

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 7.0 - 8.0	Low	Majority of the athletes participate in 1 advanced building skill
	Medium	Most of the athletes participate in 2 advanced building skills
	High	Maximum number of athletes participate in 3 or more advanced building skills
	Refer to Scoring Guidelines for a list of Advanced Building Skills, see additional requirements for Senior Coed Divisions	
STUNTS 8.0 - 9.0	Low	Majority of the athletes participate in 1 elite building skill and a level appropriate dismount
	Medium	Most of the athletes participate in 2 elite building skills and a level appropriate dismount
	High	Maximum number of athletes participate in 3 or more elite building skills and a level appropriate dismount
	Refer to Scoring Guidelines for a list of Elite Building Skills, see additional requirements for Senior Coed Divisions	

<b>PYRAMIDS</b> 8.0 - 9.0	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 the athletes
	Level 5 Appropriate Skills include: One armed braced flips, twisting braced flips, skills allowed under USASF L5 Stunts	
TOSSES	Low	Majority of the athletes participate <b>in a kick double full toss</b>
8.0 - 9.0	Judges will consider all of the tosses in a routine, not just during the obvious toss section, when determining requirements have been met.	
STANDING TUMBLING 8.0 - 9.0	Low	Majority of the athletes participate in a level appropriate skill
	Medium	Majority of the athletes participate in multiple twisting level appropriate skills
	High	Most of the athletes participate in two or more level appropriate skills, one of which is twisting and one of which is a jump/tumbling combination
	Level 5 Appropriate Skills include: jump back tuck combinations, standing passes that end in a full twist	
RUNNING TUMBLING 7.0 - 8.0	Low	Majority of the athletes participate in a level appropriate skill
	Medium	Most of the athletes participate in 1 level appropriate skill
	High	Most of the athletes participate in 1 level appropriate skill and include several specialty passes ending in a single full
	Level 5 Appropriate Skills include: Single fulls	

## LEVEL 5 SENIOR RESTRICTED CONTINUED ON NEXT PAGE

## 2012 - 2013 VARSITY ALL STAR SCORING LEVEL 5 SENIOR RESTRICTED con't.

To qualify for a level appropriate point range, skills must be executed by at least 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%

JUMPS 8.0 - 9.0	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 8.0 - 9.0	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

	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.
TECHNIQUE RANGES	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.