



# 2022 - 2023 ALL STAR SCORING SYSTEM - TINY NOVICE



JUMP TECHNIQUE DRIVERS - MAX POINTS: 2			
Low	Moderate	High	Specific Drivers
0.1	0.2	0.3	Body Control
0.1	0.2	0.3	Approach (swing)
0.1	0.2	0.3	Landing
0.1	0.2	0.3	Timing & Synchronization

Points are removed from the baseline score.

JUMP ELEMENTS OF MASTERY			
<i>Including but not limited to</i>			
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 jumps</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</li> <li>• Leg placement/ positioning</li> <li>• Pointed toes</li> </ul>	TIMING & SYNCHRONIZATION	<ul style="list-style-type: none"> <li>• Timing of skills performed in groups or by the team at the same time</li> </ul>

TUMBLING TECHNIQUE DRIVERS - MAX POINTS: 5			
Low	Moderate	High	Specific Drivers
0.2	0.4	0.6	Approach
0.2	0.4	0.6	Body Control
0.2	0.4	0.6	Landings
0.2	0.4	0.6	Timing & Synchronization

Points are based on occurrence and removed from the baseline score.

TUMBLING ELEMENTS OF TECHNIQUE			
<i>Including but not limited to</i>			
APPROACH	<ul style="list-style-type: none"> <li>• Arm placement into a pass/skill</li> <li>• Body positioning for 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>• Landing on feet</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	<ul style="list-style-type: none"> <li>• Timing of skills performed in groups or by the team at the same time</li> </ul>

TUMBLING OVERALL MASTERY - MAX POINTS: 2			
Low	Moderate	High	Specific Drivers
0.5-0.6	0.7-0.8	0.9-1.0	Use of the floor throughout the routine
0.5-0.6	0.7-0.8	0.9-1.0	Confident performance during tumbling sections throughout routine

ROUTINE MASTERY - MAX POINTS: 1				
Level of Mastery				Specific Drivers
0	0.1	0.2	0.25	Continuous flow in transitions
0	0.1	0.2	0.25	Visual, engaging and entertaining
0	0.1	0.2	0.25	Confidence in execution of routine
0	0.1	0.2	0.25	Precise spacing and formations

DANCE MASTERY - MAX POINTS: 1				
Level of Mastery				Specific Drivers
0	0.1	0.2	0.25	Pace, flow and transitions
0	0.1	0.2	0.25	Performance and engagement
0	0.1	0.2	0.25	Level changes and intricate movements
0	0.1	0.2	0.25	Precise motions and synchronization

RATING SYSTEM		
<b>OUTSTANDING</b> <b>6.5 - BELOW</b> <b>59% - BELOW</b>	<b>EXCELLENT</b> <b>6.6 - 8.7</b> <b>60% - 79%</b>	<b>SUPERIOR</b> <b>8.8 - 11</b> <b>80% - 100%</b>



# 2022 - 2023 ALL STAR SCORING SYSTEM - NOVICE



STUNT /PYRAMID TECHNIQUE DRIVERS - MAX BASELINE POINTS: 5*			
<i>*Stunt &amp; Pyramid Technique are two separate scoring categories. Each category has a max of 5 points.</i>			
Low	Moderate	High	Specific Drivers
0.2	0.4	0.6	Top Person
0.2	0.4	0.6	Bases / Support Persons
0.2	0.4	0.6	Transitions
0.2	0.4	0.6	Timing & Synchronization

*Points are based on occurrence and removed from the baseline score.*

TUMBLING TECHNIQUE DRIVERS - MAX BASELINE POINTS: 5			
Low	Moderate	High	Specific Drivers
0.2	0.4	0.6	Approach
0.2	0.4	0.6	Body Control
0.2	0.4	0.6	Landings
0.2	0.4	0.6	Timing & Synchronization

*Points are based on occurrence and removed from the baseline score.*

STUNT/PYRAMID ELEMENTS OF TECHNIQUE			
<i>Including but not limited to</i>			
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 PERSONS	<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	<ul style="list-style-type: none"> <li>• Timing of skills performed in groups or by the team at the same time</li> </ul>

TUMBLING ELEMENTS OF TECHNIQUE			
<i>Including but not limited to</i>			
APPROACH	<ul style="list-style-type: none"> <li>• Arm placement into a pass/skill</li> <li>• Body positioning for 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>• Landing on feet</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	<ul style="list-style-type: none"> <li>• Timing of skills performed in groups or by the team at the same time</li> </ul>

BUILDING OVERALL MASTERY - MAX POINTS: 2			
Low	Moderate	High	Specific Drivers
0.5-0.6	0.7-0.8	0.9-1.0	Variety of visual and creative elements in building skills/transitions
0.5-0.6	0.7-0.8	0.9-1.0	Confident performance/entertainment value during building skills and transitions

JUMP TECHNIQUE DRIVERS - MAX POINTS: 2			
Low	Moderate	High	Specific Drivers
0.1	0.2	0.3	Body Control
0.1	0.2	0.3	Approach (swing)
0.1	0.2	0.3	Landing
0.1	0.2	0.3	Timing & Synchronization

*Points are removed from the baseline score.*

TUMBLING OVERALL MASTERY - MAX POINTS: 2			
Low	Moderate	High	Specific Drivers
0.5-0.6	0.7-0.8	0.9-1.0	Use of the floor throughout the routine
0.5-0.6	0.7-0.8	0.9-1.0	Confident performance during tumbling sections throughout routine

JUMP ELEMENTS OF MASTERY			
<i>Including but not limited to</i>			
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 jumps</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</li> <li>• Leg placement/ positioning</li> <li>• Pointed toes</li> </ul>	TIMING & SYNCHRONIZATION	<ul style="list-style-type: none"> <li>• Timing of skills performed in groups or by the team at the same time</li> </ul>

ROUTINE MASTERY - MAX POINTS: 1				
Level of Mastery				Specific Drivers
0	0.1	0.2	0.25	Continuous flow in transitions
0	0.1	0.2	0.25	Visual, engaging and entertaining
0	0.1	0.2	0.25	Confidence in execution of routine
0	0.1	0.2	0.25	Precise spacing and formations

DANCE MASTERY - MAX POINTS: 1				
Level of Mastery				Specific Drivers
0	0.1	0.2	0.25	Pace, flow and transitions
0	0.1	0.2	0.25	Performance and engagement
0	0.1	0.2	0.25	Level changes and intricate movements
0	0.1	0.2	0.25	Precise motions and synchronization

RATING SYSTEM		
OUTSTANDING 13.7 - BELOW 59% - BELOW	EXCELLENT 13.8 - 18.3 60% - 79%	SUPERIOR 18.4 - 23 80% - 100%



# 2022 - 2023 ALL STAR TINY NOVICE SCORE SHEET



<b>Tumbling</b>	Technique	Maximum Points
Tumbling	5	5
Jumps	2	2
Tumbling Mastery	2	2
<b>Total Tumbling Score</b>		<b>9</b>
Comments		

<b>Routine &amp; Dance Mastery</b>	Maximum Points	
Routine Mastery	1	
Dance Mastery	1	
<b>Total Routine &amp; Dance Score</b>		<b>2</b>
Comments		

<b>TOTAL SCORE</b>		<b>11</b>
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# 2022 - 2023 ALL STAR ELITE SCORE SHEET



<b>Building</b>	Technique	Maximum Points
Stunts	5	5
Pyramids	5	5
Building Mastery	2	2
<b>Total Building Score</b>		<b>12</b>
Comments		

<b>Tumbling</b>	Technique	Maximum Points
Tumbling	5	5
Jumps	2	2
Tumbling Mastery	2	2
<b>Total Tumbling Score</b>		<b>9</b>
Comments		

<b>Routine &amp; Dance Mastery</b>	Maximum Points	
Routine Mastery	1	
Dance Mastery	1	
<b>Total Routine &amp; Dance Score</b>		<b>2</b>
Comments		

<b>TOTAL SCORE</b>		<b>23</b>
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