

Event:
Team:
Division:

Day:
Panel:



BUILDING

A L L S T A R

# Athletes	
Req. Majority	
Req. Most	
# of Males	

STUNT DIFFICULTY

Skills performed do not meet LOW	BELOW	3.0 - 3.5	
4 diff. LAS by Most	LOW	3.5 - 4.0	
4 diff. LAS by Most, 1 must be ELAS	MID	4.0 - 4.5	
4 diff. LAS by Most, 2 must be ELAS	HIGH	4.5 - 5.0	

PYRAMID DIFFICULTY

Skills performed do not meet LOW	BELOW	3.0 - 3.5	
2 different LAS & 2 structures by Most	LOW	3.5 - 4.0	
3 different LAS & 2 structures by Most	MID	4.0 - 4.5	
4 different LAS & 2 structures by Most	HIGH	4.5 - 5.0	

TOSS DIFFICULTY

Less than a Majority of the team performs a toss	4.0	
Majority of the team performs a LAT	4.5	
Majority of the team performs a LAT rippled or synchronized in the same section	5.0	

QUANTITY

3.5		
4.0	4.2	4.4
4.6	4.8	5.0

PERFORMANCE (THIS SCORE WILL BE PART OF THE PERFORMANCE COMPOSITE SCORE)

A team's ability to demonstrate high levels of energy and excitement while maintaining genuine enthusiasm and showmanship; these will include appropriate athletic impression. The Building judge(s) will be evaluating the performance during the building sections only.	9.0 - 10.0	
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STUNT TECHNIQUE

Team's ability to execute Stunts with excellent precision and form	3.5 - 5.0		
Top Person	-0.2	-0.3	Entry/T/Dismount -0.2 -0.3
Bases/Spotters	-0.2	-0.3	Synchronization -0.2 -0.3
Obv. Mistake		-0.3	

PYRAMID TECHNIQUE

Team's ability to execute Pyramid(s) with excellent precision and form	3.5 - 5.0		
Top Person	-0.2	-0.3	Entry/T/Dismount -0.2 -0.3
Bases/Spotters	-0.2	-0.3	Synchronization -0.2 -0.3
Obv. Mistake		-0.3	

TOSS TECHNIQUE

Team's ability to execute Toss(es) with excellent precision and form	3.5 - 5.0		
Top Person	-0.2	-0.3	Cradle -0.2 -0.3
Bases/Spotters	-0.2	-0.3	Sync/Timing -0.2 -0.3
Height	-0.2	-0.3	

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TUMBLING

A L L S T A R

# Athletes	
Req. Majority	
Req. Most	
# of Males	

JUMP DIFFICULTY

Skills performed do not meet 4.0 requirement	3.5	
Most performs 1 adv. jump	4.0	
Most performs 2 connected adv. jumps	4.5	
Most performs 3 connected adv. jumps w sync & variety OR 2 connected adv. jumps, plus 1 additional adv jump w sync & variety	5.0	

JUMP TECHNIQUE

Team's ability to execute jumps with excellent precision and form			3.5 - 5.0		
Arm Placement	-0.2	-0.3	Landings	-0.2	-0.3
Leg Placement	-0.2	-0.3	Synchronization	-0.2	-0.3
Hyperext/Height	-0.2	-0.3			

EXCLUDED IN NON TUMBLING DIVISIONS

STANDING TUMBLING DIFFICULTY

Skills performed do not meet LOW	BELOW	3.0 - 3.5	
Most performs LAP	LOW	3.5 - 4.0	
Majority performs the same sync LAP WORLDS Majority performs ELAP	MID	4.0 - 4.5	
Most performs the same sync LAP & Majority performs additional LAP WORLDS Most performs ELAP in same section	HIGH	4.5 - 5.0	

STANDING TUMBLING TECHNIQUE

Team's ability to execute standing tumbling with excellent precision			3.5 - 5.0		
Approach	-0.2	-0.3	Landings	-0.2	-0.3
Speed	-0.2	-0.3	Synchronization	-0.2	-0.3
Body Control	-0.2	-0.3			

RUNNING TUMBLING DIFFICULTY

Skills performed do not meet LOW	BELOW	3.0 - 3.5	
Less than Majority performs a LAP WORLDS Majority performs a LAP	LOW	3.5 - 4.0	
Majority performs a LAP WORLDS Most performs a LAP	MID	4.0 - 4.5	
Most performs a LAP WORLDS Majority performs ELAP	HIGH	4.5 - 5.0	

RUNNING TUMBLING TECHNIQUE

Team's ability to execute running tumbling with excellent precision			3.5 - 5.0		
Approach	-0.2	-0.3	Landings	-0.2	-0.3
Speed	-0.2	-0.3	Synchronization	-0.2	-0.3
Body Control	-0.2	-0.3			

PERFORMANCE (THIS SCORE WILL BE PART OF THE PERFORMANCE COMPOSITE SCORE)

A team's ability to demonstrate high levels of energy and excitement while maintaining genuine enthusiasm and showmanship; these will include appropriate athletic impression. The Tumbling judge(s) will be evaluating the performance during the tumbling sections only.	9.0 - 10.0	
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OVERALL

A L L S T A R

# Athletes	
Req. Majority	
Req. Most	
# of Males	

STUNT CREATIVITY

Stunt skills incorporate visual, unique or innovative ideas; these include level and non-level appropriate skills.	2.0 - 2.5	
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PYRAMID CREATIVITY

Pyramid skills incorporate visual, unique or innovative ideas. This includes level and non-level appropriate skills.	2.0 - 2.5	
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ROUTINE COMPOSITION

A team's ability to demonstrate precise spacing in formations and seamless patterns of movement in transitions performed throughout the routine; these include innovative, visual and intricate ideas, as well as, any additional skills performed to enhance overall appeal.	9.0-10.0	
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DANCE

A team's ability to demonstrate a high level of energy and entertainment value which incorporates multiple visual elements including a variety of levels, formation changes, partner work, footwork and floor work; these includes technique, perfection, synchronization, pace and intricacy of dance moves performed.	9.0-10.0	
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PERFORMANCE (THIS SCORE WILL BE PART OF THE PERFORMANCE COMPOSITE SCORE)

A team's ability to demonstrate high levels of energy and excitement while maintaining genuine enthusiasm and showmanship; these will include appropriate athletic impression. The Overall judge(s) will be evaluating the performance during the entire routine.	9.0 - 10.0	
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COMMENTS