



Scoring Guidelines for All-Star, Recreational, and School Affiliated Teams

Six Total Judges: Four Overall Effect Judges, Two Deduction Judges
 We will have two rotating judging panels.

Score sheets are broken into 10 categories with each category being 10% of the total score; see score sheets for judging categories.

Teams are judged on a 100-point scale. Scores are then converted to a 10-point scale. The four panel judges' scores are averaged and deductions are subtracted to reach a team's final score.

Example Score

	100 Pt. Scale	10 Pt. Scale
Judge 1	78	7.8
Judge 2	82	8.2
Judge 3	74	7.4
Judge 4	80	8
Total Score	314	31.4
Average=31.4 divided by 4 judges=		7.85
Subtract point deductions:		0.5
FINAL SCORE		7.35

Maximum final score allowed per division:

- Levels 1-2: 8 points
- Levels 3-4: 9 points
- Levels 5-6: 10 points

The first day is worth 1/3 of overall score and the second is worth 2/3.

Description of Deductions

Tumbling

- 0.1 deductions for hands down in any tumbling skill (standing or running)
- 0.3 deductions for anything more significant than hands down (falling on knees, back, stomach, etc.)

Stunts and Pyramids

- 0.1 deductions for the following:
 - Any flier bobble (moves up and down or side to side)
 - Bases visibly walk the stunt
 - Flier does not land on her back in any cradle

0.3 deductions for stunts that do not hit but do cradle

0.5 deductions for flyer hitting ground

Other Deductions

- 0.5 deductions for routine being over time
- 0.5 deductions if the entire team does not start on the floor
- 0.5 deductions for violation of USASF division guidelines