



AAU ALL STAR SCORING SYSTEM SCORE SHEET



BUILDING SKILLS	TOTAL	DIFFICULTY	TECHNIQUE	CREATIVITY
STUNTS	15.0	5.0	5.0	5.0
PYRAMIDS	15.0	5.0	5.0	5.0
TOSSES	10.0	5.0	5.0	
QUANTITY/COED	5.0	5.0		

TUMBLING SKILLS	TOTAL	DIFFICULTY	TECHNIQUE
STANDING TUMBLING	10.0	5.0	5.0
RUNNING TUMBLING	10.0	5.0	5.0
JUMPS	10.0	5.0	5.0

OVERALL ROUTINE	TOTAL	DIFFICULTY
ROUTINE COMPOSITION	10.0	10.0
PERFORMANCE	10.0	10.0
DANCE	5.0	5.0

TOTAL	100
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AAU ALL STAR SCORING SYSTEM DEDUCTION

ROUTINE INFRACTIONS

ATHLETE FALL - 0.25

Examples:

- Hand(s)/head down in tumbling or jumps
- Knee(s) down in tumbling or jumps
- Drops to the floor during individual skills (tumbling, jumps, etc.)

BUILDING FALL - 0.75

Examples:

- Uncontrolled cradling, dismounting or lowering a building skill (not timing issues)
- Base or spotter falling to the floor during a building skill

MAJOR BUILDING FALL - 1.25

Example:

- Falls from an individual stunt, pyramid, or toss to the floor (top person lands on floor or multiple bases/spotters land on floor)

MAXIMUM - 1.75

When multiple deductions should be assessed during an individual stunt or toss (by a single group) or during a pyramid collapse, then the sum of those deductions will not be greater than 1.75.

***Bobbles, balance checks and controlled timing errors will be reflected in technique scores.

USASF RULE VIOLATIONS

BOUNDARY VIOLATIONS - 0.25

The performance surface is defined as the 42' x 54' competition floor. The competition boundary is defined as the performance surface and any immediate adjacent safety border. A 0.25 deduction will be assessed per occurrence for an athlete that makes contact with both feet outside the competition boundary. Stepping on, or just past the white tape is not a boundary violation.

TIME LIMIT VIOLATIONS - 1.0

Teams that exceed 2:30 will be subject to the following deduction:

- 1 or more seconds over time will result in a 1.0 deduction

The routine time limit is 2:30. Routines that exceed this time limit run a risk of being assessed a deduction. Judges will use a stop watch or similar device to measure the official time. Acknowledging the potential variance caused by human reaction speed and sound system time variations, judges will not issue a deduction until their stopwatch/clock shows a time that exceeds 2:33.

SAFETY VIOLATIONS

- 0.50 - Tumbling, General Safety, Image Policy and all other violations will be issued a 0.50 deduction.
- 1.0 - Building skills performed out of level will be issued a 1.0 deduction.

UNSPORTSMANLIKE CONDUCT DEDUCTION - 2.0

When a coach is in discussion with an official, other coaches, athletes and parents/spectators they must maintain proper professional conduct. Failing to do so may result in 2.0 deduction, removal of coach or disqualification.



ALL STAR SCORING SYSTEM - BUILDING



STUNT DIFFICULTY

3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	4 different level appropriate skills performed by most of team
4.0 - 4.5	MID	4 different level appropriate skills performed by most of team, 1 of which is Elite level appropriate
4.5 - 5.0	HIGH	4 different level appropriate skills performed by most of team, 2 of which are Elite level appropriate

For Level 6 Stunts: All Level 5 skills will be considered level appropriate for scoring purposes (at least 2 different Level 6 skills are required to score in High range).

STUNT / PYRAMID CREATIVITY

4.0 - 4.2	Minimal skills incorporate creativity
4.2 - 4.4	Less than a majority of the skills incorporate creativity
4.4 - 4.7	Majority of the skills incorporate creativity
4.7 - 5.0	Most to all of the skills incorporate creativity

TECHNIQUE

3.0 - 3.5	Minimal athletes execute excellent precision, form and synchronization
3.5 - 4.0	Less than a majority of the athletes execute excellent precision, form and synchronization
4.0 - 4.5	Majority of the athletes execute excellent precision, form and synchronization
4.5 - 5.0	Most to all of the athletes execute excellent precision, form and synchronization

STUNT QUANTITY CHART

# OF ATHLETES	LESS THAN MAJORITY	MAJORITY	MOST	FULL TEAM
5 - 7				1
8 - 11			1	2
12 - 15		1	2	3
16 - 19	1	2	3	4
20 - 23	1 - 2	3	4	5
24 - 27	1 - 3	4	5	6
28 - 31	1 - 3	4	6	7
32 - 35	1 - 4	5	6	8
36	1 - 4	5	7	9

STUNT QUANTITY

(BASED ON A TRADITIONAL GROUP OF 4, RIPPLE OR SYNCHRONIZED)

2.5	Skills performed that do not meet the 4.0 requirement.
4.0	Most of the team performs a level appropriate building skill
4.2	Full team performs a level appropriate building skill
4.4	Less than a Majority of the team performs the same ELITE level appropriate building skill
4.6	Majority of the team performs the same ELITE level appropriate building skill
4.8	Most of the team performs the same ELITE level appropriate building skill
5.0	Full team performs the same ELITE level

PYRAMID DIFFICULTY

3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	2 different level appropriate skills, 2 structures performed by most of the team
4.0 - 4.5	MID	3 different level appropriate skills, 2 structures performed by most of the team
4.5 - 5.0	HIGH	4 different level appropriate skills, 2 structures performed by most of the team

COED QUANTITY CHART

# OF MALES ON TEAM	# OF STUNTS
1 - 3	1
4 - 5	2
6 - 7	3
8 - 9	4
10 - 11	5
12 - 13	6
14 - 15	7
16 - 17	8
18	9

TOSS DIFFICULTY

4.0	Tosses are thrown, but none are level appropriate
4.2	Less than majority performs a level appropriate toss
4.4	Majority performs a level appropriate toss
4.6	Majority performs a level appropriate toss, plus one additional toss
4.8	Squad (with or without front spots) performs a level appropriate toss
5.0	Squad (with or without front spots) performs a level appropriate toss, plus one additional toss

SQUAD = The maximum number of tosses that can be thrown during one sequence (If 4 or more athletes are not involved in the toss sequence, it would not count as a squad toss). Must be rippled or synchronized.

COED QUANTITY - LEVEL 3 & 4 SENIOR TEAMS

	Coed Style ASSISTED	Coed Style UNASSISTED
2.5	Coed Style skills performed that do not meet the 4.0 requirement.	
4.0	Walk-in Hands Toss Hands	N/A
4.2	Walk-in Hands press Extension Toss Hands press Extension	N/A
4.4	Walk-in Extended double leg stunt Toss Extended double leg stunt (Level 4 ONLY) Walk-in Hands press Extended single leg stunt/single arm stunt Toss Hands press Extended single leg stunt/single arm stunt	Walk-in Hands Toss Hands
4.6	Walk-in Extended single leg stunt/single arm stunt Toss Extended single leg stunt/single arm stunt (Level 4 ONLY)	Walk-in Hands press Extension Toss Hands press Extension
4.8	N/A	Walk-in Extended double leg stunt Toss Extended double leg stunt (Level 4 ONLY) Walk-in Hands press extended single leg stunt/single arm stunt Toss Hands press extended single leg stunt/single arm stunt
5.0	N/A	Walk-in Extended single leg stunt/single arm stunt Toss Extended single leg stunt/single arm stunt (Level 4 ONLY)

COED QUANTITY - LEVEL 5

	Coed Style ASSISTED	Coed Style UNASSISTED
2.5	Coed Style skills performed that do not meet the 4.0 requirement.	
4.0	Walk-in Extended double leg stunt Toss Extended double leg stunt Walk-in Hands press Extended single leg stunt/single arm stunt Toss Hands press Extended single leg stunt/single arm stunt	Walk-in Hands Toss Hands
4.2	Walk-in Extended single leg stunt/single arm stunt Toss Extended single leg stunt	Walk-in Hands press Extension Toss Hands press Extension
4.4	Toss ¼ - ¾ Twist to Extended single leg stunt	Walk-in Extended double leg Toss Extended double leg stunt Walk-in Hands press Extended single leg stunt/ single arm stunt Toss Hands press Extended single leg stunt/ single arm stunt
4.6	Toss Extended 1 Arm Stunt Toss Full up to Extended Stunt Toss Front handspring ½ up to Extended stunt	Walk-in Extended single leg stunt/single arm stunt Toss Extended single leg stunt
4.8	N/A	Toss ¼ - ¾ Twist to Extended single leg Stunt
5.0	N/A	Toss Extended 1 Arm Stunt Toss Full up to Extended Stunt Toss Front handspring ¾ up to Extended Stunt

FULL TEAM = The Maximum number of stunts that can be performed based on a traditional group of 4 people.
MAJORITY = 51% (OF THE TEAM)
MOST = 75% (OF THE TEAM)

Required for Senior Coed Level 3, 4 and 5 teams and International Coed 5 and 6 teams only. L4.2, L4 Open and L5 Restricted Coed teams will always follow the stunt quantity chart, not the coed chart. Coed stunts must be performed at the same time and perform the same entry and skill to receive quantity/skill credit. A score in this category can be earned by meeting the stunt requirements listed - regardless of whether or not the stunts are based by male or female. For 'unassisted' credit, the entire skill must be performed unassisted, up through the actual dismount of the skill to a cradle or to the performing surface.



ALL STAR SCORING SYSTEM - TUMBLING



STANDING TUMBLING DIFFICULTY

3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	Most of the team performs a level appropriate pass
4.0 - 4.5	MID	Majority of the team performs two different level appropriate passes, one of which must be synchronized from initiation of the pass
4.5 - 5.0	HIGH LEVEL 1 - 2:	Most of the team performs two different level appropriate passes, one of which must be synchronized from initiation of the pass
4.5 - 5.0	HIGH LEVEL 3 - 5:	Most of the team performs two different level appropriate passes, one of which must be a synchronized advanced jump/tumble combination at initiation of the jump

RUNNING TUMBLING DIFFICULTY (Level 1 - 5 Youth, Junior & Restricted)

3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	Less than majority of the team performs a level appropriate pass
4.0 - 4.5	MID	Majority of the team performs a level appropriate pass
4.5 - 5.0	HIGH	Most of the team performs a level appropriate pass

RUNNING TUMBLING DIFFICULTY (Level 5 - 6 Worlds)

3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	Less than majority of the team performs a level appropriate pass
4.0 - 4.5	MID	Most of the team performs a level appropriate pass
4.5 - 5.0	HIGH	Majority of the team performs an Elite* level appropriate pass. *Elite level appropriate passes include: specialty passes to fulls, double fulls, specialty passes to double fulls (Elite level appropriate passes do not include front walkovers/front handsprings/front side aerials)

JUMP DIFFICULTY

4.0	Less than a majority of the team performs 1 advanced jump
4.2	Majority of the team performs 1 advanced jump
4.4	Most of the team performs 1 advanced jump - Must be synchronized
4.6	Most of the team performs 2 connected advanced jumps - Must be synchronized
4.8	Most of the team performs 3 connected advanced jumps - Must be synchronized
5.0	Most of the team performs 4 connected advanced jumps or 3 connected advanced jumps, plus 1 additional advanced jump. Must be synchronized and include a variety

All approaches within the jumps must use a whip approach to be considered connected. Teams must perform the required skill set or they will be given a lower score.

BASIC JUMPS: Spread Eagle, Tuck Jump // ADVANCED JUMPS: Pike, Right/Left Hurdlers (front or side), Toe Touch

TECHNIQUE

3.0 - 3.5	Minimal athletes execute excellent precision, form and synchronization
3.5 - 4.0	Less than a majority of the athletes execute excellent precision, form and synchronization
4.0 - 4.5	Majority of the athletes execute excellent precision, form and synchronization
4.5 - 5.0	Most to all of the athletes execute excellent precision, form and synchronization

MAJORITY / MOST QUANTITY TABLE

# OF ATHLETES	MAJORITY	MOST
5	3	4
6	4	5
7	4	5
8	5	6
9	5	7
10	6	8
11	6	8
12	7	9
13	7	9
14	8	10
15	8	11
16	9	12
17	9	12
18	10	13
19	10	14
20	11	15
21	11	16
22	12	17
23	12	17
24	13	18
25	13	19
26	14	20
27	14	20
28	15	21
29	15	22
30	16	23
31	16	23
32	17	24
33	17	25
34	18	26
35	18	26
36	19	27

MAJORITY = 51% (OF THE TEAM)

MOST = 75% (OF THE TEAM)

ALL STAR SCORING SYSTEM - OVERALL

DANCE

4.0 - 5.0	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 floorwork. This includes technique, perfection, synchronization, pace and intricacy of dance moves performed.
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PERFORMANCE

9.0 - 10.0	A team's ability to demonstrate high levels of energy and excitement while maintaining consistent uniformity, genuine enthusiasm and showmanship. This will include appropriate athletic impression throughout the routine.
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ROUTINE COMPOSITION

	A team's ability to demonstrate precise spacing and seamless patterns of movement performed throughout the routine. This includes innovative, visual, and intricate ideas; as well as any additional skills performed to enhance the overall appeal.
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GENERAL INFORMATION



LEVEL 1

- Tosses category has been removed from the score sheet.
- Total possible score is out of 90 points.
- All scores will be converted to Percent of Perfection score out of 100%.

COED QUANTITY

- Level 3 - 5 Senior Coed and Level 5 - 6 International Open Coed must satisfy this requirement.
- Only the skills listed on the coed requirement grid will count for Coed Quantity.
- Performing the same skill includes performing the same entry into the skill. Stunts may be rippled or synchronized.

JUMPS

- Variety means at least 2 different jumps.

BODY POSITIONS

- Lib and platform are not considered body positions
- Body positions include: Stretch, bow and arrow, arabesque, scale, scorpion, etc.

DRIVERS - DIFFICULTY & TECHNIQUE

- Factors that judges will consider when determining an actual score within range.

STANDING TUMBLING

- Jump tumble combinations must land on feet to be considered level appropriate (i.e. jump $\frac{3}{4}$ front flip to seat would not be a level appropriate jump tumble combination in Level 5).

DIFFICULTY DRIVERS

- Difficulty of the skill
- Percent of team participation
- Combination of skills (level and non-level appropriate)
- Pace and speed of skills performed.

STUNTS/PYRAMIDS/TOSSES TECHNIQUE DRIVERS

- Form
- Spacing
- Mistakes, Errors and/or Omissions
- Pace / Speed

TUMBLING & JUMPS TECHNIQUE DRIVERS

- Form
- Landing
- Mistakes, Errors and/or Omissions
- Pace / Speed