

ALLSTAR / PREP BUILDING JUDGES REFERENCE SHEET

STUNT PARTICIPATION GUIDE (Based on 4 person groups)					
# ATHLETES	MAJ.	MOST	MAX		
5 - 7	1	1	1		
8 - 11	2	2	2		
12 - 15	2	2	3		
16 - 19	3	3	4		
20 - 23	3	4	5		
24 - 27	4	5	6		
28 - 31	4	5	7		
32 - 35	5	6	8		
36 - 38	5	7	9		

STUNT DIFFICULTY	ALLSTAR	PREP	FACTORS	
No skills performed	0	0	• % Participation (÷4)	
Low difficulty	0-8	0-4	Degree of difficulty (technical skills required / intricacy, flexibility and amplitude)	
Average to above average difficulty	8-16	4-8	 Minimal bases / single based skills Variety of skills / loads / trans / dismounts (level & non level) 	
Very difficult skills	16-20	8-10	Pace and combo of skills	
STUNT EXECUTION	ALLSTAR	PREP	FACTORS	
No skills performed	0	0	Execution of skills (control/speed/flow; mistakes; includes	
Below average execution	0-8	0-8	load/trans/dismount)	
zeron arerage execution	00	• •	Stability; control during trans; stance (bases/spotters)	
Average to above average execution	8-16	8-16	Stability; control during trans; stance (bases/spotters) Alignment; body control; uniform flexibility (top) Synchronization / timing	

PYRAMID DIFFICULTY	ALLSTAR	PREP	FACTORS
No skills performed	0	0	% Participation / minimal bases
Low difficulty	0-8	0-4	Degree of difficulty (technical skills required / intricacy, flexibility and amplitude) Use of structures
Average to above average (with 2 or more structures)	8-16	4-8	Variety of skills / loads / trans / dismounts (level & non level)
Very difficult skills (with 2 or more structures)	16-20	8-10	Pace and combo of skills
PYRAMID EXECUTION	ALLSTAR	PREP	FACTORS
No skills performed	0	0	Execution of skills (control/speed/flow; mistakes; includes load/trans/dismount)
Below average execution	0-8	0-8	Stability; control during trans; stance (bases & spotters) Alternative to the control professional floatistics.
Average to above average	8-16	8-16	Alignment; body control; uniform flexibility (top) Synchronization / timing
Excellent execution	16-20	16-20	Uniformity of technique

TOSS PARTICIPATION GUIDE (Based on 5 person toss groups)				
# ATHLETES	MAJ.	MOST	MAX	
5 - 9	1	1	1	
10 - 14	2	2	2	
15 - 19	2	2	3	
20 - 24	3	3	4	
25 - 29	3	4	5	
30 - 34	4	5	6	
35 - 38	4	6	7	

TOSS DIFFICULTY	ALLSTAR	FACTORS
No skills performed	0	• % Participation (÷5)
Low difficulty	0-2	Degree of difficulty (technical skills required / intricacy and flexibility / amplitude)
Average to above average difficulty	2-4	 Height Variety / additional skills (level & non level; except L2
Very difficult skills	4-5	Combo of skills (loads/trans/dismounts, etc.)
TOSS EXECUTION	ALLSTAR	FACTORS
No skills performed	0	Execution of skills (control; pace; mistakes)
Below average	0-2	 Base technique (solid stance; close together; using arms/legs; follow thru; timing; reaching Top technique (basket position; stands quickly; control; ride to top; pointed toes; hits skill p
Average to above average execution	2-4	 positioning after skill & during catch; uniform flexibility) Catch (arms high; close; legs absorb; controlled) Synchronization / timing
Excellent execution	4-5	Uniformity of height

BUILDING CREATIVITY	ALLSTAR	PREP	FACTORS *(Includes Tosses)
Below average creativity	0-4	0-2	Visuals (loads/trans/dismounts)
Average to above average creativity	4-8	2-4	Innovative / unique
Excellent creativity	8-10	4-5	Intricate ideas / elements

20	10	5
(.4)	(.2)	(.1)
20.0	10.0	5.0
19.6	9.8	4.9
19.2	9.6	4.8
18.8	9.4	4.7
18.4	9.2	4.6
18.0	9.0	4.5
17.6	8.8	4.4
17.2	8.6	4.3
16.8	8.4	4.2
16.4	8.2	4.1
16.0	8.0	4.0
15.6	7.8	3.9
15.2	7.6	3.8
14.8	7.4	3.7
14.4	7.2	3.6
14.0	7.0	3.5
13.6	6.8	3.4
13.2	6.6	3.3
12.8	6.4	3.2
12.4	6.2	3.1
12.0	6.0	3.0
11.6	5.8	2.9
11.2	5.6	2.8
10.8	5.4	2.7
10.4	5.2	2.6
10.0	5.0	2.5
9.6	4.8	2.4
9.2	4.6	2.3
8.8	4.4	2.2
8.4	4.2	2.1
8.0	4.0	2.0
7.6	3.8	1.9
7.2	3.6	1.8
6.8	3.4	1.7
6.4	3.2	1.6
6.0	3.0	1.5
5.6	2.8	1.4
5.2	2.6	1.3
4.8	2.4	1.2
4.4	2.2	1.1
4.0	2.0	1.0
3.6	1.8	0.9
3.2	1.6	0.8
2.8	1.4	0.7
2.4	1.2	0.6
2.0	1.0	0.5
1.6	0.8	0.4
1.2	0.6	0.3
0.8	0.4	0.2
0.4	0.2	0.1
0	0	0
		



ALLSTAR / PREP JUMPS & TUMBLING JUDGES REFERENCE SHEET

5.0 4.9 4.8 4.7 4.6 4.5 4.4 4.3 4.2 4.1

3.9 3.8 3.7 3.6 3.5 3.4 3.3

3.0 2.9 2.8 2.7 2.6 2.5 2.4 2.3 2.2 2.1 2.0 1.9 1.8 1.7 1.6 1.5 1.4

1.3 1.2 1.1 1.0 0.9 0.8 0.7 0.6 0.5 0.4 0.3 0.2

CHEER CANADA					
PARTICIPATION GUIDE					
# Ath	MAJ.	моѕт			
5	3	4			
6	4	5			
7	4	6			
8	5	6			
9	5	7			
10	6	8			
11	6	9			
12	7	9			
13	7	10			
14	8	11			
15	8	12			
16	9	12			
17	9	13			
18	10	14			
19	10	15			
20	11	15			
21	11	16			
22	12	17			
23	12	18			
24	13	18			
25	13	19			
26	14	20			
27	14	21			
28	15	21			
29	15	22			
30	16	23			
31	16	24			
32	17	24			
33	17	25			
34	18	26			
35	18	27			
36	19	27			
37	19	28			
38	20	29			

JUMP DIFFICULTY & EXECUTION	ALLSTAR	PREP	FACTORS
No skills performed	0	0	Percent of team participation Degree of difficulty (flex. and power req. for type of jump)
Jump skills executed with poor to below average technique, perfection, flexibility and synchronization	0 - 2	0 - 2	Variety and combinations Height / Speed
Jump skills executed with average to above average technique, perfection, flexibility and synchronization	2 - 4	2 - 4	Position (leg position, legs straight, pointed toes, chest up, hip placement/hyperextension) Landings / Control (feet together; chest up)
Jump skills executed with excellent technique, perfection, flexibility & synchronization	4 - 5	4 - 5	Synchronization / timing Uniformity of technique / form

Note: The difficulty of jump/tumbling combinations are considered in tumbling difficulty only

STANDING TUMBLING / TUMBLING DIFFICULTY	ALLSTAR	PREP	FACTORS
No skills performed	0	0	Percent of team participation
Non-difficult skills/passes	0 - 2	0 - 2	Degree of difficulty / complexity Variable 8 combinations
Average to above average difficulty in skills/passes	2 - 4	2 - 4	Variety & combinations Usage of synchronized passes
Very difficult skills/passes	4 - 5	4 - 5	Number of athletes per sync pass

RUNNING TUMBLING DIFFICULTY	ALLSTAR	PREP	FACTORS
No skills performed	0	1	
Non-difficult passes. Minimal athletes per pass; minimal synchronized passes; below average synchronization; below average difficulty	0 - 2	-	Percent of team participation Degree of difficulty / complexity
Moderately difficult passes. Minimal athletes per pass; minimal synchronized passes; average to above average synchronization; average to above average difficulty		1	 Variety & combinations Usage of synchronized passes Number of athletes per sync pass
Very difficult passes. Many athletes per pass; multiple synchronized passes; excellent synchronization; high degree of difficulty	4 - 5	-	Training of a simple of the past

NOTE: In Levels 1-4, individual tumbling passes (tumbling passes by a single person) will not be considered in the difficulty score

TUMBLING EXECUTION	ALLSTAR	PREP	FACTORS
No skills performed	0	0	Execution of skills (mistakes, finished skills / passes)
Below average technique and synchronization	0 - 2	0 - 2	Positioning / body control / height Landings (controlled, feet together, chest up)
Average to above average technique and synchronization	2 - 4	2 - 4	Speed (consistent or building; connections) Synchronization / timing
Excellent technique and synchronization	4 - 5	4 - 5	Uniformity of technique



ALLSTAR/PREP OVERALL JUDGES REFERENCE SHEET

DANCE: Equal consideration should be given to both execution and difficulty when assigning an ALLSTAR dance score		PREP - DANCE EXECUTION ONLY			
	FACTORS		FACTORS	ALLSTAR	PREP
No dance		No dance		0	0
Minimal / low / below average	Percent of team participation Levels, formation changes & visual effects Seamless transitions Footwork, partner work and floor work Pace and intricacy Precision of movement, perfection and technique Energy, confidence displayed & entertainment value Uniformity of technique and synchronization	Low / below average	Precision of movement, perfection and technique Energy, confidence displayed & entertainment value Uniformity of technique and synchronization	0-2	0-2
Some / average to above average		Average / above average		2-4	2-4
Multiple / many / variety / high / excellent / strong		High / excellent / strong		4-5	4-5

ROUTINE CREATIVITY	FACTORS	ALLSTAR	PREP
Minimal incorporation of innovative, visual, unique and intricate ideas.	Skill entries / transitions / exits	0-2	-
Average to above average incorporation of innovative, visual, unique and intricate ideas.	Incorporations between skills / sections Visual, unique, creative ideas Impact and appeal	2-4	-
Excellent incorporation of innovative, visual, unique and intricate ideas.	• Clarity	4-5	-

FORMATIONS / TRANSITIONS	FACTORS	ALLSTAR	PREP
Below average variety of formations, spacing and seamless patterns of movement. Below average pace and flow with timing problems throughout routine transitions along with poor to below average use of floor.	Variety of formations	0-4	0-4
Average to above average variety of formations, spacing and seamless patterns of movement. Average to above average pace and flow with few timing issues in floor transitions and average to above average use of floor.	 Spacing throughout Seamless patterns of movement Timing, pace and flow	4-8	4-8
Excellent variety of formations, spacing and seamless patterns of movement. Formation changes are cleanly executed with little to no timing issues in floor transitions, excellent pace and flow. Great use of total floor.	Use of floor	8-10	8-10

OVERALL ROUTINE IMPRESSION & SHOWMANSHIP	FACTORS	ALLSTAR	PREP
Below average effectiveness in performing a comprehensive and positive memorable experience.	Successful routine / positive impact / memorable Energy, genuine expression & athletic impression Confidence and eye contact Consistent showmanship throughout routine	0-4	0-4
Average to above average effectiveness in performing a comprehensive and positive memorable experience.		4-8	4-8
Excellent effectiveness in performing a comprehensive and positive memorable experience.		8-10	8-10

10	5
(.2)	(.1)
10.0	5.0
9.8	4.9
9.6	4.8
9.4	4.7
9.2	4.6
9.0	4.5
8.8	4.4
8.6	4.3
8.4	4.2
8.2	4.1
8.0	4.0
7.8	3.9
7.6	3.8
7.4	3.7
7.2	3.6
7.0	3.5
6.8	3.4
6.6	3.3
6.4	3.2
6.2	3.1
6.0	3.0
5.8	2.9
5.6	2.8
5.4	2.7
5.2	2.6
5.0	2.5
4.8	2.4
4.6	2.3
4.4	2.2
4.2	2.1
4.0	2.0
3.8	1.9
3.6	1.8
3.4	1.7
3.2	1.6
3.0	1.5
2.8	1.4
2.6	1.3
2.4	1.2
2.2	1.1
2.0	1.0
1.8	0.9
1.6	0.8
1.4	0.7
1.2	0.6
1.0	0.5
0.8	0.4
0.6	0.3
0.4	0.2
0.2	0.1
0	0