

ALL STAR SCORE SHEET



TEAM NAME _____

DIVISION _____

JUDGE # _____

LEVEL 1

	DIFFICULTY (0-4)	TECHNIQUE (.1-1.0)	MAXIMUM VALUE	TOTAL	CRITIQUE
★ Building Skills					
STUNTS			5		
PYRAMIDS			5		
DISMOUNTS* <small>Level 1 ONLY</small>			5		
CATEGORY WEIGHT 40%	(score / 15 x 22) =			<input type="text"/>	
★ Tumbling Skills					
STANDING TUMBLING			5		
RUNNING TUMBLING			5		
JUMPS			5		
CATEGORY WEIGHT 30%	(score / 15 x 16.5) =			<input type="text"/>	
★ Overall Routine					
MOTION/DANCE <small>*Difficulty 2-4</small>			5		
FORMATIONS/TRANSITIONS <small>*Difficulty 3-5</small>			5		
PERFORMANCE <small>*Difficulty 3-5</small>			5		
CATEGORY WEIGHT 20%	(score / 15 x 11) =			<input type="text"/>	
★ Overall Creativity					
SKILLS CREATIVITY <small>*3-5</small>			5		
ROUTINE CREATIVITY <small>*3-5</small>			5		
CATEGORY WEIGHT 10%	(score 10 / x 5.5) =			<input type="text"/>	

TOTAL POSSIBLE SCORE IS 55

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FINAL SCORE



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LEVEL 2

	DIFFICULTY (0-5)	TECHNIQUE (.1-1.0)	MAXIMUM VALUE	TOTAL	CRITIQUE
★ Building Skills					
STUNTS			6		
PYRAMIDS			6		
TOSSES			6		
CATEGORY WEIGHT 40%	(score / 18 x 25.6) =				<input type="text"/>
★ Tumbling Skills					
STANDING TUMBLING			6		
RUNNING TUMBLING			6		
JUMPS			6		
CATEGORY WEIGHT 30%	(score / 18 x 19.2) =				<input type="text"/>
★ Overall Routine					
MOTION/DANCE <small>*Difficulty 3-5</small>			6		
FORMATIONS/TRANSITIONS <small>*Difficulty 4-6</small>			6		
PERFORMANCE <small>*Difficulty 4-6</small>			6		
CATEGORY WEIGHT 20%	(score / 18 x 12.8) =				<input type="text"/>
★ Overall Creativity					
SKILLS CREATIVITY <small>*3-5</small>			5		
ROUTINE CREATIVITY <small>*3-5</small>			5		
CATEGORY WEIGHT 10%	(score / 10 x 6.4) =				<input type="text"/>

TOTAL POSSIBLE SCORE IS 64

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LEVEL 3

	DIFFICULTY (0-6)	TECHNIQUE (.1-1.0)	MAXIMUM VALUE	TOTAL	CRITIQUE
★ Building Skills					
STUNTS			7		
PYRAMIDS			7		
TOSES			7		
CATEGORY WEIGHT 40%	(score/21 x 29.2) =				<input type="text"/>
★ Tumbling Skills					
STANDING TUMBLING			7		
RUNNING TUMBLING			7		
JUMPS			7		
CATEGORY WEIGHT 30%	(score/21 x 21.9) =				<input type="text"/>
★ Overall Routine					
MOTION/DANCE <small>*Difficulty 4-6</small>			7		
FORMATIONS/TRANSITIONS <small>*Difficulty 5-7</small>			7		
PERFORMANCE <small>*Difficulty 5-7</small>			7		
CATEGORY WEIGHT 20%	(score/21 x 14.6) =				<input type="text"/>
★ Overall Creativity					
SKILLS CREATIVITY <small>*3-5</small>			5		
ROUTINE CREATIVITY <small>*3-5</small>			5		
CATEGORY WEIGHT 10%	(score/10 x 7.3) =				<input type="text"/>

TOTAL POSSIBLE SCORE IS 73

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FINAL SCORE



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LEVEL 4

	DIFFICULTY (0-7)	TECHNIQUE (.1-1.0)	MAXIMUM VALUE	TOTAL	CRITIQUE
★ Building Skills					
STUNTS			8		
PYRAMIDS			8		
TOSES			8		
CATEGORY WEIGHT 40%	(score/24 x 32.8) =				<input type="text"/>
★ Tumbling Skills					
STANDING TUMBLING			8		
RUNNING TUMBLING			8		
JUMPS			8		
CATEGORY WEIGHT 30%	(score/24 x 24.6) =				<input type="text"/>
★ Overall Routine					
MOTION/DANCE <small>*Difficulty 5-7</small>			8		
FORMATIONS/TRANSITIONS <small>*Difficulty 6-8</small>			8		
PERFORMANCE <small>*Difficulty 6-8</small>			8		
CATEGORY WEIGHT 20%	(score/24 x 16.4) =				<input type="text"/>
★ Overall Creativity					
SKILLS CREATIVITY <small>*3-5</small>			5		
ROUTINE CREATIVITY <small>*3-5</small>			5		
CATEGORY WEIGHT 10%	(score/10 x 8.2) =				<input type="text"/>

TOTAL POSSIBLE SCORE IS 82

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FINAL SCORE



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LEVEL 4.2

	DIFFICULTY (0-7)	TECHNIQUE (.1-1.0)	MAXIMUM VALUE	TOTAL	CRITIQUE
★ Building Skills					
STUNTS			8		
PYRAMIDS			8		
TOSES			8		
CATEGORY WEIGHT 40%	(score/24 x 31.2) =				<input type="text"/>
★ Tumbling Skills					
STANDING TUMBLING <small>*Difficulty 3-5</small>			6		
RUNNING TUMBLING <small>*Difficulty 3-5</small>			6		
JUMPS <small>*Difficulty 0-7</small>			8		
CATEGORY WEIGHT 30%	(score/20 x 23.4) =				<input type="text"/>
★ Overall Routine					
MOTION/DANCE <small>*Difficulty 5-7</small>			8		
FORMATIONS/TRANSITIONS <small>*Difficulty 6-8</small>			8		
PERFORMANCE <small>*Difficulty 6-8</small>			8		
CATEGORY WEIGHT 20%	(score/24 x 15.6) =				<input type="text"/>
★ Overall Creativity					
SKILLS CREATIVITY <small>*3-5</small>			5		
ROUTINE CREATIVITY <small>*3-5</small>			5		
CATEGORY WEIGHT 10%	(score/10 x 7.8) =				<input type="text"/>

TOTAL POSSIBLE SCORE IS 78

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FINAL SCORE



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LEVEL 5

	DIFFICULTY (0-9)	TECHNIQUE (.1-1.0)	MAXIMUM VALUE	TOTAL	CRITIQUE
★ Building Skills					
STUNTS			10		
PYRAMIDS			10		
TOSES			10		
CATEGORY WEIGHT 40%	(score/30 x 40) =				<input type="text"/>
★ Tumbling Skills					
STANDING TUMBLING			10		
RUNNING TUMBLING			10		
JUMPS			10		
CATEGORY WEIGHT 30%	(score/30 x 30) =				<input type="text"/>
★ Overall Routine					
MOTION/DANCE <small>*Difficulty 7-9</small>			10		
FORMATIONS/TRANSITIONS <small>*Difficulty 8-10</small>			10		
PERFORMANCE <small>*Difficulty 8-10</small>			10		
CATEGORY WEIGHT 20%	(score/30 x 20) =				<input type="text"/>
★ Overall Creativity					
SKILLS CREATIVITY <small>*3-5</small>			5		
ROUTINE CREATIVITY <small>*3-5</small>			5		
CATEGORY WEIGHT 10%	(score/10 x 10) =				<input type="text"/>

TOTAL POSSIBLE SCORE IS 100

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FINAL SCORE

