



## GENERAL

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**Q: Once in range, what factors will the judges use to determine the appropriate Difficulty score?**

A: The judges will refer to the 'Difficulty Drivers' when determining a team's Difficulty score.

Difficulty Drivers - difficulty of the skills, percent of team participation, combination of skills (level and non-level appropriate), and the pace and speed of skills performed.

**Q: Once in range, what factors will the judges use to determine the appropriate Technique score?**

A: The judges will refer to the 'Technique Drivers' when determining a team's technique score.

Stunts/Pyramids/Tosses Technique Drivers - form, spacing, mistakes errors and/or omissions, and the pace/speed.

Tumbling Technique Drivers - form, landing, mistakes errors and/or omissions, and the pace/speed.

## STUNTS

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**Q: There are skills that can be performed in each level that are technically harder to do in comparison to what is listed on the Elite Level Appropriate list. Will a team get credit if they perform a harder skill that is not listed?**

A: In terms of STUNT QUANTITY, a team will need to perform one of the skills listed on the Elite Level Appropriate skills list in order to receive credit. However, teams may be rewarded in STUNT DIFFICULTY for performing any additional level appropriate skill that are not included on the list.

**Q: If a team combines two different level appropriate building skills into one transition, would that team receive credit for two level appropriate building skills?**

A: No. This team would only receive credit for one level appropriate building skill (i.e. twisting transition to prep level body position for L2).

**Q: Will my team receive credit for STUNT QUANTITY if we ripple the required elite building skill?**

A: Yes. As long as the FULL team is performing the SAME elite building skill, you can either ripple or synchronize the stunts.

**Q: Elite level appropriate skills for L1 that mention bracers—will those count towards PYRAMID DIFFICULTY or STUNT DIFFICULTY?**

A: As in years past, teams will be rewarded for these skills in STUNT DIFFICULTY. In some cases we may reward these skills in PYRAMID DIFFICULTY, depending on which category would be a better fit in that particular instance.

**Q: If a L3 team performs a full up to prep level body position and a prep level full twisting to prep level body position, would those be considered two different elite building skills?**

A: Yes. They are considered different enough to be counted as two DIFFERENT elite building skills.

**Q: Do teams have to perform two different Elite Level Appropriate skills in addition to four different level appropriate skills, to get into the high range?**

A: No. Teams are only required to perform four total different level appropriate skills, however two of those four MUST be from the Elite Level Appropriate list.

**Q: Will the elite building skill that my team performs for STUNT QUANTITY or COED QUANTITY requirement count towards my Difficulty score as one of my four skills required to meet the minimum requirement for the HIGH range?**

A: Yes. Your STUNT QUANTITY skill may also count towards one of the four different level appropriate skills (two of which must be elite) needed IF MOST of your athletes are involved. In order for the COED QUANTITY skill to also count towards STUNT DIFFICULTY, it must be done by most of the athletes and be a level appropriate skill.

**Q: Can a coed team perform a different entry into their coed stunt other than a traditional walk-in or toss?**

A: No. Teams will only receive credit for stunts that use the SAME traditional walk-in or toss entry.

**Q: Will a coed team receive COED QUANTITY credit if they do not dismount from their coed stunt(s)?**

A: No. Teams, that do not perform the SAME entry and dismount, will not receive COED QUANTITY credit.

**Q: If my team performs two Elite Level Appropriate skills from the same "skill style" (i.e. Inversion, Release, Twisting, Dismount or Other), would I still be rewarded for two different Elite Level Appropriate skills?**

A: Yes. As long as the team is performing two DIFFERENT Elite Level Appropriate skills, by the full team, it does not matter what "skill style" they fall under.

**Q: Does a fall affect STUNT QUANTITY?**

A: Possibly. If a squad performs the same Elite Level Appropriate skill and one group hits and then falls, the team will receive credit for the squad hitting the skill, but will also receive a deduction for the fall. However, if all but one group performs the same Elite Level Appropriate skill and the one group never goes, the team will receive credit for most performing the same Elite Level Appropriate skill.

## PYRAMIDS

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**Q: If during one of my pyramid transitions only my center group performs a skill, will I still get credit for one of the four required level appropriate skills?**

A: Yes.

**Q: If both sides of my pyramid perform the same skill synchronized, will I receive credit for one or two level appropriate skills?**

A: In the case where two groups are performing the SAME skill synchronized, it would only count as one level appropriate skill. This would also be true if the groups performed the same skill, but in a ripple. Matching pyramid transitions only count once.

**Q: Does landing a pyramid skill differently, prone vs squish, count as a different skill even if they are both back flips?**

A: No. Since the skill being performed in both scenarios is a back flip, you will only be rewarded for the transition once.



## **TOSSES**

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**Q: If one of my tosses does not go, can I still receive a 5.0?**

A: No. If one of the toss groups does not go this would not merit a 5.0. You **MUST** have the 'squad' perform a level appropriate toss, plus an additional toss in order to be rewarded a 5.0 for Toss Difficulty.

**Q: I have a team of 20 kids, is there an advantage to throwing 5 tosses with 4 people over a team that throws 4 tosses with front spots?**

A: No. The TOSS DIFFICULTY score would be the same because the rubric does not require a team to have front spots or not have front spots. Remember that you cannot have more than three people leftover/not involved as an active base, top person, or spotter.

**Q: Do all of my tosses in my squad section, have to be the same level appropriate skill?**

A: No. Your tosses do not have to be the same, as long as they are all level appropriate tosses.

**Q: Will a team's TOSS TECHNIQUE score be solely based off of the top person's technique?**

A: No. The judges will refer to the 'Toss Technique Drivers' for this score, which apply not only to the top person, but also the bases throwing the toss.

**Q: If a team of 20 chooses to throw 5 tosses, without front spots, and one of the 5 tosses goes but does a non-level appropriate toss, can that team still receive a 5.0 for TOSS DIFFICULTY?**

A: A team that chooses to maximize the number of toss groups, by removing the front spots and creating an additional group and could still receive a 5.0 for TOSS DIFFICULTY. This is assuming the other 4 during the squad toss were level appropriate and the team had their additional toss.

## **JUMPS**

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**Q: Will shushunova's be considered a jump skill when performed synchronized with toe touches?**

A: No. In order for a team to receive credit, **MOST** of the team has to perform 4 advanced connected jumps or 3 connected advanced jumps, plus 1 additional advanced jump. This sequence must be synchronized from the initiation of the first jump and include a variety. Advanced jumps include: toe touch, pike, front/side hurdlers.

**Q: Can I ripple my jump sequence, or does it have to be synchronized?**

A: For teams to be rewarded for their performed jumps, they **MUST** have **MOST** of the team involved and the sequence **MUST** be synchronized from the initiation of the first jump.

## **STANDING TUMBLING**

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**Q: What are some examples of different L2 passes that my team could perform, aside from a standing back handspring, to get into the high range?**

A: Listed on the 'All Star Scoring System- Tumbling Skills' sheet, you will find a few examples of other level appropriate passes (i.e. Back handspring step out, Back extension roll-back handspring, Back walkover-back handspring). Keep in mind that this list is not inclusive of all level appropriate passes allowed for L2.

**Q: Can a team borrow from their jump/tumble combination, in order to satisfy their second set of level appropriate passes?**

A: No. The two separate passes **MUST** be different.

**Q: In L2, would performing a back walkover back handspring, pause, back handspring satisfy all requirements to get into the HIGH range?**

A: Yes. The 'pause' has broken up the pass, therefore making it 2 separate passes. Since both of the passes are different, this would constitute scoring that team within the HIGH range, so long as **MOST** of the team is involved.

**Q: If my team performs a 'T' jump back handspring, will this add difficulty to my STANDING TUMBLING score?**

A: No. Since a 'T' jump is not considered a jump, this will not impact STANDING TUMBLING DIFFICULTY score.

**Q: It says that most of my team has to perform two different level appropriate passes. Are these passes cumulative?**

A: A team is required to perform two different level appropriate passes; one of which **MUST** be a synchronized pass performed by most of the athletes. The other pass **MUST** be performed by most of the athletes and may be cumulative/recycled.

## **RUNNING TUMBLING**

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**Q: How will incomplete fulls and double fulls be scored in L5?**

A: The judges may give credit for the attempted skill. However, they may deduct from that team's Technique score, as noted in the 'Technique Drivers' for tumbling.

**Q: Does a front handspring punch front through to full count as an elite level appropriate pass in L5?**

A: Yes. While front handsprings have been excluded from the list of elite level appropriate skills, the punch front through to full would still qualify the pass as elite.

**Q: Will a front aerial through to full count as an elite pass in L5?**

A: No. Due to the similarity of a front aerial to a front walkover/front handspring, we have deemed this skill ineligible for an Elite Level Appropriate pass.

## **TECHNIQUE**

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**Q: Why is pace and speed listed under 'Drivers' for both Difficulty and Technique?**

A: Pace and speed are two different things when talking about Difficulty vs. Technique. For Difficulty, it means how quickly skills are performed or connected to one another. For Technique, it means (for example) how quickly a skill passes from the ground to an extended position.