



## All-Star Point Grid 2010-2011

All-Star scoring ranges are based on the specific skills that can be executed at each skill level, following USASF guidelines. Point maximums are awarded to teams with skills performed by a majority of the squad and executed with a high level of perfection. Teams with skills performed by less than half of the squad with a low level of execution will be judged on the lower end of the range. Point maximums are developed based on the skills needed to excel at each level. The first six categories are skill based.

<b>Skill Based Scoring Maximums</b>						
	<b>Level 1</b>	<b>Level 2</b>	<b>Level 3</b>	<b>Level 4</b>	<b>Level 4.2</b>	<b>Level 5 &amp; 6</b>
<b>Jumps</b>	6	7	8	9	9	10
<b>Standing Tumbling</b>	6	7	8	9	7	10
<b>Running Tumbling</b>	6	7	8	9	7	10
<b>Partner Stunts</b>	6	7	8	9	9	10
<b>Pyramids/Tosses</b>	6	7	8	9	9	10
<b>Degree of Difficulty</b>	6	7	8	9	9	10

The last four categories are subjective. There are no minimums or maximums for each level; therefore a Level 2 team could score a 7 in any of the Subjective categories.

<b>Subjective Scoring</b>			
	<b>Level 1 &amp; 2</b>	<b>Level 3 &amp; 4 &amp; 4.2</b>	<b>Level 5 &amp; 6</b>
<b>Transitions &amp; Formations</b>	10	10	10
<b>Motions &amp; Dance</b>	10	10	10
<b>Creativity/Choreography</b>	10	10	10
<b>Overall Execution</b>	10	10	10



# All-Star Level 1

Team: \_\_\_\_\_

Division: \_\_\_\_\_

Judge Number: 1 2 3 4 Judge Initials: \_\_\_\_\_

Judging Criteria	Needs Improvement	Average	Above Average	Excellent	Needs Work	Good	Max. Point Value	Total Points Earned				
Jumps	1	2	3	4	5	6	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Height <input type="checkbox"/> Timing	6				
Standing Tumbling	1	2	3	4	5	6	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Synchronization <input type="checkbox"/> Use/Variety	6				
Running Tumbling	1	2	3	4	5	6	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Difficulty <input type="checkbox"/> Use/Variety	6				
Partner Stunts	1	2	3	4	5	6	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Creativity <input type="checkbox"/> Transitions	6				
Pyramids/Tosses	1	2	3	4	5	6	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Technique <input type="checkbox"/> Originality/Variety	6				
Degree of Difficulty	1	2	3	4	5	6	<input type="checkbox"/> Synchronization <input type="checkbox"/> Creativity <input type="checkbox"/> Use of Skills	6				
Transitions & Formations	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Spacing/Center <input type="checkbox"/> Flow/Bumping <input type="checkbox"/> Use of Floor	10
Motions & Dance	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Sharpness <input type="checkbox"/> Placement <input type="checkbox"/> Precision	10
Creativity/Choreography	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Originality <input type="checkbox"/> Visuals <input type="checkbox"/> Variety	10
Overall Execution	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Showmanship <input type="checkbox"/> Crowd Appeal <input type="checkbox"/> Pace/Energy	10
ADDITIONAL COMMENTS:								76				
					Official 1: _____							
					Official 2: _____							



## All-Star Level 2

Team: \_\_\_\_\_

Division: \_\_\_\_\_

Judge Number: 1 2 3 4 Judge Initials: \_\_\_\_\_

Judging Criteria	Needs Improvement	Average	Above Average	Excellent	Needs Work	Good	Max. Point Value	Total Points Earned					
Jumps	1	2	3	4	5	6	7	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Height <input type="checkbox"/> Timing	7				
Standing Tumbling	1	2	3	4	5	6	7	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Synchronization <input type="checkbox"/> Use/Variety	7				
Running Tumbling	1	2	3	4	5	6	7	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Difficulty <input type="checkbox"/> Use/Variety	7				
Partner Stunts	1	2	3	4	5	6	7	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Creativity <input type="checkbox"/> Transitions	7				
Pyramids/Tosses	1	2	3	4	5	6	7	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Technique <input type="checkbox"/> Originality/Variety	7				
Degree of Difficulty	1	2	3	4	5	6	7	<input type="checkbox"/> Synchronization <input type="checkbox"/> Creativity <input type="checkbox"/> Use of Skills	7				
Transitions & Formations	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Spacing/Center <input type="checkbox"/> Flow/Bumping <input type="checkbox"/> Use of Floor	10	
Motions & Dance	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Sharpness <input type="checkbox"/> Placement <input type="checkbox"/> Precision	10	
Creativity/Choreography	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Originality <input type="checkbox"/> Visuals <input type="checkbox"/> Variety	10	
Overall Execution	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Showmanship <input type="checkbox"/> Crowd Appeal <input type="checkbox"/> Pace/Energy	10	
ADDITIONAL COMMENTS:								Official 1:					
								Official 2:					
							<b>82</b>						



# All-Star Level 3

Team: \_\_\_\_\_

Division: \_\_\_\_\_

Judge Number: 1 2 3 4 Judge Initials: \_\_\_\_\_

Judging Criteria	Needs Improvement	Average	Above Average	Excellent	Needs Work	Good	Max. Point Value	Total Points Earned					
Jumps	1	2	3	4	5	6	7	8	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Height <input type="checkbox"/> Timing	8			
Standing Tumbling	1	2	3	4	5	6	7	8	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Synchronization <input type="checkbox"/> Use/Variety	8			
Running Tumbling	1	2	3	4	5	6	7	8	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Difficulty <input type="checkbox"/> Use/Variety	8			
Partner Stunts	1	2	3	4	5	6	7	8	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Creativity <input type="checkbox"/> Transitions	8			
Pyramids/Tosses	1	2	3	4	5	6	7	8	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Technique <input type="checkbox"/> Originality/Variety	8			
Degree of Difficulty	1	2	3	4	5	6	7	8	<input type="checkbox"/> Synchronization <input type="checkbox"/> Creativity <input type="checkbox"/> Use of Skills	8			
Transitions & Formations	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Spacing/Center <input type="checkbox"/> Flow/Bumping <input type="checkbox"/> Use of Floor	10	
Motions & Dance	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Sharpness <input type="checkbox"/> Placement <input type="checkbox"/> Precision	10	
Creativity/Choreography	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Originality <input type="checkbox"/> Visuals <input type="checkbox"/> Variety	10	
Overall Execution	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Showmanship <input type="checkbox"/> Crowd Appeal <input type="checkbox"/> Pace/Energy	10	
ADDITIONAL COMMENTS:								88					
					Official 1:								
					Official 2:								



# All-Star Level 4

Team: \_\_\_\_\_

Division: \_\_\_\_\_

Judge Number: 1 2 3 4 Judge Initials: \_\_\_\_\_

Judging Criteria	Needs Improvement	Average	Above Average	Excellent	Needs Work	Good	Max. Point Value	Total Points Earned					
Jumps	1	2	3	4	5	6	7	8	9	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Height <input type="checkbox"/> Timing	9		
Standing Tumbling	1	2	3	4	5	6	7	8	9	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Synchronization <input type="checkbox"/> Use/Variety	9		
Running Tumbling	1	2	3	4	5	6	7	8	9	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Difficulty <input type="checkbox"/> Use/Variety	9		
Partner Stunts	1	2	3	4	5	6	7	8	9	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Creativity <input type="checkbox"/> Transitions	9		
Pyramids/Tosses	1	2	3	4	5	6	7	8	9	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Technique <input type="checkbox"/> Originality/Variety	9		
Degree of Difficulty	1	2	3	4	5	6	7	8	9	<input type="checkbox"/> Synchronization <input type="checkbox"/> Creativity <input type="checkbox"/> Use of Skills	9		
Transitions & Formations	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Spacing/Center <input type="checkbox"/> Flow/Bumping <input type="checkbox"/> Use of Floor	10	
Motions & Dance	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Sharpness <input type="checkbox"/> Placement <input type="checkbox"/> Precision	10	
Creativity/Choreography	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Originality <input type="checkbox"/> Visuals <input type="checkbox"/> Variety	10	
Overall Execution	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Showmanship <input type="checkbox"/> Crowd Appeal <input type="checkbox"/> Pace/Energy	10	
ADDITIONAL COMMENTS:								94					
					Official 1: _____								
					Official 2: _____								



# All-Star Level 4.2

Team: \_\_\_\_\_

Division: \_\_\_\_\_

Judge Number: \_\_\_\_\_ Judge Initials: \_\_\_\_\_

Judging Criteria	Needs Improvement	Average	Above Average	Excellent	Needs Work	Good	Max. Point Value	Total Points Earned					
Jumps	1	2	3	4	5	6	7	8	9	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Height <input type="checkbox"/> Timing	9		
Standing Tumbling	1	2	3	4	5	6	7			<input type="checkbox"/> Execution/Form <input type="checkbox"/> Synchronization <input type="checkbox"/> Use/Variety	7		
Running Tumbling	1	2	3	4	5	6	7			<input type="checkbox"/> Execution/Form <input type="checkbox"/> Difficulty <input type="checkbox"/> Use/Variety	7		
Partner Stunts	1	2	3	4	5	6	7	8	9	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Creativity <input type="checkbox"/> Transitions	9		
Pyramids/Tosses	1	2	3	4	5	6	7	8	9	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Technique <input type="checkbox"/> Originality/Variety	9		
Degree of Difficulty	1	2	3	4	5	6	7	8	9	<input type="checkbox"/> Synchronization <input type="checkbox"/> Creativity <input type="checkbox"/> Use of Skills	9		
Transitions & Formations	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Spacing/Center <input type="checkbox"/> Flow/Bumping <input type="checkbox"/> Use of Floor	10	
Motions & Dance	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Sharpness <input type="checkbox"/> Placement <input type="checkbox"/> Precision	10	
Creativity/Choreography	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Originality <input type="checkbox"/> Visuals <input type="checkbox"/> Variety	10	
Overall Execution	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Showmanship <input type="checkbox"/> Crowd Appeal <input type="checkbox"/> Pace/Energy	10	
ADDITIONAL COMMENTS:								90					
					Official 1: _____								
					Official 2: _____								



# All-Star Level 5

Team: \_\_\_\_\_

Division: \_\_\_\_\_

Judge Number: 1 2 3 4 Judge Initials: \_\_\_\_\_

Judging Criteria	Needs Improvement	Average	Above Average	Excellent	Needs Work	Good	Max. Point Value	Total Points Earned					
Jumps	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Height <input type="checkbox"/> Timing	10	
Standing Tumbling	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Synchronization <input type="checkbox"/> Use/Variety	10	
Running Tumbling	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Difficulty <input type="checkbox"/> Use/Variety	10	
Partner Stunts	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Creativity <input type="checkbox"/> Transitions	10	
Pyramids/Tosses	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Technique <input type="checkbox"/> Originality/Variety	10	
Degree of Difficulty	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Synchronization <input type="checkbox"/> Creativity <input type="checkbox"/> Use of Skills	10	
Transitions & Formations	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Spacing/Center <input type="checkbox"/> Flow/Bumping <input type="checkbox"/> Use of Floor	10	
Motions & Dance	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Sharpness <input type="checkbox"/> Placement <input type="checkbox"/> Precision	10	
Creativity/Choreography	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Originality <input type="checkbox"/> Visuals <input type="checkbox"/> Variety	10	
Overall Execution	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Showmanship <input type="checkbox"/> Crowd Appeal <input type="checkbox"/> Pace/Energy	10	
ADDITIONAL COMMENTS:								100					
					Official 1: _____								
					Official 2: _____								



# All-Star Level 6

Team: \_\_\_\_\_

Division: \_\_\_\_\_

Judge Number: 1 2 3 4 Judge Initials: \_\_\_\_\_

Judging Criteria	Needs Improvement	Average	Above Average	Excellent	Needs Work	Good	Max. Point Value	Total Points Earned					
Jumps	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Height <input type="checkbox"/> Timing	10	
Standing Tumbling	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Synchronization <input type="checkbox"/> Use/Variety	10	
Running Tumbling	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Difficulty <input type="checkbox"/> Use/Variety	10	
Partner Stunts	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Creativity <input type="checkbox"/> Transitions	10	
Pyramids/Tosses	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Execution/Form <input type="checkbox"/> Technique <input type="checkbox"/> Originality/Variety	10	
Degree of Difficulty	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Synchronization <input type="checkbox"/> Creativity <input type="checkbox"/> Use of Skills	10	
Transitions & Formations	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Spacing/Center <input type="checkbox"/> Flow/Bumping <input type="checkbox"/> Use of Floor	10	
Motions & Dance	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Sharpness <input type="checkbox"/> Placement <input type="checkbox"/> Precision	10	
Creativity/Choreography	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Originality <input type="checkbox"/> Visuals <input type="checkbox"/> Variety	10	
Overall Execution	1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/> Showmanship <input type="checkbox"/> Crowd Appeal <input type="checkbox"/> Pace/Energy	10	
ADDITIONAL COMMENTS:								100					
					Official 1: _____								
					Official 2: _____								