



2012 - 2013 VARSITY ALL STAR SCORING LEVEL 2

To qualify for a level appropriate point range, skills must be executed by a majority of the athletes. Judges will then select a subrange (low/medium/high) based on the athletes' participation in the criteria provided. Teams that do not reach a majority or that do not satisfy the criteria for any of the subranges will be awarded a score in a lower one point range selected at the judges' discretion.

Judges will measure level of participation by loosely applying the following guidelines: Majority = 50% +1, Most = 75%, Maximum = nearly 100%

STUNTS 4.0 - 5.0	Low	Majority of the athletes participate in 1 or 2 level appropriate skills
	Medium	Most of the athletes participate in 3 level appropriate skills
	High	Maximum number of athletes participate in 4 or more level appropriate skills
	<i>Level 2 Appropriate Skills include: One leg variations at prep level, 1/2 up to prep level one leg, Extensions, 1/2 up to extensions, inversions to non-inverted stunts</i>	
PYRAMIDS 4.0 - 5.0	Low	Pyramids including 1 structure and 1 level appropriate transition
	Medium	Pyramids including 2 structures and 2 level appropriate transitions
	High	Pyramids including at least 3 structures and at least 3 level appropriate transitions (i.e. twisting skills, inversion skills and release moves) involving a maximum number of athletes
	<i>Level 2 Appropriate Structures/Skills include: Structures with extended one leg stunts, skills allowed under USASF L2 Stunts</i>	
TOSSES 4.0 - 5.0	Low	Majority of the athletes participate in 1 straight ride toss
	Medium	Most of the athletes participate in 1 straight ride toss
	High	Maximum number of athletes (including front spots) 1 straight ride toss
	<i>Level 2 Appropriate Skills include: Straight Rides, log rolls (arm motions/choreography during straight ride tosses does not increase difficulty)</i>	
STANDING TUMBLING 4.0 - 5.0	Low	Majority of the athletes participate in a level appropriate skill
	Medium	Majority of the athletes participate in multiple level appropriate skills
	High	Most of the athletes participate in multiple level appropriate skills
	<i>Level 2 Appropriate Skills include: Single bhs, backwalkover bhs combinations, etc.</i>	
RUNNING TUMBLING 4.0 - 5.0	Low	Majority of the athletes participate in a level appropriate skill
	Medium	Majority of the athletes participate in multiple level appropriate skills
	High	Most of the athletes participate in multiple level appropriate skills
	<i>Level 2 Appropriate Skills include: Round off BHS, round off BHS series, front walkover round off BHS</i>	
JUMPS 4.0 - 5.0	Low	Majority of the athletes participate in a double jump combination and an additional jump, must include a variety
	Medium	Most of the athletes participate in a double jump combination and an additional jump, must include a variety
	High	Most of the athletes participate in either a quad jump combination or a triple jump combination and an additional jump, must include a variety
DANCE 4.0 - 5.0	Low	Little to no transitions and/or level changes
	Medium	Numerous transitions and /or level changes to include variety of movement, footwork and floorwork along with an average level of entertainment
	High	Several transitions and/or level changes to include variety of movement, footwork, and floorwork along with an above average level of entertainment

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.