

2012 - 2013 VARSITY ALL STAR SCORING LEVEL 3

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 5.0 - 6.0	Low	Majority of the athletes participate in 1 or 2 intermediate building skills
	Medium	Most of the athletes participate in 3 intermediate building skills
	High	Maximum number of athletes participate in 4 or more intermediate building skills
	Refer to Scoring Guidelines for a list of additional Intermediate Building Skills, see additional requirements for Senior Coed Divisions	
PYRAMIDS 5.0 - 6.0	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 involving a maximum number of athletes
	Level 3 Appropriate Structures/Transitions include: Structures with extended one leg stunts, 2 and 1/2 high release moves, skills allowed under USASF L3 Stunts	
TOSSES 5.0 - 6.0	Low	Majority of the athletes participate in 1 level appropriate toss
	Medium	Maximum number of athletes (including front spots) participate in 1 level appropriate toss
	High	Maximum number of athletes (including front spots) participate in 1 level appropriate toss. Several additional tosses are performed. Includes a variety.
	Level 3 Appropriate Skills include: Toe touch, kick arch, single full twist, other 1 trick tosses allowed under USASF L3	
STANDING TUMBLING 5.0 - 6.0	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, one of which is a jump/tumbling combination
	Level 3 Appropriate Skills include: Series BHS, jump BHS combination	
RUNNING TUMBLING 5.0 - 6.0	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
	Level 3 Appropriate Skills include: Round off BHS tucks, round off tucks, front walkover through to round off BHS tucks, punch fronts, punch front forward roll round off BHS back tucks	
JUMPS 5.0 - 6.0	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 5.0 - 6.0	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
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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.