

ALL STAR REC SCORING RANGES

The following grid outlines the point ranges for specific skill sets performed by a majority of the team. Judges will consider difficulty and variety when deciding on a specific score. Skills performed by less than a majority of the team will move the score into a lower range. In each category, the majority of the team must master each listed skill unless the skills are separated by the word "or". Technique for each skill category will be rewarded separately on the score sheet.

	STUNTS	PYRAMIDS	TOSSES	TUMBLING	JUMPS
L E V E L	3 - 4	3 - 4	3 - 4	3 - 4	3 - 4
	Extension Preps or One Leg Variations below Prep Level	Pyramids at Prep Level and Below or Pyramids involving Extended Two Leg Stunts	Dismounts Only (Tosses are NOT permitted) Squish Dismount or Basic Straight Ride Dismount	Forward/Backward Rolls or Cartwheels or Round-Offs or Front/Back Walkovers or Series of Cartwheel, Round-Off and/or Front/Back Walkovers	Basic Jumps or Single Jump
	4 - 5	4 - 5	4 - 5	4 - 5	4 - 5
L E V E L	One Leg Variations at Prep Level or 1/4 Turn Cradle from Prep or 1/2 Up to Prep Level One Leg or Extension or Straight Cradle from Extension or 1/2 Up to Extension	Pyramids involving Extended One Leg Stunts and/or Level 2 Release Moves or Level 2 Inversions Into a Pyramid	Basic Straight Rides	Single BHS or Running Round-Off BHS or Any Level 1 Standing Tumbling Skill to a BHS or Running Round-Off BHS Series or Round-Off BHS Stepout Series or Any Level 1 Running Skill to BHS Series	Advanced Jump Combinations
L E V E L	5 - 6	5 - 6	5 - 6	5 - 6	5 - 6
3	Extended One Leg Stunts or Full Up to Prep Level or 1/2 Up to Extended One Leg Stunts or Single Based, Extended Unassisted Stunts and Required Dismount: Full Twist from Two Leg Stunt	Pyramids involving Extended One Leg Stunts and/or Level 3 Release Moves or Suspended Front Flips	Non-Twisting Tosses Ex: Toe Touch or Tuck Arch or Single Twisting Tosses	Series BHS or Jump/BHS Combinations or Round-Off BHS Back Tucks or Round-Off Tucks or Front Walkover Round-Off BHS Tucks or Running Punch Fronts or Punch Front Forward Roll into Round-Off BHS Tucks	Advanced Jump Combinations