

# UNIVERSAL CHEERLEADERS ASSOCIATION

## All Star Scoring Grid For Difficulty

Updated 5/10/2007

Listed below are the five USASF levels offered at UCA Competitions and the three skill categories that are evaluated during the routine; Building Skills, Tumbling/Jumps, Dance/Motions. Each of these sections are judged on both Difficulty and Execution.

**DIFFICULTY:** Within each skill set/level there is a scoring criteria used to determine Difficulty. This scoring criteria only affects the Difficulty score. Skills are not limited to the grid below. Other skills performed outside the grid will be included in the Difficulty score at the judges discretion.

**EXECUTION:** The grid is not used for Execution points. Of the 100 points possible, 40 points can be earned based on the Execution of the Skills in the following categories. Building Skills (20pts), Tumbling/Jumps (15pts), Dance/Motions (5pts). A maximum of 20 additional points can be earned through Overall Performance.

### BUILDING SKILLS

**DIFFICULTY of Building Skills:** (Score based on criteria below) Minimal Use of Bases, Speed, Multiple Skills Performed by Most in Synchronization, Transitions Moving into or Dismounting out of Skill sets

#### STUNTS (Maximum Difficulty Points- 10)

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5
6.0 - 7.0 -Thigh Stands Sequence OR -Two leg variations below prep level	6.0 - 7.0 -One Leg Variation at prep level OR -Preps w/ cradle OR -Walking / Turning / Moving Preps w/cradle (required)	6.0 - 7.0 --Extended Two Leg Stunt Transitions w/ straight cradle or 1/4 twist cradle OR -Ext. One Leg Stunts w/ Straight Cradle	6.0 - 7.0 -Ext. One Leg Stunt Variation w/1/4 twist cradle OR -Advanced Ext. One Leg Stunt Transition w/straight cradle	6.0 - 7.0 -Advanced Ext. One Leg Stunt including transition to Extended Two Leg Stunt AND Single Full Twist Cradle OR -Advanced One Leg Stunt/Single Full Twist Cradle
7.0 - 8.0 --One Leg Variations below prep level OR -Preps/Elevator	7.0 - 8.0 -Prep to Extensions w/cradle from Prep Level OR -Prep w/1/4 twist cradle	7.0 - 8.0 -Ext. One Leg Stunt Variation w/1/4 twist cradle OR -Extended Two Leg Stunt Transition and Single Full Twist Cradle	7.0 - 8.0 -Advanced Ext. One Leg Stunt including transition to Extended Two Leg Stunt AND Single Full Twist Cradle	7.0 - 8.0 -Advanced One Leg Stunts AND Double Twist Cradle
8.0 - 9.0 -Preps w/ cradle OR -Walking / Turning / Moving Preps w/cradle (required)	8.0 - 9.0 -Straight up Extensions w/cradle OR -Extended Two Leg- Stunt Transitions w/cradle	8.0 - 9.0 -Advanced Ext. One Leg Stunts AND - 1/2 OR Single Twisting Transitions AND -Single Full Twist Cradle from Extension	8.0 - 9.0 -Two Leg Ext. Stunt Transition w/ Double Full Twist Cradle OR -Advanced Ext. One Leg Stunt/Single Full Twist Cradle	8.0 - 9.0 -Advanced One Leg Stunts w/ Double Twist Cradle AND Unique Transition OR -Elite Single Leg Stunts AND Double Twist Cradle
9.0 - 10.0 -Stunt Transitions (ex.shoulder sit to prep w/cradle) OR -Single Based (no cradle required)	9.0 - 10.0 -Extended Two Leg Stunt w/1/4 twist cradle OR -Single Base Extended Stunts (no cradle required)	9.0 - 10.0 -Elite Ext. One Leg Variations AND - Single Twisting or Unique Transitions AND Single Full Twist Cradle from Extension	9.0 - 10.0 -Elite Ext. One Leg Stunts w/ Single Twist Cradle	9.0 - 10.0 -Elite Single Leg Stunts w/ Double Twist Cradle AND Unique Transitions

#### PYRAMIDS (Maximum Difficulty Points- 5)

2.0 - 3.0 -One Structure of a One Leg Pyr. at Prep level	2.0 - 3.0 -Two Leg Ext. Sequence w/ cradle	2.0 - 3.0 -One Leg Ext. (Ex. Prep to hitch to extended hitch) AND cradle from Extended position)	2.0 - 3.0 -One Leg Variations w/ Multiple Body Positions AND Single Twist Cradle from Ext. One Leg Stunt	2.0 - 3.0 -One Leg Variations (w/ 2 1/2 high Transitions OR Single Twisting Transitions) AND Double Twist Cradle from Ext. Two Leg Stunt
3.0 - 4.0 -One Leg Stunt combination at prep level (multiple body positions) w/cradle OR -Two Leg Extended Pyr.	3.0 - 4.0 -One Leg Ext. (Ex. Prep to hitch to extended hitch) (cradle from Extended position not required)	3.0 - 4.0 -One Leg Variations w/ Multiple Body Positions AND Single Twist Cradle from Ext. Position	3.0 - 4.0 -One Leg Variations (w/ 2 1/2 high Transitions OR Single Twisting Transitions) AND Double Twist Cradle from Ext. Two Leg Stunt	3.0 - 4.0 -2 1/2 high Transitions AND Multiple athletes extended AND Double Twisting cradles AND Braced Flips
4.0 - 5.0 Two Leg Extended Combination/Multiple Positions (Ex. Braced Prep level liberty to extension) w/cradle	4.0 - 5.0 -One Leg Extended Transition AND Multiple Body Positions AND cradle from Ext. Position (Not Required-Ground Level Inversions)	4.0 - 5.0 -One Leg Variations w/ Multiple Body Positions AND Single Twist Cradle from Ext. Position AND Single Twisting Transitions	4.0 - 5.0 -One Leg Variations w/ 2 1/2 high Transitions AND Braced Flips AND Double Twisting cradles	4.0 - 5.0 Inversions OR Braced flips AND 2 1/2 high Transitions AND Multiple athletes extended AND Double Twisting cradles AND Other elite skill sequences

#### TOSSES (Maximum Difficulty Points- 5)

NA	2.0- 3.0 Squish Toss- Straight Ride	2.0 - 3.0 Straight ride	2.0 - 3.0 Single Skill toss	2.0 - 3.0 Advanced Single Skill or Intermediate Double Skill
NA	3.0 - 4.0 4 Bases Basket Toss- Straight Ride and Execution Criteria	3.0 - 4.0 Single skill toss- Toe Touch, Pike, Ball Out, Ball X, etc.	3.0 - 4.0 Double skill (Ex. Full Twist Toe Touch, Pike X)	3.0 - 4.0 Double Full Twist or Kick Full Twist or Other Advanced skill
NA	4.0 - 5.0 3 Bases Basket Toss- Straight Ride and Execution Criteria	4.0 - 5.0 Single Twist Toss	4.0 - 5.0 Double Full Twist or Kick Full Twist or Dbl Toe Touch or Other Elite Skill	4.0 - 5.0 Double Full Twist w/ specialty skill (Ex. Switch Kick Double full)

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## TUMBLING & JUMPS

**DIFFICULTY of Tumbling / Jumps:** (Score based on criteria below) Variety of Tumbling, Multiple Skills Performed by Majority in Synchronization, Specialty Tumbling Combinations, Degree of Difficulty, Jump Combinations

### RUNNING TUMBLING (Maximum Difficulty Points- 5)

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5
2.0 - 3.0 Cartwheels	2.0 - 3.0 Cartwheels OR Round offs OR Front/Back Walkovers	2.0 - 3.0 Round off BHS Series	2.0 - 3.0 (Minority) Round off BHS Tuck	2.0 - 3.0 (Majority) Layouts AND Specialty Pass to Layout
3.0 - 4.0 Round Offs	3.0 - 4.0 Round off Back Hand Spring	3.0 - 4.0 (Minority) Aerial cartwheels OR Round off BHS Tuck OR Round off Tuck OR Running Front Tucks	3.0 - 4.0 (Majority) Round off BHS Tuck AND Layouts	3.0 - 4.0 (Majority) Single Full Twist AND Specialty Pass to Single Full Twist OR (Minority) Double Full Twist
4.0 - 5.0 Connection of two skills. (Ex. Front Walkover to Cartwheel)	4.0 - 5.0 Round off Back Hand Spring Series	4.0 - 5.0 (Majority) Round off BHS Back Tuck OR Round off Back Tuck OR Running Front Tucks	4.0 - 5.0 (Majority) Layouts AND Specialty Pass to Layout	4.0 - 5.0 (Majority) Double Full Twist AND Specialty Pass to Double

### STANDING TUMBLING (Maximum Difficulty Points- 5)

2.0 - 3.0 (Minority) Forward Rolls/Backward Rolls	2.0 - 3.0 (Majority) Cartwheels/Round offs OR (Majority) Front or Back Walkovers	2.0 - 3.0 (Minority) Standing BHS	2.0 - 3.0 (Majority) Standing BHS Series	2.0 - 3.0 Standing Back Tuck/ Standing BHS Back Tucks (Majority-Good Form) OR Front Tucks OR Toe Touch BHS Back Tucks
3.0 - 4.0 (Majority) Forward Rolls/Backward Rolls AND Cartwheels/Round offs (Minority)	3.0 - 4.0 (Minority) Standing Back Handsprings	3.0 - 4.0 (Majority) Standing BHS or Standing Back series or Basic Jump connection to Standing BHS	3.0 - 4.0 (Minority) Standing Back Tuck OR Standing BHS Back Tucks OR Front Tucks	3.0 - 4.0 (Majority) Adv. Jump sequence followed by Standing Tuck OR (Minority) Standing Full Twist
4.0 - 5.0 Cartwheels/Round offs (Majority) AND Front/Back Walk overs (Minority)	4.0 - 5.0 Standing Back Handspring-(Majority/Good Form) OR Specialty Combo (Ex. BHS Fwd Roll)	4.0 - 5.0 (Majority) Standing Back/Front series OR IME to Adv. Jump connection to Standing BHS	4.0 - 5.0 Standing Back Tuck/ Standing BHS Back Tucks (Majority-Good Form) OR Front Tucks OR Adv Jump combo w/ BHS Back Tucks	4.0 - 5.0 (Minority) Adv. Jump followed by a Standing Full Twist OR Standing BHS followed by a single or double full twist

### JUMPS (Maximum Difficulty Points- 5)

2.0 - 3.0 <b>Basic Jump Skills: Slow to Medium pace, No Immediate Connections, Limited Jump Variety and Transitions</b>
3.0 - 4.0 <b>Intermediate to Advanced Jumps Skills: Medium pace, Limited Connections; Transitions, Jump Combinations, Variety, Synchronization</b>
4.0 - 5.0 <b>Advanced to Elite Jump Skills: Good to Excellent; Fast Pace, Multiple Jump Connections with Complex/ Quick Transitions, Formation Changes, Synchronization</b>

### DANCE / MOTIONS (Maximum Difficulty Points- 5)

2.0 - 3.0 <b>Basic to intermediate skills-Poor to Fair and Limited: creativity, level changes, footwork, use of floor, visual appeal Lacking Synchronization (See Difficulty &amp; Execution)</b>
3.0 - 4.0 <b>Intermediate to Advanced skills- Fair to Good; formation changes, creativity, level changes, footwork, use of floor, visual appeal Fair to Good Synchronization (See Difficulty &amp; Execution)</b>
4.0 - 5.0 <b>Advanced to Elite skills- Good to Excellent; formation changes, creativity, level changes, footwork, use of floor, visual appeal Good to Excellent Synchronization (See Difficulty &amp; Execution)</b>

### OVERALL PERFORMANCE (Maximum Points- 20)

**Creativity / Transitions / Formations:** (Maximum Points- 10) Innovative choreography, Pace and Flow of Routine, Use of Floor, Overall Spacing

**Overall Presentation:** (Maximum Points- 10) Synchronization of All Elements, Age- Appropriate Performance (including choreography, music, makeup, uniform), Entertainment Value, Sportsmanlike Behavior