 17 | 0 - 1 | 2 | 3+ |
| 18 | 0 - 1 | 2 | 3+ |
| 19 | 0 - 1 | 2 - 3 | 4+ |
| 20 | 0 - 1 | 2 - 3 | 4+ |
| 21 | 0 - 1 | 2 - 3 | 4+ |
| 22 | 0 - 1 | 2 - 3 | 4+ |
| 23 | 0 - 1 | 2 - 3 | 4+ |
| 24 | 0 - 1 | 2 - 3 | 4+ |
| 25 | 0 - 2 | 3 - 4 | 5+ |
| 26 | 0 - 2 | 3 - 4 | 5+ |
| 27 | 0 - 2 | 3 - 4 | 5+ |
| 28 | 0 - 2 | 3 - 4 | 5+ |
| 29 | 0 - 2 | 3 - 4 | 5+ |
| 30 | 0 - 2 | 3 - 4 | 5+ |
| 31 | 0 - 2 | 3 - 5 | 6+ |
| 32 | 0 - 2 | 3 - 5 | 6+ |
| 33 | 0 - 2 | 3 - 5 | 6+ |
| 34 | 0 - 2 | 3 - 5 | 6+ |
| 35 | 0 - 2 | 3 - 5 | 6+ |
| 36 | 0 - 2 | 3 - 5 | 6+ |