



# 2012 - 2013 VARSITY ALL STAR SCORING GUIDELINES

## THE VARSITY ALL STAR SCORE SHEET

The Varsity All Star Score Sheet is comprised of 4 main categories: Building Skill 40%, Tumbling Skills 30%, Overall Routine 20%, and Overall Creativity 10%

## DIFFICULTY RANGES

For each of the skill categories, judges will assign a Difficulty score that represents an assessment of each team's overall difficulty. Judges will place a team in their level appropriate 1-point range based on meeting the minimum criteria. Within the level appropriate 1-point range, the judges will then assign a subrange based on even more specific requirements (see Level Specific Scoring Guidelines). Difficulty will be assessed as being at the LOW end of the range (up to a .2), within the MEDIUM of the range (.3 to .6), or at the HIGH end of the range (.7 up to the Maximum).

DIFFICULTY RANGES		LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4*	LEVEL 5*
Low	Up to .2	3.0 - 3.2	4.0 - 4.2	5.0 - 5.2	6.0 - 6.2	8.0 - 8.2
Medium	.3 to .6	3.3 - 3.6	4.3 - 4.6	5.3 - 5.6	6.3 - 6.6	8.3 - 8.6
High	.7 to Max	3.7 - 4.0	4.7 - 5.0	5.7 - 6.0	6.7 - 7.0	8.7 - 9.0

\*Level 4 and Level 5 Criteria include ranges not listed here.

## TECHNIQUE RANGES

In addition to the Difficulty score, judges will also assign a Technique score for every Skill Category. This score reflects the judges' assessment of the team's overall form and technique and will always range between a 0 and a 1.0. Within this one point range, the judges will determine a subrange (LOW, MEDIUM, or HIGH) using the descriptive paragraphs associated with each subrange to justify their decision.

TECHNIQUE RANGES	Low 0 - 0.2	Less than a majority of the athletes in the routine demonstrated excellent precision and form. Numerous elements of their skill technique led the judges to conclude that the team could benefit from additional focus and training.
	Medium 0.3 - 0.6	Majority of the athletes in the routine demonstrated excellent precision and form. At least one element of their skill technique led the judges to conclude that the team could benefit from additional focus and training.
	High 0.7 - 1.0	Most of the athletes in the routine demonstrated excellent precision and form. Their skill technique led the judges to conclude that while individuals may benefit from additional focus and training, the team displayed a mastery of their skill technique.

## OTHER CATEGORIES ON THE SCORE SHEET

FORMATIONS/TRANSITIONS will be evaluated on the following criteria: difficulty, technique, creativity, flow, visual effect, ease of movement, pace, spacing and seamless patterns.

PERFORMANCE will be evaluated on the following criteria: showmanship, energy levels, excitement, crowd appeal, uniformity, genuine enthusiasm and athletic sportsmanship.

SKILLS CREATIVITY will reward teams for using new, inventive, unique load ins, dismounts and transitions in the building and tumbling portions of the routine and will have a maximum value of 5 points.

ROUTINE CREATIVITY will reward teams for using creative and innovative choreography which may include music, routine, and skill themes throughout the overall routine and will have a maximum value of 5 points.



# 2012 - 2013 VARSITY ALL STAR SCORING SCORING GUIDELINES CONTINUED

## BUILDING SKILLS

For the Stunts Category, judges will reference the following information to help determine a range, subrange, and ultimately, a Difficulty Score.

### INTERMEDIATE BUILDING SKILLS (L3 and L4)

- **1/2 Twisting transitions to an Extended one leg stunt**
- Full twisting transitions to Prep level or below
- Inverted transitions to Prep level or below
- Release moves to Prep level or below
- Walking/Turning Stunts
- Power Presses
- **Full twist from a two leg stunt**
- \*Single based, unassisted stunts at Prep level or below
- Other unique mounts and transitions of similar difficulty level

### ADVANCED BUILDING SKILLS (L4 and L5)

- Single Twisting transitions to an Extended position
- 1 and 1/2 Twisting transitions to a Prep level position
- Inverted transitions to Prep level
- Release moves from Ground level to an Extended position
- Release move from Waist level to an Extended position (L5 only)
- Downward Inversions
- **Full twist from a one leg stunt or double full twist from a two leg stunt (L4 only)**
- \*Single based, unassisted, extended two leg stunts
- Other unique mounts and transitions of similar difficulty level

**\*Single based, unassisted Stunt:** any stunt whereas the top person is being held by a single base during a portion of the stunt sequence. The stunt must be held for an amount of time that proves the stunt group's ability to maintain the skill without the assistance of additional bases and spotters.

### SENIOR COED DIVISIONS (excluding Senior Restricted 5 Coed and Level 4.2)

The following requirement does not apply to teams competing in Junior, Youth, Mini and Tiny divisions. It also excludes L5 Senior Restricted division and Level 4.2 division since both divisions are typically comprised of coed teams and all girl teams competing against each other.

In addition to the Difficulty criteria listed under Stunts, Level 3, Level 4 and Level 5 Senior coed teams are required to perform single based, unassisted stunts in their routine to qualify for their level appropriate 1-point range (**Level 3 = 5.0 to 6.0, Level 4 = 6.0 – 7.0, Level 5 = 8.0 – 9.0**). The number of stunt groups expected to meet the requirements will vary and depends on the number of males in each routine. To calculate that number of stunts expected, take the number of males in the routine and find the majority.

Example: If a Level 3 Coed team has 6 males in the routine, that team needs to feature at least 4 single base unassisted stunts (a majority of 6 is 4).

If necessary, judges may include unassisted stunts from throughout the routine when qualifying a team for the 1-point range and will not penalize teams that recycle individuals or stunt groups in an effort to meet the requirement. The base for single based, unassisted stunts may be either male or female.

Note: Any level of single based, unassisted stunting may satisfy the coed requirement. However, if a team intends for their their single based stunt to serve as one of their Intermediate, Advanced, or Elite building skills used in determining their subrange, that single based stunt must, like the other stunts in the routine, involve a MAJORITY OF THE TEAM (including spotters) in the sequence.

### ELITE BUILDING SKILLS (L5 and L6)

- 1 and 1/2 - 2 Twisting transitions to an Extended position
- 1 Twisting transition to immediate Extended Body position (excluding target and liberty)
- Inverted transitions to an Extended position
- Release moves from Prep level or above to an Extended position
- Multi-based free flipping Rewind to an Extended position (L6 only)
- Unassisted Single twisting transitions released to an Extended position (L6 only)
- \*Single based, unassisted, extended one leg stunts
- Other unique mounts and transitions of similar difficulty level

### COLLEGIATE BUILDING SKILLS (L6)

- Unassisted free flipping Rewinds to an Extended position
- Unassisted Inverted release moves to an Extended position
- Unassisted 1 1/2 - 2 Twisting transitions released to an Extended position
- Unassisted Single twisting transitions released to an immediate Extended Body position (excluding target and liberty)
- Other unique mounts and transitions of similar difficulty level