PRO SYSTEM SCORE ALL-STAR CHEER

2024
LEVEL 4
SYSTEM

Elite / International Divisions

Judge 1:	**Judge 2:**	**Judge 3:**	**Judge 4:**	**Judge 5:**
Stunt Difficulty	Stunt Execution	Standing Tumbling Difficulty	Standing Tumbling Execution	Jump Execution
Pyramid Difficulty	Pyramid Execution	Running Tumbling Difficulty	Running Tumbling Execution	Dance
Routine Design	Routine Design	Routine Design	Routine Design	Routine Design
Athlete Performance	Dance	Athlete Performance	Dance	Athlete Performance

This packet will give a complete breakdown for each judge and the categories they will be scoring.

LEVEL 4 Judge 1: Stunt Difficulty / Pyramid Difficulty / Routine Design / Athlete Performance

The difficulty categories require **½ plus 1** of the athletes to perform a level appropriate skill to receive the "**START VALUE**" of a **7.0**.

Pro Score is a **COMPARATIVE** scoring system. The exact score value may change based on the team's competitor(s) in that division at that specific event.

Once the **START VALUE** has been established, the judge will use the H.O.W.'s **(Higher Of Worth)** to determine the score.

STUNT DIFFICULTY:

		TWISTING	INVERSIONS	RELEASES	COED	
Non listed non-level appropriate skills		More than 1 twist to prep level or below Less than 1 twist to an extension	Any released inversion to prep level or below 2 leg pancake from shoulder level or below Downward inversion from prep level or below	Switch up to extended single leg 2 twist dismount cradle from prep level Up to 1 twist release to below prep level Up to 1/2 twist release to prep level		BRONZE
	Non listed level appropriate skills	Up to 1.5 twist to prep level single leg Up to 1.5 twist prep level to prep level 1 twist to an extension Less than 1 twist to extended single leg	Any released inversion, from prep level or below to prep level Any NON-released flipping transition	More than 1 twist release to below prep level Up to 1 1/4 twist dismount from extended single leg Switch up to extended body position Up to 1/2 twist release to prep level single leg 2 twist dismount cradle from extended level More than 1/2 twist release to prep level Extended single leg tic-tock to prep level or below A helicopter with up to 180 degree rotation	Any ASSISTED coed style stunt to extended level OR single base toss to prep level	SILVER
		Up to 1.5 twist to prep level body position Prep level to prep level single leg with up to 1.5 twist Extended level to prep level with up to 1.5 twist 1 twist to extended single leg	Any released inversion from prep level or below to prep level single leg Any NON-released flipping and twisting transition Any released inversion from waist level or below to extended level Any NON-released inversion to an extension with more than a 1/2 twist	Extended body position tic-tock to prep level or below body position More than 1 twist release to prep level Any waist level release to extended body position 1 twist release to prep level body position	Any UNASSISTED coed style stunt to extended level OR single base toss to prep level	GOLD
		Extended level to extended level with up to 1 twist Extended level to prep level single leg with up to 1.5 twist	Any waist level or below released inversion to extended body position Any NON-released inversion to extended single leg with more than a 1/2 twist	More than 1 twist release to prep level body position		PLATINUM

Higher Of Worth

HOW difficult are ALL stunts in the routine?
HOW many athletes are utilized for stunts throughout?
(full team, front spots, single based)
HOW do the stunts load in?
HOW do the stunts dismount?
HOW is the pace from skill to skill performed?
HOW creative are the skills designed for the section?
HOW does the utilization of stunts compare to the other teams in the division?

TOSSES	
Non level appropriate toss	SILVER
2 trick toss with NO twist	GOLD
2 twist toss 1 trick and with 1 twist toss	PLATINUM

PYRAMID DIFFICULTY:

	TWISTING TRANSITIONS	INVERSIONS	RELEASED TRANSITIONS	
Any level appropriate structure	Any non level appropriate transition Up to 1.5 twist to below prep level	Any non level appropriate inversion Any silver level stunt inversion	Any non level appropriate release Any silver level stunt release	SILVER
Non listed level appropriate skills	Up to 1.5 twist to prep level Up to 1.5 twist to prep level single leg	Less than 3/4 braced flip Any gold level stunt inversion	Any gold level stunt release Low to high OR high to high release Any released transition changing bases Any 2.5 high release	GOLD
	Up to 1.5 twist to an extension Up to 1.5 twist to extended single leg	More than 3/4 braced flip Any platinum level stunt inversion	Any platinum level stunt release Low to high OR high to high twisting release Any released twisting transition changing bases Any twisting 2.5 high transition	PLATINUM

Higher Of Worth

HOW difficult are ALL pyramid sections in the routine?
HOW many athletes are utilized throughout?
(full team, front spots, single based)
HOW well does the pyramid develop in the routine?
HOW difficult are the transitional skills?
(cradles, blind catches, extended level catches, variety)
HOW is the pace from skill to skill performed?
HOW creative are the skills designed for the section?
HOW well are the structures developed?
HOW many different transitions are utilized throughout?
HOW does the pyramid compare to the other teams in the division?

ROUTINE DESIGN:

All teams will have a **START VALUE** of **7.0**.
The Higher Of Worth items below will help the judge determine your exact score.

HOW is the composition and flow of the routine?
HOW are the various athlete talents utilized throughout the routine?
HOW does the utilization of visual elements compare to the other teams in the division?
HOW clear and clean are the transitions from skill section to skill section throughout the routine?
HOW clear and precise are the formations created throughout the routine?
HOW does the utilization and choreography connect with the music?

ATHLETE PERFORMANCE:

All teams will have a **START VALUE** of **7.0**.
The Higher Of Worth items below will help the judge determine your exact score.

HOW is the energy of the athletes portrayed throughout the routine?
HOW many athletes demonstrate an athletic impression of showmanship?
HOW does the entertainment value of the routine compare to the other teams in the division?
HOW is the artistry and creative expression of the athletes compare to the other teams in the division?

PRO SCORE SYSTEM
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LEVEL 4 Judge 2: Stunt Execution / Pyramid Execution / Routine Design / Dance

The execution categories require **½ plus 1** of the athletes to perform a level appropriate skill to receive the "**START VALUE**" of a **7.0**.
Pro Score is a **COMPARATIVE** scoring system. The exact score value may change based on the team's competitor(s) in that division at that specific event.
Once the **START VALUE** has been established, the judge will use the following **Isolation of Skill Factors** to determine the score.

Isolation of Skill Factors for STUNT EXECUTION:

Basing: Body control
Basing: Stability
Basing: Technique
Basing: Proper placement

Flyers: Body position flexibility
Flyers: Arm motion placement
Flyers: Body control
Flyers: Uniformity

Dismount: Control and stability
Dismount: Proper positioning

Transitions: Control and stability
Transitions: Entry uniformity

Section: Pace from skill to skill
Section: General flow

Isolation of Skill Factors for PYRAMID EXECUTION:

Basing: Body control
Basing: Stability
Basing: Technique
Basing: Proper placement

Flyers: Arm motion placement
Flyers: Body control
Flyers: Uniformity

Structures: Control and stability
Structures: Proper placement

Transitions: Control and stability
Transitions: Uniformity

Section: Pace from skill to skill
Section: General flow

ROUTINE DESIGN:

All teams will have a **START VALUE** of **7.0**.
The Higher Of Worth items below will help the judge determine your exact score.

Higher Of Worth

HOW is the composition and flow of the routine?
HOW are the various athlete talents utilized throughout the routine?
HOW does the utilization of visual elements compare to the other teams in the division?
HOW clear and clean are the transitions from skill section to skill section throughout the routine?
HOW clear and precise are the formations created throughout the routine?
HOW does the utilization and choreography connect with the music?

DANCE:

All teams will have a **START VALUE** of 7.0.
The Difficulty, Execution and H.O.W.'s will combine to give one score for the dance.

Perform 2 skills	SILVER
Perform 3 skills	GOLD
Perform 4 skills	PLATINUM

DANCE SKILLS include:
1. Execution   2. Body Movement
3. Staging   4. Level Work

Higher Of Worth

HOW difficult is the dance section?
HOW many athletes are utilized in the dance?
HOW many 8 counts is the dance section?
HOW visual is the dance section?
HOW does the dance compare to the other teams in the division?

Isolation of Skill Factors:

Level Work: Clear demonstration
Level Work: Uniformity

Skill: Group synchronization
Skill: Variety of pace

Movement: Body lines
Movement: Arm placement
Movement: Uniformity

Staging: Seamless patterns
Staging: Appropriate spacing

PRO SCORE SYSTEM
ALL-STAR CHEER

LEVEL 4 Judge 3: Standing Tumbling Difficulty / Running Tumbling Difficulty / Routine Design / Athlete Performance

The difficulty categories require **½ plus 1** of the athletes to perform a level appropriate skill to receive the "**START VALUE**" of a **7.0**.
Pro Score is a **COMPARATIVE** scoring system. The exact score value may change based on the team's competitor(s) in that division at that specific event.
Once the **START VALUE** has been established, the judge will use the H.O.W.'s **(Higher Of Worth)** to determine the score.

STANDING TUMBLING DIFFICULTY:	RUNNING TUMBLING DIFFICULTY:

Any non listed level appropriate skills can be considered silver, gold, or platinum

STANDING TUMBLING DIFFICULTY	RUNNING TUMBLING DIFFICULTY
Non level appropriate skills	Non elite appropriate skills
Multiple back handsprings connected to a back tuck	Cartwheel back tuck / Round off - back handspring - layout
Standing back tuck / Single back handspring connected to a back tuck	Front walkover - round off - back handspring - layout / Front handspring connected to a punch front / Any combination of 3 or more connected skills including an elite skill - ending in a back tuck (**ELITE SKILLS include:** punch front step-out, whip, Onodi)
Single back handspring step-out OR back walkover connected to a back tuck / Any combination of 3 or more connected skills including an elite skill (**ELITE SKILLS include:** advanced jumps, back extension roll, back handspring step-out)	Any combination of 3 or more or more connected skills including an elite skill - ending in a layout (**ELITE SKILLS include:** punch front step-out, whip, Onodi)

Higher Of Worth

HOW difficult are ALL standing tumbling skills in the routine?
HOW many athletes are utilized throughout?
(full team, groups, individual)
HOW many elite skills are incorporated?
HOW is each standing tumbling pass initiated?
(no step, minimal steps)
HOW is the pace of the connected tumbling skills?
HOW creative are the skills designed for the section?
HOW does the utilization of standing tumbling skills compare to the other teams in the division?

Higher Of Worth

HOW difficult are ALL running tumbling skills in the routine?
HOW many athletes are utilized throughout?
(full team, groups, individual)
HOW many elite skills are incorporated?
HOW is each running tumbling pass initiated?
(power hurdle, minimal steps)
HOW is the pace of the connected tumbling skills?
HOW creative are the skills designed for the section?
HOW does the utilization of running tumbling skills compare to the other teams in the division?

ROUTINE DESIGN:

All teams will have a **START VALUE** of **7.0**.
The Higher Of Worth items below will help the judge determine your exact score.

HOW is the composition and flow of the routine?
HOW are the various athlete talents utilized throughout the routine?
HOW does the utilization of visual elements compare to the other teams in the division?
HOW clear and clean are the transitions from skill section to skill section throughout the routine?
HOW clear and precise are the formations created throughout the routine?
HOW does the utilization and choreography connect with the music?

ATHLETE PERFORMANCE:

All teams will have a **START VALUE** of **7.0**.
The Higher Of Worth items below will help the judge determine your exact score.

HOW is the energy of the athletes portrayed throughout the routine?
HOW many athletes demonstrate an athletic impression of showmanship?
HOW does the entertainment value of the routine compare to the other teams in the division?
HOW is the artistry and creative expression of the athletes compare to the other teams in the division?

LEVEL 4 Judge 4: Standing Tumbling Execution / Running Tumbling Execution / Routine Design / Dance

The execution categories require **½ plus 1** of the athletes to perform a level appropriate skill to receive the "**START VALUE**" of a **7.0**.
Pro Score is a **COMPARATIVE** scoring system. The exact score value may change based on the team's competitor(s) in that division at that specific event.
Once the **START VALUE** has been established, the judge will use the following **Isolation of Skill Factors** to determine the score.

Isolation of Skill Factors for STANDING TUMBLING EXECUTION:

Entry: Swing / hurdle control
Entry: Arm placement
Entry: Leg placement
Entry: Uniformity

Skill: Body placement
Skill: Uniformity

Landings: Body placement
Landings: Stability
Landings: Skill completion

Timing: Group synchronization
Timing: Group entry
Timing: Group landing
(group = 2 or more athletes)

Isolation of Skill Factors for RUNNING TUMBLING EXECUTION:

Entry: Swing / hurdle control
Entry: Arm placement
Entry: Leg placement
Entry: Uniformity

Skill: Body placement
Skill: Uniformity

Landings: Body placement
Landings: Stability
Landings: Skill completion

Timing: Group synchronization
Timing: Group entry
Timing: Group landing
(group = 2 or more athletes)

ROUTINE DESIGN:

All teams will have a **START VALUE** of **7.0**.
The Higher Of Worth items below will help the judge determine your exact score.

Higher Of Worth

HOW is the composition and flow of the routine?
HOW are the various athlete talents utilized throughout the routine?
HOW does the utilization of visual elements compare to the other teams in the division?
HOW clear and clean are the transitions from skill section to skill section throughout the routine?
HOW clear and precise are the formations created throughout the routine?
HOW does the utilization and choreography connect with the music?

DANCE:

All teams will have a **START VALUE** of **7.0**.
The Difficulty, Execution and H.O.W.'s will combine to give one score for the dance.

Perform 2 skills	**SILVER**
Perform 3 skills	**GOLD**
Perform 4 skills	**PLATINUM**

DANCE SKILLS include:
1. Execution   2. Body Movement
3. Staging   4. Level Work

Higher Of Worth

HOW difficult is the dance section?
HOW many athletes are utilized in the dance?
HOW many 8 counts is the dance section?
HOW visual is the dance section?
HOW does the dance compare to the other teams in the division?

Isolation of Skill Factors:

Level Work: Clear demonstration
Level Work: Uniformity

Skill: Group synchronization
Skill: Variety of pace

Movement: Body lines
Movement: Arm placement
Movement: Uniformity

Staging: Seamless patterns
Staging: Appropriate spacing

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LEVEL 4 Judge 5: Jump Execution / Athlete Performance / Routine Design / Dance

ALL categories require **½ plus 1** of the athletes to perform a level appropriate skill to receive the "**START VALUE**" of a **7.0**.
Pro Score is a **COMPARATIVE** scoring system. The exact score value may change based on the team's competitor(s) in that division at that specific event.
Once the **START VALUE** has been established, the judge will use the following **Isolation of Skill Factors and Higher of Worth** to determine the score.

JUMPS:
All teams will have a **START VALUE** of 7.0.
There is no difficulty value for jumps, the judge will determine the jump score by the Isolation of Skill Factors listed below.

Isolation of Skill Factors for JUMP EXECUTION:

Landings: Legs / feet placement
Landings: Stability / control
Timing: Group synchronization
Timing: Group entry
Timing: Group landing

Section: Pace from jump to jump
Section: General flow

Entry: Swing / prep control
Entry: Approach uniformity

Skill: Arm placement
Skill: Leg placement
Skill: Body control

ATHLETE PERFORMANCE:
All teams will have a **START VALUE** of 7.0.
The Higher Of Worth items below will help the judge determine your exact score.

HOW is the energy of the athletes portrayed throughout the routine?
HOW many athletes demonstrate an athletic impression of showmanship?
HOW does the entertainment value of the routine compare to the other teams in the division?
HOW is the artistry and creative expression of the athletes compare to the other teams in the division?

ROUTINE DESIGN:
All teams will have a **START VALUE** of 7.0.
The Higher Of Worth items below will help the judge determine your exact score.

Higher Of Worth

HOW is the composition and flow of the routine?
HOW are the various athlete talents utilized throughout the routine?
HOW does the utilization of visual elements compare to the other teams in the division?
HOW clear and clean are the transitions from skill section to skill section throughout the routine?
HOW clear and precise are the formations created throughout the routine?
HOW does the utilization and choreography connect with the music?

DANCE:
All teams will have a **START VALUE** of 7.0.
The Difficulty, Execution and H.O.W.'s will combine to give one score for the dance.

Perform 2 skills	SILVER
Perform 3 skills	GOLD
Perform 4 skills	PLATINUM

DANCE SKILLS include:
1. Execution
2. Body Movement
3. Staging
4. Level Work

Higher Of Worth

HOW difficult is the dance section?
HOW many athletes are utilized in the dance?
HOW many 8 counts is the dance section?
HOW visual is the dance section?
HOW does the dance compare to the other teams in the division?

Isolation of Skill Factors:

Level Work: Clear demonstration
Level Work: Uniformity

Skill: Group synchronization
Skill: Variety of pace

Movement: Body lines
Movement: Arm placement
Movement: Uniformity

Staging: Seamless patterns
Staging: Appropriate spacing

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