

**ALL STAR Level 1 & Mini Level 2**

- \* USASF does not allow these divisions to perform tosses.
- \* The highest raw score that can be obtained is 90 points.
- \* All raw scores will be converted to a percentage.

**ALL STAR PREP**

- \* USASF does not allow these divisions to perform tosses.
- \* The highest raw score an all star prep team may receive is an 80.5.
  - > The highest score a team may achieve in stunts, pyramids, standing tumbling, and running tumbling difficulty is a 4.0.
  - > The highest score a team may achieve in jumps is a 4.5. Athletes do not have to connect jumps to achieve a 4.5.
- \* Stunt Quantity is not a requirement for these divisions.
- \* All raw scores will be converted to a percentage.

**COED QUANTITY**

- \* This is a requirement for Senior Coed Level 3-5, and International Coed Level 5 & 6 teams.
- \* Only the skills listed on the coed requirement grid will count for coed quantity.
- \* A team must perform the same skill synchronized or in a ripple, which should include the same entry into the coed skill to achieve credit.
- \* The coed skill may be performed by male or female, and must be held for 2 counts.

Entry Variations:

- > **Coed Walk-in:** A single base grabs under the top persons foot and lifts the top person from an upright position on the ground to an upright stunt; the top person is never released and naturally performs a 1/2 twist during the transition.
- > **Coed Toss:** A single base grabs the top person at the waist and tosses the top person from an upright position on the ground to an upright stunt. Top person is released from the base during the transition.
- > **Coed Front Handspring 1/2 up:** A single base grabs the top person at the waist and tosses the top person from an inverted position on the ground to an upright stunt' the top person performs a 1/2 twist while released from the base.

> If an additional base or spotter touches the stunt from the point of initiation of the skill until the completion of the skill it will be considered an assisted coed stunt.

> An unassisted coed skill that is held for 2 counts prior to transitioning to another skill or dismount will be given unassisted credit if another base/spotter steps into assist for the next skill/dismount.

> When assisting a coed toss or front handspring 1/2 up, the base/spotter must both let go of the top person during the released part of the transition for assisted credit to be received.

**STUNT QUANTITY**

- \* This is a requirement for all level 1-2 teams, level 3-6 all girls teams, level 4.2, open level 4, and Youth, Junior, and Restricted level 5 teams.
- \* Quantity may be achieved by using any combination of single-based or multi-based stunt groups.
- \* A lib or platform position are not considered to be body positions. Upright body positions include: stretch, bow and arrow, scale, arabesque, scorpion, chin-chin, and similar variations.

**JUMPS**

- \* A team can demonstrate variety by having most perform at least 2 different types of advanced jumps.
- \* Tiny and mini divisions do not have to connect jumps to achieve a score of 5.0.

**DIFFICULTY DRIVERS**

- \* Percent of team participation
- \* Complexity of skill/sequence
- \* Pace of sequence and speed of skill

**STUNT & PYRAMID TECHNIQUE DRIVERS**

- \* Stability/Control
- \* Timing/Synchronization
- \* Flyer Position/Flexibility/Technique
- \* Base Position/Technique
- \* Uniformity of Technique

**TUMBLING TECHNIQUE DRIVERS**

- \* Appropriate Fluidity/Power/Speed for skill(s) performed
- \* Timing/Sync/Uniformity
- \* Control
- \* Body Position (Core/Arms/Head/Legs/Chest/Toes)

**JUMP TECHNIQUE DRIVERS**

- \* Height
- \* Timing/Synchronization/Uniformity
- \* Control
- \* Flexibility/Leg & Hip Placement
- \* Position/Arm & Chest Placement

**TOSS TECHNIQUE DRIVERS**

- \* Height
- \* Timing/Synchronization
- \* Flyer Position/Control/Technique
- \* Base Position/Technique
- \* Uniformity of Technique

**DANCE DRIVERS**

- \* Energy & Confidence
- \* Body Placement/Position/Alignment
- \* Sharpness & Strength of Movement
- \* Pace & Intricacy of Arm Movement & Footwork
- \* Variety of Formations & Level Changes

**TINY NOVICE**

- \* USASF does not allow this division to perform tosses.
- \* The highest raw score that can be obtained is 57.5.
  - > The highest score a team may achieve in standing and running tumbling is a 4.0.
  - > The highest score a team may achieve in jumps is a 4.5. Athletes do not have to connect jumps to receive the 4.5.
- \* USASF does not allow this division to perform any buliding skills.
- \* USASF only allows the following tumbling skills: forward roll, and cartwheels.
- \* All raw scores will be converted to a percentage.