



# 2012 - 2013 VARSITY ALL STAR SCORING LEVEL 6

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 8.0 - 9.0</b>	<b>Low</b>	Majority of the athletes participate in 1 elite building skill and a level appropriate dismount
	<b>Medium</b>	Most of the athletes participate in 2 elite building skills and a level appropriate dismount
	<b>High</b>	Maximum number of athletes participate in 3 or more elite building skills and a level appropriate dismount
	<i>Level 6 appropriate dismounts include: Double twist from a one-leg stunt and free flipping dismounts. Refer to Scoring Guidelines for a list of Elite Building Skills.</i>	
<b>STUNTS 9.0 - 10.0</b>	<b>Low</b>	Majority of the athletes participate in 1 collegiate building skill and a level appropriate dismount
	<b>Medium</b>	Most of the athletes participate in 2 collegiate building skills and a level appropriate dismount
	<b>High</b>	Maximum number of athletes participate in 3 or more collegiate building skills and a level appropriate dismount
	<i>Level 6 appropriate dismounts include: Double twist from a one-leg stunt and free flipping dismounts. Refer to Scoring Guidelines for a list of Collegiate Building Skills.</i>	

<b>PYRAMIDS 9.0 - 10.0</b>	<b>Low</b>	Pyramids including 1 2 ½ high structure and 1 level appropriate transition
	<b>Medium</b>	Pyramids including 2 2 ½ high structures and 2 level appropriate transitions
	<b>High</b>	Pyramids including at least 3 2 ½ structures and at least 3 level appropriate transitions involving a maximum number of the athletes
	<i>Level 6 Appropriate Transitions include: Inverting/twisting transitions to/from the top of the 2 ½ high pyramid, skills allowed under USASF L6 Stunts</i>	
<b>TOSSES 9.0 - 10.0</b>	<b>Low</b>	Majority of the athletes participate in a flipping toss
	<b>Medium</b>	Maximum number of athletes (including front spots) participate in 1 flipping and twisting toss
	<b>High</b>	Maximum number of athletes (including front spots) participate in 1 double full twisting/specialty full toss. Several additional tosses are performed. Includes a variety.
	<i>Judges will consider all of the tosses in a routine, not just during the obvious toss section, when determining requirements have been met. Flipping Tosses include: back tucks, layouts, x-outs, etc. Flipping and twisting tosses include: layout full twist, arabian 1 1/2, layout double full twist, x-out full twist, etc.</i>	
<b>STANDING TUMBLING 8.0 - 9.0</b>	<b>Low</b>	Majority of the athletes participate in a level appropriate skill
	<b>Medium</b>	Majority of the athletes participate in multiple twisting level appropriate skills
	<b>High</b>	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
	<i>Level 6 Appropriate Skills include: jump back tuck combinations, standing passes that end in a full twist or double full twist</i>	
<b>RUNNING TUMBLING 8.0 - 9.0</b>	<b>Low</b>	Majority of the athletes participate in a level appropriate skills (full twists) and include 2 specialty passes to fulls and 2 double full passes
	<b>Medium</b>	Majority of the athletes participate in elite level appropriate skills
	<b>High</b>	Most of the athletes participate in elite level appropriate skills
	<i>Level 6 Elite Level Appropriate Skills include: Specialty passes to fulls, double fulls, specialty passes to double fulls</i>	

**LEVEL 6 CONTINUED ON NEXT PAGE**



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## LEVEL 6 con't.

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

<b>JUMPS</b> 8.0 - 9.0	<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</b> 8.0 - 9.0	<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</b> <b>RANGES</b>	<b>Low</b> 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.
	<b>Medium</b> 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.
	<b>High</b> 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.