

ALL STAR SCORING

COMMON QUESTIONS FROM COACHES

STUNTING

Q: There are skills that can be performed in each level that are technically harder to do in comparison to what is listed on the Elite Level Appropriate list. Will a team get credit for stunt quantity if they perform a harder skill that is not listed?

A: No. A team will need to perform one of the skills listed on the Elite Level Appropriate skills list for stunt or coed quantity credit. Teams will be rewarded in stunt difficulty for performing an additional level appropriate skill that is not listed as Elite.

Q: How is body position being defined?

A: A lib is not a body position. A body position can be a scale, arabesque, stretch, bow and arrow, scorpion, etc...

Q: Will the 1 skill that my team performs for stunt or coed quantity count towards my difficulty score as 1 of my 4 skills required to meet the minimum requirement for the high range?

A: Yes, your stunt quantity can also count towards 1 of the 4 different level appropriate skills needed if most of your athletes are involved. In order for the coed quantity to also count for stunt difficulty it must be done by most of the athletes and be a level appropriate skill.

Q: Does a drop affect the stunt quantity?

A: Possibly. If a squad performs the same elite stunt skill and one group hits and then falls, the team will receive credit for the squad hitting the skill, but will also receive a deduction for the fall. However, if all but 1 group performs the same elite stunt skill, and the one group never goes, the team will receive credit for most performing the same elite skill.

Q: If my team is required to have 2 coed stunts and both boys attempt to perform a Toss 1 arm Cupie, and 1 sticks and the other hits and then falls, what will my score be?

A: The team would be rewarded the 5.0, but then given a deduction for the fall.

Q: Using the same requirements as before, but 1 group performs Toss 1 arm Cupie and the other does Toss hands, what would the score be?

A. The team would receive a 4.2 for the toss hands. (It is assumed that the boy performing the Toss 1 arm Cupie can do the skills preceding it on the list. Thus, both boys are capable of performing toss hands.)

Q: Using the same requirements as before, but 1 group performs Toss 1 arm Cupie and the other doesn't get off the ground, what would the score be?

A: The score would be a 0. It is highly suggested that teams only put skills in that they have mastered.

Q: Will Restricted 5 teams have their own list of Elite Stunting skills to use for quantity?

A: No. If you look at the Elite Stunting skill chart the only skill that a restricted 5 team is not eligible to perform based on USASF Rules is a double up. Therefore, a restricted level 5 team should not choose that elite stunting skill for quantity. A restricted 5 team can choose one of the other skills listed on the level 5 elite skills list.

Q: Does a coed team need to perform multi-base stunting skills?

A: A coed team is required to perform a coed skill for quantity; however, difficulty will be rewarded based off of the stunting skills that most of your team performs. It is the coaches' decision if they would prefer to include single-base or multi-base stunts in the routine in attempt to increase stunt difficulty. Both will count as long as the skills are performed by most.

Q: If a spotter steps in and briefly touches the coed quantity skill will that be considered assisted or unassisted?

A: Assisted. If a spotter touches the coed stunt at any time (initiation of the skill, during the transition up, settling or stabilizing skill at the top) for any period of time, the skill will be looked at as assisted.

Q: Can a coed team perform a different entry into their coed stunt other than toss or walk-in?

A: No. Teams can only do a toss or walk-in for coed credit. If a team performs a different entry, credit for that skill will be given in stunt difficulty.

Q: If a coed team starts their coed quantity skill as back or front handspring up release and is caught at the top, where does that fall on the chart?

A: The skill will be looked at as a toss entry, and how the skill lands at the top will determine where it falls on the coed chart.

Q: Which coed teams will be scored on the stunt quantity grid instead of coed quantity?

A: Only senior level 3, 4, 5 and 6 coed teams will be scored using coed quantity. Junior coed, Open coed 4, Sr. 4.2 coed, and restricted 5 coed will be scored using stunt quantity.

Q. On the Elite skills list a toss extended 1 arm stunt is labeled as a level 5 coed style level appropriate stunt; however, it can be performed in level 4. Will a level 5 team get credit for stunt difficulty if most of the team performs an unassisted toss extended 1 arm stunt?

A. Yes. An unassisted toss extended 1 arm stunt will not only receive coed quantity credit in levels 4 and 5, but it can also be counted as 1 of the 4 required level appropriate skills for stunt difficulty in levels 4 and 5 if performed by most. This skill is an exception on the level appropriate document because of the difficulty of the skill.

Q. The initial Elite level appropriate stunting skills list included 'combination of two or more level appropriate skills performed simultaneously.' That clause is no longer included on the most updated document. Why was it removed from the list?

A. After further research and discussion it was found that scoring this would be inconsistent and near impossible to effectively score because of the numerous combinations. To keep consistency in judging at events, teams will have to pick one of the elite level appropriate skills on the current stunting list to perform as their quantity stunt.

PYRAMID

Q: A team does not get credit for performing a skill more than once. How much variation is needed for the skill to be different?

A: If there is a legal variation to any part of the skill it is different. Examples used: In a level 4 pyramid both flyers start from sponge and land in a cradle, but one does a braced front flip and the other does a braced back flip, the team would have performed 2 different skills.

Q: If my entire team is in a structure and then a majority of my group's sponge down and only 2 of my groups perform a level appropriate dismount, will I receive credit for the skill in pyramid or stunts?

A: If the dismount from the pyramid structure performed is level appropriate, you will get credit for the skill in pyramid difficulty. A team may also receive credit in pyramid creativity if the dismount is unique and visual. There are varying factors that could potentially allow a team to receive credit in stunts for it providing most of the team did it. For example, if some team members sponge down from the structure and move to a new formation and most of the groups are in a stunt (not connected) the team could potentially receive stunt credit.

Q: How are judges going to be determining if something is creative?

A: Time will be spent during judges training, including videos and lengthy discussions on everything that should be taken into account when deriving a creativity score. Remember this category will be based on unique, visuals and innovative ideas both level and non-level appropriate. This score will not to be determined based on the difficulty of the skills performed, but the creative way in which they were performed.

TOSSES

Q: If I have a team of 20 kids, is there an advantage to throwing 5 tosses with 4 people over a team that throws 4 tosses with front spots?

A: No. The toss difficulty score would be the same because the rubric does not require a team to have front spots or not have front spots. Remember, that all athletes except 3 must be involved in a toss as a base, top person, or spotter. It is the coaches' decision to determine if a 4 person or 5 person toss group would be safer and be performed more technically sound.

JUMPS

Q: If a team is doing 3 + 1, does the extra jump need to be in the jump sequence or can it be somewhere else in the routine?

A: It can be somewhere else in the routine. Example: It is acceptable for teams to use their single jump as part of their jump/tumble combination, and then later do an additional 3.

Q: Does a team that performs 4 different jumps have an advantage over a team that performs a triple toe and a pike?

A: No. Both teams will receive a max score for difficulty. The team that performs the most technically sound jumps will score the highest in technique. It is in the team's best interest to perform their two best types of jumps in a 3 + 1 or a 4 whipped jump sequence.

STANDING TUMBLING

Q: Can you recycle standing tumbling for credit?

A: A team is required to perform 1 synch pass by most and another skill must be performed by most but can be recycled. Therefore, on a team of 20 you can have 1 kid do 15 level appropriate standing passes to get credit for 1 of the 2 required passes by most (which will put you in the mid-range.) However, you must have at least 15 kids on your team perform 1 pass simultaneously to get into the high range.

Q: If there are multiple level appropriate skills in 1 standing tumbling pass, will it be counted as 1 or 2 passes?

A: It will be counted as 1. The standing tumbling pass begins when the athlete starts the first skill, and the pass ends when the athlete pauses or stops. It doesn't matter if the athlete performs 1 skill or multiple level appropriate skills within the same pass. It will only be counted as 1. If a team is looking to receive credit for 2 passes, they must stop after the first level appropriate skill to pause and then continue with a second pass.

Q: If 2 passes are required, for level 5 will jump punch front and jump back tuck be looked at as 2 different passes?

A: Yes. Those are two different skills and if performed by most will meet high range minimum requirements. However, if these are the only standing skills performed in a routine, expect this score to be at the low end of the high range.

Q: If a level 1 or 2 team performs a jump, pause and then does a standing skill will they receive extra credit for tumbling?

A: No. A level 1 and 2 team is not required to connect a jump prior to standing tumbling. They need 2 standing tumbling passes by most. Putting a jump before a walkover, Cartwheel or roll does not make the standing tumbling pass more difficult because bounding does not occur between skills.

RUNNING TUMBLING

Q: What is an example of a level 5 Elite running tumbling pass?

A: A team can do a specialty pass through to full, double, or specialty through to full/double. A specialty skill could be a front walkover through to twisting skill, whip through to twisting skill, Arabian through to twisting skill, etc...

Q: What will be more difficulty: whip through to full or double?

A: This is the determination of the judge. Twisting comes easy for some athletes and connecting more skills is easier for others. Suggestion is to determine what passes are the best passes for your kids and to show variety amongst your team. It shows depth of the ability of your team. How many athletes are performing the elite passes, what the elite passes are and if any of the passes are synched, could affect your score in regards to difficulty.

Q: If my team does not perform the 2 doubles, but performs squad specialty through to full, where will they score?

A: You will score in the mid-range because you do not have the 2 doubles.

Q: Does a Restricted 5 team need to perform Elite running tumbling passes?

A: No. Elite passes are only required for worlds eligible teams. (However, level appropriate specialty passes could drive your score within a range.)

Q: Can a team recycle kids to meet running tumbling minimum requirements for a range?

A: Yes. Running tumbling is cumulative throughout the routine. The number of passes performed will be added up to determine which range the team should be scored in. However, only having few members of your team perform passes could affect your score within the range.

DEDUCTIONS & TECHNIQUE

Q: Will deductions affect our technique score?

A: Yes. This year a team will not receive a deduction for a bobble. A bobble will be reflected in your technique score of the skill that was performed.

Q: If a team falls out of everything, what is the lowest technique score they can get?

A: The lowest technique score that will be given is a 3.0.