

MCD Ultimate Productions

ALL STAR Scoring guidelines

****Please see actual score sheet for additional categories**

Our guidelines are in alignment with Varsity and scoring for USASF and with our own additions

STUNTS Difficulty

10-9 FOUR Different level appropriate skills performed by the majority of the athletes

8-7 Three Different level appropriate skills performed by the majority of the athletes

6-5 TWO Different level appropriate skills performed by the majority of athletes

4-and below BELOW level skills

PYRAMIDS Difficulty

10-9 FOUR Different level appropriate skills and a minimum of TWO structures by majority

8-7 Three Different level appropriate skills and TWO Structures by majority

6-5 TWO Different level appropriate skills and TWO Structures by majority

4-and below BELOW level skills

TOSSES Difficulty

10-9 ONE Level appropriate toss performed by majority

8-7 Level appropriate toss performed by LESS than majority

6-5 BELOW Level tosses

4-and below no tosses

Standing Tumbling Difficulty

10-9 TWO Level appropriate standing tumbling passes performed by the majority

8-7 ONE Level Appropriate standing tumbling passes performed by the majority

6-5 ONE Level Appropriate standing tumbling passes performed by LESS than the majority

4-and below BELOW level skills

Running Tumbling Difficulty

10-9 ONE Level appropriate running tumbling passes performed by the majority

8-7 ONE Level Appropriate running tumbling passes performed by LESS than majority

6-5 BELOW Level skills

4-and below no running tumbling

JUMPS Difficulty

10-9 FOUR advanced connected jumps OR THREE connected advanced jump PLUS ONE additional advanced jump by majority

8-7 THREE advanced connected jumps by majority

6-5 TWO advanced connected jumps OR ONE advance jump by majority

4-and below BELOW level skills

ADVANCE JUMPS:
herkie,hurdler,toe,Pike,Double nine

- Technique in the above categories are 10 High level of perfection 9-8 Above average 7-6 average 5 below average improving
- Choreography/sportsmanship : include Dance , Motions, Transitions, Formations, sportsmanship and OVERALL EFFECT using the above technique score ranges
- EACH judge (building, Jumps/Tumbling, and Choreo) will have an OVERALL EFFECT score of up to 10 and ranges are the same as the above technique
- MAJORITY= 1/2 PLUS ONE (Stunts =total number of athletes divided by four tosses=total number of athletes divided by 5)
- Falls and bobbles: that is included in BUILDING score sheet and JUMPS/TUMBLING Score sheet technique building Falls: Fall from individual stunt-pyramid-or tosses to the floor (top person or multiple or one base/spotter falls to the floor)
- 5 pts per occurrence for USASF Safety violations—stunting-building-tumbling and jumps—any USASF rule
- Comparative scoring: Scores are relative to the performances at that day's event compared to other teams in your division. Teams will notice a variance in scores form event to event
- LIVE PERFORMANCES : This event is a live scoring event. By competing with MCD UP you and your organization agree to accept the feedback and scores given by the judges on your routine as they watch it live that day. Judges will assign scores and deductions based upon their opinions, within the framework of MCD UP Score sheets, as they view your performance live. NO live scores will be reviewed at or after the event, except situations pre-approved by Christy Young. Scores are final.