



# 2025 - 2026 ALL STAR ELITE SCORING SYSTEM

BUILDING DIFFICULTY - LEVELS 1-6 (ALL GIRL)

Building Quantity Chart (Stunts & Tosses)				STUNT DIFFICULTY - MAX BASELINE POINTS: 7.6 Stunt skills will only receive credit if they show control through the pop or transition to another skill.	
# of Athletes	Majority	Most	Max	Score	Description
5-11	1	1	2	5.0	Stunts performed do not meet the requirements listed below.
12-15	1	2	3	6.0	Two (2) level appropriate skills performed by Most.
16-19	2	3	4	6.6	One (1) elite skill performed by Most and Two (2) level appropriate skills by Most.
20-23	3	4	5	6.8	One (1) elite skill performed by Most and Three (3) level appropriate skills by Most.
24-31	4	5	6	7.0	Two (2) elite skills performed by Most and Two (2) level appropriate skills performed by Most.
32-38	5	6	7	7.2	Three (3) elite skills performed by Most and One (1) level appropriate skills performed by Most.
				7.4	Four (4) elite skills performed by Most.
				7.6	One (1) elite skill performed by Max and Three (3) elite skills performed by Most.
				*All Skills performed must be different - Repeated skills will not count toward Stunt Difficulty Score Skills must be synchronized or rippled in order to earn credit for Stunt Difficulty.	

## Degree of Difficulty Bonus

0.0 - 0.4	Skills will be assessed according to their variety of elements and the complexity and combinations of the skills used throughout the routine.
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## Building Choreography/Presentation

Not Shown	Low	Moderate	High	Specific Drivers
0.0	1.0 - 1.3	1.4 - 1.7	1.8 - 2.0	Use of visual and creative elements in building skills/transitions.
0.0	1.0 - 1.3	1.4 - 1.7	1.8 - 2.0	Confident performance/entertainment value during building skills and transitions.

# 2025 - 2026 ALL STAR ELITE SCORING SYSTEM

COED TEAMS - (Senior Levels 3-6)

## Coed Quantity Chart (Level 6 Only)

Group Stunts will follow All Girl Quantity Chart

## Stunt Difficulty - Max Baseline points: 7.6

stunt skills will only receive credit if they show control through the pop or transition to another skill.

# of Males	# of Stunts	Score	Description
		<b>5.0</b>	Stunts performed do not meet the requirements listed below.
		<b>6.0</b>	Two (2) level appropriate skills performed by Most.
1-3	1	<b>6.4</b>	One (1) elite skill performed by Most and Two (2) level appropriate skills by Most.
		<b>6.6</b>	One (1) elite skill performed by Most and Three (3) level appropriate skills by Most.
4-5	2	<b>6.8</b>	Two (2) elite skills performed by Most and Two (2) level appropriate skills performed by Most.
		<b>7.0</b>	Three (3) elite skills performed by Most and One (1) level appropriate skills performed by Most.
6-7	3	<b>7.2</b>	Four (4) elite skills performed by Most.
		<b>7.4</b>	One (1) elite skill performed by Max and two (2) elite skills performed by Most.
8-9	4	<b>+COED STUNT (Level 3-5 only requires 1)</b>	
10-11	5	<b>0.1</b>	Level Appropriate Coed Style Stunt.
12-13	6	<b>0.2</b>	Elite Level Appropriate Coed Style Stunt.
14-19	7	All Skills performed must be different - Repeated skills will not count toward Stunt Difficulty Score. Skills must be synchronized or rippled in order to earn credit for Stunt Difficulty.	

## Degree of Difficulty Bonus

0.0 - 0.4	Skills will be assessed according to their variety of elements and the complexity and combinations of the skills used throughout the routine.
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## Building Choreography/Presentation

Not Shown	Low	Moderate	High	Specific Drivers
0.0	1.0 - 1.3	1.4 - 1.7	1.8 - 2.0	Use of visual and creative elements in building skills/transitions.
0.0	1.0 - 1.3	1.4 - 1.7	1.8 - 2.0	Confident performance/entertainment value during building skills and transitions.



**PYRAMID QUANTITY CHART (Refers to Pyramid ONLY)**  
 • When Most/Max/Max+ is used in the pyramid difficulty chart, it is only referring to the structures.

**PYRAMID DIFFICULTY - MAX BASELINE POINTS: 7.2**

# of Athletes	Majority	Most	Max	Max +	Score	Description
5-11	2	2	2	3	0.0	Pyramid skills and/or structures performed did not meet criteria for scores listed below.
12-15	2	2	3	4	1.0	Did not meet the requirement of pyramid difficulty.
16-19	2	3	4	5	5.0	Two (2) different level appropriate skills. One (1) structure performed by Most.
20-23	3	4	5	6	6.0	Two (2) different level appropriate skills. Two (2) structures performed by Most.
24-31	4	5	6	7	6.6	Three (3) different level appropriate skills. Two (2) structures performed by Most.
32+	5	6	7	8	6.8	Four (4) different level appropriate skills performed. Two (2) structures performed by Most.
					7.0	Four (4) different level appropriate skills. Two (2) structures performed by Max.
					7.2	Four (4) different level appropriate skills. One (1) structure performed by Max and One (1) Structure performed by Max+.

**PYRAMID BASELINE BONUS - MAX POINTS: 0.8 Points in addition to baseline score**

Not Shown	Low	Moderate	High	Specific Drivers
0.0	0.2	0.3	0.4	Incorporation of elite stunt skills and level appropriate pyramid skills by multiple groups.
0.0	0.2	0.3	0.4	Pace/Flow: Skills executed at a quick pace while showing seamless transitions.

Low - Little to no use of specific driver throughout and/or in parts of pyramid.  
 Moderate - Average use of specific driver throughout and/or in parts of pyramid.  
 High - Exceptional use of specific driver throughout the entirety of pyramid.

**TOSS DIFFICULTY - MAX POINTS: 4 (No tosses in Level 1)**

2.0	Majority of the team performed a non level appropriate toss rippled or synchronized in the same section.
3.0	Less than Majority of the team performed a level appropriate toss rippled or synchronized in the same section.
3.5	Majority of the team performed a level appropriate toss not rippled or synchronized, but cumulative throughout the routine.
4.0	Majority of the team performed a level appropriate toss rippled or synchronized in the same section.

Same section - single portion of the routine where skills form a skill set (Primary Stunts, Pyramids, Secondary Stunts, Standing Tumbling, Running Tumbling, Jumps) are performed.



**Jump / Tumbling Quantity Chart**

# OF ATHLETES	MAJORITY	MOST	MAX
5-11	4	5	6
12-15	5	6	7
16-19	6	7	12
20-23	8	10	16
24-31	10	12	20
32-38	14	16	24

Teams with less than 7 members, 100% of team must perform skill to reach Max quantity.

**JUMP DIFFICULTY - MAX POINTS: 2**

0.0	Less than Majority of the team performs an advanced jump.
0.5	Majority of the team performs one (1) advanced jump.
1.0	Most of the team performs one (1) advanced jump.
1.5	Most of the team performs two (2) synchronized advanced jumps that show variety.
2.0	Most of the team performs total of three (3) synchronized advanced jumps that show variety, two (2) of which need to be connected.

**TUMBLING CHOREOGRAPHY/PRESENTATION- MAX POINTS 4**

Not Shown	LOW	MODERATE	HIGH	Specific Drivers
0.0	1.0 - 1.3	1.4 - 1.7	1.8 - 2.0	Innovative formations and use of the floor throughout routine.
0.0	1.0 - 1.3	1.4 - 1.7	1.8 - 2.0	Confident performance during tumbling sections throughout routine.

**STANDING TUMBLING DIFFICULTY - MAX BASELINE POINTS: 7.7**

5.0	Less than majority of the team performs a level appropriate pass.
6.8	Majority of the team performs a level appropriate pass.
7.0	Most of the team performs a level appropriate pass.
7.2	Max of the team performs a level appropriate pass.
7.4	Majority of the team performs an elite level appropriate pass.
7.6	Most of the team performs an elite level appropriate pass.

**VARIETY OF PASSES**

0.1	Majority of the team performs a different level appropriate pass.
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**RUNNING TUMBLING DIFFICULTY - MAX BASELINE POINTS: 7.7**

5.0	Less than the majority of the team performs a level appropriate pass.
6.6	Majority of the team performs a level appropriate pass.
6.8	Most of the team performs a level appropriate pass.
7.0	Max of the team performs a level appropriate pass.
7.2	Majority of the team performs an elite level appropriate pass.
7.4	Most of the team performs an elite level appropriate pass.
7.6	Max of the team performs an elite level appropriate pass.

**VARIETY OF PASSES**

0.1	Different level appropriate passes are shown throughout the routine.
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**STANDING TUMBLING BASELINE BONUS: MAX POINTS: 0.3**

Degree of Difficulty Bonus	
0.0 - 0.3	Complexity of the level specific skills utilized. The number of skills used in the pass as well as the use of different skills will be taken into consideration for this driver.

**RUNNING TUMBLING BASELINE BONUS: MAX POINTS: 0.3**

Degree of Difficulty Bonus	
0.0 - 0.3	Complexity of the level appropriate skills utilized. The number of skills used within the pass, as well as the use of different skills will be taken into consideration for this booster.

## ROUTINE COMPOSITION/PRESENTATION - MAX POINTS: 2

Not Shown	Low	Average	High	Exceptional	Specific Drivers
<b>0.0</b>	<b>0.2</b>	<b>0.3</b>	<b>0.4</b>	<b>0.5</b>	Continuous flow in transitions.
<b>0.0</b>	<b>0.2</b>	<b>0.3</b>	<b>0.4</b>	<b>0.5</b>	Visual, engaging and entertaining.
<b>0.0</b>	<b>0.2</b>	<b>0.3</b>	<b>0.4</b>	<b>0.5</b>	Confidence in execution of routine.
<b>0.0</b>	<b>0.2</b>	<b>0.3</b>	<b>0.4</b>	<b>0.5</b>	Precise spacing and formations.

Points combined to reach maximum score.

## DANCE - MAX POINTS: 2

Not Shown	Low	Average	High	Exceptional	Specific Drivers
<b>0.0</b>	<b>0.2</b>	<b>0.3</b>	<b>0.4</b>	<b>0.5</b>	Pace, flow and transitions.
<b>0.0</b>	<b>0.2</b>	<b>0.3</b>	<b>0.4</b>	<b>0.5</b>	Performance and engagement.
<b>0.0</b>	<b>0.2</b>	<b>0.3</b>	<b>0.4</b>	<b>0.5</b>	Level changes and intricate movements.
<b>0.0</b>	<b>0.2</b>	<b>0.3</b>	<b>0.4</b>	<b>0.5</b>	Precise motions and synchronization.

Points combined to reach maximum score.

ADDITIONAL STUNT/PYRAMID INFORMATION

- **Body Positions:** Stretch, Bow and Arrow, Arabesque, Scale and Scorpion.
- Lib, torch, hitch, and platform are not considered body positions.
- Release style stunts must be free of contact from the bottom of the foot to count towards difficulty credit as a release style skill.
- Pyramid structures consist of two or more stunts connected to one another.
- When Most/Max is used in the pyramid difficulty chart, it is only referring to the structures.
- Building Skills will get Stunt or Pyramid difficulty credit. They will not count in both categories at the same time. If the stunt is going to connect to another stunt, it will count as a pyramid skill.
- Refer to Rules Glossary for additional definition of skills - (Inversion, Tic Tok, Twist, Release Move, Release Style, Bracer, Etc).
- Must be fully released from all athletes on the performing surface to be considered a dismount. Stunts that are not fully released from bases are always considered transitions.

STUNT DIFFICULTY COED CREDIT

- Only skills listed under Coed Style Level Appropriate Skills list will count.
- Rippled or synchronized in the same sections without recycling athletes.
- Stunts must be held for 4 counts. Counts begin once the stunt hits the intended level.
- Coed stunts must dismount to the performance floor to receive full credit.
- Coed stunts that become part of a pyramid will not receive Coed credit.

STUNT DIFFICULTY COED CREDIT

- Based on a group of 3 (Base, Flyer & Support Person).
- Entry must be a Toss or Walk-in.
- Base must be directly under the stunt.
- Base and Support Person cannot be chest to chest.
- Only 1 Coed Style Stunt is required for Levels 3-5.
- Coed Style Stunt counts towards the requirement regardless of the gender of the athletes performing the stunt.

ADDITIONAL TUMBLING INFORMATION

- L1 - Cartwheel does not get standing tumbling credit.
- Pauses, Steps, or Cleans between skills will not count as connected skills.
- Tumbling passes must land on feet ONLY to receive level appropriate difficulty credit (ex Jump 3/4 front flip to seat, back handsprings which lands in a prone position would not count).
- Jumps within a pass will not break up the pass (ex Toe Touch - BHS - Toe Touch - BHS is 1 pass in L3).
- T-Jumps are not considered a jump and will break up a pass into two separate passes.
- Skills that are illegal for a lower level do not automatically make them a Level Appropriate Skill for a higher level.
- L2 - No L1 skills out of a round-off that are illegal in L1 will count for level appropriate credit.
- L3 - No L2 skills out of BHS-stepout 1/2-turn that are illegal in L2 will count for level appropriate credit.
- L4 - Punch front forward roll will not count for level appropriate credit.
- L5 - Not all L4 skills out of a standing tuck that are illegal in L4 will count for level appropriate credit (ex BHS-Tuck - BHS or Tuck - BHS).
- Skills that are not required to be synchronized may be cumulative to meet a difficulty requirement.

ADDITIONAL JUMP INFORMATION

- Jump skills must land on feet to be receive difficulty credit (ex: jumps that land on knee(s) or seat would not count).
- Advanced Jumps: Pike, Right/Left Hurdler (Front or Side), Toe Touch.
- Jumps must use a whip approach to be considered connected. Whip approach: continuous movement through swing connecting 2 or more jumps.

OBJECTIVE VS. SUBJECTIVE SCORES

Subjective scores are assessments made by judges or officials based on their personal interpretation rather than objective, quantifiable measurements. Unlike objective scores that are determined by clear, measurable criteria, subjective scoring relies on the judges' observation and evaluation of the performance. The subjective areas of the scoresheet add an element of artistry and interpretation from the judge that is scoring the team.

*The baseline score areas are objective areas of this scoresheet. The baseline bonus, choreography/presentation, and Routine & Dance portions of the scoresheet are subjective. Additional objective areas: Jump Difficulty and Toss Difficulty.*



# 2025 - 2026 ALL STAR ELITE SCORING SYSTEM

TECHNIQUE (drivers taken off from Max points)

## STUNT / PYRAMID TECHNIQUE DRIVERS - MAX POINTS: 10

\*\*Stunt & Pyramid Technique are two separate scoring categories. Each category has a max of 10 points.

IMPECCABLE	GOOD	AVERAGE	NEEDS WORK	SPECIFIC DRIVERS
0.0	0.2	0.4	0.6	Flyer
0.0	0.2	0.4	0.6	Bases / Support Persons
0.0	0.2	0.4	0.6	Transitions
0.0	0.2	0.4	0.6	Timing & Sync

Points are based on occurrence and removed from the maximum possible score.

## TOSS TECHNIQUE DRIVERS - MAX POINTS: 6

IMPECCABLE	GOOD	AVERAGE	NEEDS WORK	SPECIFIC DRIVERS
0.0	0.2	0.4	0.6	Flyer
0.0	0.2	0.4	0.6	Bases / Support Persons
0.0	0.2	0.4	0.6	Timing & Sync
0.0	0.2	0.4	0.6	Height

Points are based on occurrence and removed from the maximum possible score.

Teams that perform one (1) toss will have 0.6 automatically subtracted from any driver category regardless of severity IF any driver should be deducted. A team can get a perfect score with 1 toss if the toss is impeccable.

## TUMBLING TECHNIQUE DRIVERS - MAX POINTS: 10

\*\*Standing & Running Tumbling Technique are two separate scoring categories. Each category has a max of 10 points.

IMPECCABLE	GOOD	AVERAGE	NEEDS WORK	SPECIFIC DRIVERS
0.0	0.2	0.4	0.6	Approach.
0.0	0.2	0.4	0.6	Landings
0.0	0.2	0.4	0.6	Body Control
0.0	0.2	0.4	0.6	Timing & Synchronization.

Points are based on occurrence and removed from the maximum possible score.

## JUMP TECHNIQUE DRIVERS - MAX POINTS: 4

IMPECCABLE	GOOD	AVERAGE	NEEDS WORK	SPECIFIC DRIVERS
0.0	0.1	0.2	0.3	Approach (Swing)
0.0	0.1	0.2	0.3	Landings
0.0	0.1	0.2	0.3	Body Control
0.0	0.1	0.2	0.3	Timing & Synchronization

Points are based on occurrence and removed from the maximum possible score.

## STUNT/PYRAMID TECHNIQUE DRIVER DEFINITIONS

Including but not limited to

Flyer	<ul style="list-style-type: none"> <li>•Body control</li> <li>•Flexibility of body positions</li> <li>•Motion placement/accuracy</li> <li>•Uniformity among flyers</li> </ul>	Bases/Support Person	<ul style="list-style-type: none"> <li>•Body control</li> <li>•Stability of the stunt</li> <li>•Technique in lifts and catches</li> <li>•Uniformity among groups</li> </ul>
Transitions	<ul style="list-style-type: none"> <li>•Entry</li> <li>•Dismount</li> <li>•Control throughout</li> </ul>	Timing & Synchronization	Timing of skills performed in groups or by the team at the same time

## TOSS TECHNIQUE DRIVER DEFINITIONS

Including but not limited to

Flyer	<ul style="list-style-type: none"> <li>•Body control.</li> <li>•Consistent execution of skill.</li> <li>•Legs straight / toes pointed.</li> <li>•Arm placement.</li> </ul>	Bases/Support Person	<ul style="list-style-type: none"> <li>•Use of arms/legs to throw together.</li> <li>•Solid stance.</li> <li>•Controlled.</li> <li>•Cradle.</li> </ul>
Timing & Synchronization	Timing of skills performed in groups or by the team at the same time.	Height	Distance between flyers feet and support persons hands.

## TUMBLING TECHNIQUE DRIVER DEFINITIONS

Including but not limited to

Approach	<ul style="list-style-type: none"> <li>•Arm placement into a pass/skill.</li> <li>•Body positioning at initiation of skill.</li> <li>•Chest placement.</li> <li>•Connection of pass/skills.</li> </ul>	Landings	<ul style="list-style-type: none"> <li>•Controlled.</li> <li>•Legs/feet together.</li> <li>•Chest placement.</li> <li>•Completion of skills.</li> </ul>
Body Control	<ul style="list-style-type: none"> <li>•Head placement.</li> <li>•Arm/shoulder placement in skills.</li> <li>•Hips.</li> <li>•Leg placement in skills.</li> <li>•Absorbing appropriately between skills.</li> </ul>	Timing & Synchronization	Timing of skills performed in groups or by the team at the same time.

## JUMP TECHNIQUE DRIVER DEFINITIONS

Including but not limited to

Approach	<ul style="list-style-type: none"> <li>•Arm placement into a jump.</li> <li>•Swing/prep.</li> <li>•Chest placement.</li> <li>•Flow of connected jump.</li> </ul>	Landings	<ul style="list-style-type: none"> <li>•Controlled.</li> <li>•Legs/feet together.</li> <li>•Chest placement.</li> <li>•Jump completion.</li> <li>•Landing on feet.</li> </ul>
Body Control	<ul style="list-style-type: none"> <li>•Head placement.</li> <li>•Arm/shoulder placement.</li> <li>•Hips/Height.</li> <li>•Leg placement/positioning/height.</li> <li>•Pointed toes.</li> </ul>	Timing & Synchronization	Timing of skills performed in groups or by the team at the same time.

**Tournament of Champions - Unique Deduction Policy**

To move into the Top 2, teams must have zero deductions and no legalities. If every team ends up with a deduction, the teams with the highest overall score will advance.

Legalities	Point Penalty	Description included but not limited to
<b>Athlete Fall</b>	-0.25	<ul style="list-style-type: none"> <li>• Drops to the performance floor during tumbling, and/or jump skills.</li> <li>• Hand, both hands, knee, both knees, or head hitting the performance floor while performing a tumbling or jump skill or tumbling transition in and/or out of a building skill.</li> </ul>
<b>Building Fall</b>	-0.75	<ul style="list-style-type: none"> <li>• Flyer falls from a stunt onto a base or spotter and does not hit the floor and does not maintain control - also includes falling into a cradle or a base falling during any portion of the stunt.</li> <li>• Base/Spotter Falls to the ground.</li> <li>• Athletes that fall as they are being set out of cradle/stunt transition.</li> </ul>
<b>Major Building Fall</b>	-1.25	<ul style="list-style-type: none"> <li>• Flyer falls from a stunt and flyer hits the ground in an unsafe manner. (including hands on the floor during prone catches, feet on the floor during cradles).</li> <li>• Flyer falls onto the base/spotter and the base/spotter hits the ground.</li> </ul> <p><small>*Stunts that pop off due to safety do not constitute a Major Building Fall. *Athletes that fall as they are being set out of a cradle are not considered major building falls.</small></p>
<b>Out of Bounds</b>	-0.25	<ul style="list-style-type: none"> <li>• Both feet off of the performance surface. Performance surface includes any borders attached to the performance floor.</li> </ul>

Legalities	Point Penalty	Description included but not limited to
<b>Tumbling/General Rule</b>	-0.10	<ul style="list-style-type: none"> <li>• General rule or tumbling violation</li> </ul>
<b>Minor Building</b>	-0.10	<ul style="list-style-type: none"> <li>• Building Skill Violation - Less than 50% of the groups perform a skill that is illegal for that level.</li> <li>• Early release or late connection for required bracer in pyramids.</li> </ul>
<b>Major Building</b>	-0.25	<ul style="list-style-type: none"> <li>• Building Skill Violation - 50% or more of the groups perform a skill that is illegal for that level.</li> </ul>
<b>Building Safety Concern</b>	-0.50	<ul style="list-style-type: none"> <li>• If a skill is missing the required number of athletes to perform the skill legally. (Not having enough catchers on released flips in pyramids, not having the number of required catchers for a cradle, etc.)</li> <li>• If a skill is performed illegally and appears to be inherently dangerous and/or unsafe- regardless of the number of building groups.</li> <li>• All Level Rules.</li> </ul>

**Time Limit Violation**
**Over Time Limit  
1-5 Seconds = -0.05**
**Over Time Limit  
6+ Seconds = .1**