



# 2012 - 2013 VARSITY ALL STAR SCORING LEVEL 4

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%**

<b>STUNTS 5.0 - 6.0</b>	<b>Low</b>	Majority of the athletes participate in 1 or 2 intermediate building skills
	<b>Medium</b>	Most of the athletes participate in 3 intermediate building skills
	<b>High</b>	Maximum number of athletes participate in 4 or more intermediate building skills
	<i>Refer to Scoring Guidelines for a list of additional Intermediate Building Skills, see additional requirements for Senior Coed Divisions</i>	
<b>STUNTS 6.0 - 7.0</b>	<b>Low</b>	Majority of the athletes participate in 1 advanced building skill and a level appropriate dismount
	<b>Medium</b>	Most of the athletes participate in 2 advanced building skill and a level appropriate dismount
	<b>High</b>	Maximum number of athletes participate in 3 or more advanced building skills and a level appropriate dismount
	<i>Refer to Scoring Guidelines for a list of additional Advanced Building Skills, see additional requirements for Senior Coed Divisions</i>	

<b>PYRAMIDS 6.0 - 7.0</b>	<b>Low</b>	Pyramids including 1 structure and 1 level appropriate transition
	<b>Medium</b>	Pyramids including 2 structures and 2 level appropriate transitions
	<b>High</b>	Pyramids including at least 3 structures and at least 3 level appropriate transitions involving a maximum number of athletes
	<i>Level 4 Appropriate Skills include: Braced flips, skills allowed under USASF L4 Stunts</i>	
<b>TOSSES 6.0 - 7.0</b>	<b>Low</b>	Majority of the athletes participate in 1 level appropriate toss
	<b>Medium</b>	<b>Maximum number of athletes (including front spots) participate in 1 level appropriate toss</b>
	<b>High</b>	<b>Maximum number of athletes (including front spots) participate in 1 level appropriate toss. Several additional tosses are performed. Includes a variety.</b>
	<i>Judges will consider all of the tosses in a routine, not just during the obvious toss section, when determining requirements have been met Level 4 Appropriate Skills include: Double skill tosses (i.e. kick fulls or double fulls)</i>	
<b>STANDING TUMBLING 6.0 - 7.0</b>	<b>Low</b>	Majority of the athletes participate in 1 level appropriate skill
	<b>Medium</b>	Majority of the athletes participate in multiple level appropriate skills
	<b>High</b>	Most of the athletes participate in multiple level appropriate skills, one of which is a jump/tumbling combination
	<i>Level 4 Appropriate Skills include: back tucks, bhs back tucks, bhs to layout, jump bhs back tuck combinations A jump PAUSE back tuck is not considered a jump/tumbling combination</i>	
<b>RUNNING TUMBLING 6.0 - 7.0</b>	<b>Low</b>	Majority of the athletes participate in 1 level appropriate skill/pass
	<b>Medium</b>	<b>Most of the athletes participate in 1 level appropriate skill/pass</b>
	<b>High</b>	Most of the athletes participate in multiple level appropriate skills/passes
	<i>Level 4 Appropriate Skills/Passes include: Layouts, specialty pass to layout, front walkover/handspring through to layout, etc.</i>	

**LEVEL 4 CONTINUED ON NEXT PAGE**



# 2012 - 2013 VARSITY ALL STAR SCORING LEVEL 4 con't.

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%**

<b>JUMPS 6.0 - 7.0</b>	<b>Low</b>	Majority of the athletes participate in a double jump combination and an additional jump, must include a variety
	<b>Medium</b>	Most of the athletes participate in a double jump combination and an additional jump, must include a variety
	<b>High</b>	Most of the athletes participate in either a quad jump combination or a triple jump combination and an additional jump, must include a variety
<b>DANCE 6.0 - 7.0</b>	<b>Low</b>	Little to no transitions and/or level changes
	<b>Medium</b>	Numerous transitions and /or level changes to include variety of movement, footwork and floorwork along with an average level of entertainment
	<b>High</b>	Several transitions and/or level changes to include variety of movement, footwork, and floorwork along with an above average level of entertainment

<b>TECHNIQUE RANGES</b>	<b>Low 0 - 0.2</b>	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.
	<b>Medium 0.3 - 0.6</b>	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.
	<b>High 0.7 - 1.0</b>	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.