



**International Divisions
Score Sheets
Levels 1-6**



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GENERAL SCORING NOTES

- **Majority in Stunts and Tosses:** Majority in stunts: is determined by first dividing the total number of athletes by **four** (rounding down when need be). Majority is then defined as $1/2$ plus one of those groups. Example: A team of 19 would need 3 stunts to reach majority. **Majority in Tosses:** is determined by first dividing the total number of athletes by **five** (rounding down when need be.) Majority is then defined as $1/2$ plus 1 of those groups. **Example:** A team of 19 would need 2 tosses to reach majority.
- **Majority:** $1/2 + 1$ (Majority required to score in the medium or high range for difficulty.)
For tumbling only: Tumbling skills will be cumulative when determining majority.
For stunts only: the total number of athletes will be divided by four when determining majority.
(Majority pertains to stunt groups.)
- **Comparative Scoring:** Scores are relative to performance at the day's event compared to other teams in your division and/or level.
- **Points will be awarded in tenths (1/10).**
- **Technique:** A team's effectiveness in demonstrating proper form, timing uniformity and precision.
- **Creativity/Choreography:** A team's effectiveness to implement innovative, visual, unique and intricate ideas, incorporations and music.
- **Formations/Transitions:** A team's effectiveness to demonstrate precise spacing and seamless patterns of movement.
- **Dance:** A team's ability to incorporate level and formation changes with dance skills that create visual effects, seamless transitions, footwork, partner work, floor work with a high level of energy and entertainment value.
- **Overall Routine Impression:** A team's effectiveness in performing a comprehensive and positive memorable experience.
- **Showmanship:** A team's effectiveness in demonstrating genuine enthusiasm and confidence with a high level of energy and excitement while instilling that same energy and excitement in those viewing the routine.
- **Tumbling:** In levels 1-4 individual tumbling passes (tumbling passes by a single person) **will not be** considered in the scoring process.
In levels 5-6 individual tumbling passes (tumbling passes by a single person) **will be** considered in the scoring process and in levels 5-6, single full twisting tumbling skills and double twisting tumbling skills will not carry the same value in difficulty. (Reminder: Incomplete twisting skills will carry a 1 point deduction. Reference: Final sheet of document.)
- **Pyramids—minimum two structures:** Consecutive transitions within a pyramid will not meet the minimum requirement of hitting a structure.
- **Jumps:** Jumps and Standing Tumbling will be judged separately, even if connected.
- **Tosses:** Twisting tosses are allowed as stated in the rules by level. (Reminder: Incomplete twist will carry a 2 point deduction. Also, in levels 2-5, any toss that becomes inverted will be penalized as rules infraction and assessed a 4 point deduction per occurrence. Reference: Final sheet of document.)



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International Divisions Percentage Page

	Exec.	Diff.	Exec/Diff	Subtotal	% of total
Standing Tumbling			5	5	3.3%
Running Tumbling			5	5	3.3%
Jumps			5	5	3.3%
			Tumbling Score Sheet	15	10.0%
Stunts	20	20		40	26.7%
Pyramids	20	20		40	26.7%
Tosses	5	5		10	6.7%
Building Creativity		10		10	6.7%
			Building Score Sheet	100	66.7%
Dance			10	10	6.7%
Overall Routine Creativity			5	5	3.3%
Overall Routine Formations/Transitions			10	10	6.7%
Overall/Showmanship			10	10	6.7%
			Choreogra- phy Score Sheet	35	23.3%

Total Points Possible - 150 100%



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STANDING TUMBLING

TECHNIQUE/DIFFICULTY (1-5 points)

- 0 pts -** No skills performed
- 0.1-1.0 pts:** Standing tumbling skills/pass(es) executed with poor technique and synchronization.
Standing tumbling skills/pass(es) performed by less than majority of the athletes.
- 1.0-2.0 pts:** Standing tumbling skills/pass(es) executed with average technique and synchronization.
Standing tumbling skills/pass(es) performed by less than a majority of the athletes.
- 2.0-5.0 pts:** Standing tumbling skills/pass(es) executed with above average to excellent technique in perfection and synchronization.
Standing tumbling skills/pass(es) performed by a majority of the athletes.
-

RUNNING TUMBLING

TECHNIQUE/DIFFICULTY (1-5 points)

- 0 pts:** No skills performed
- 0.1-1.0 pts:** Running tumbling skills executed with poor technique and synchronization.
Tumbling passes performed by less than a majority of the athletes, minimal number of athletes per pass, minimal synchronized passes, below average synchronization, below average degree of difficulty.
- 1.0-2.0 pts:** Running tumbling skills executed with average technique and synchronization.
Tumbling passes performed by less than a majority of the athletes. Minimal number of athletes per pass, minimal synchronized passes, average synchronization, average degree of difficulty.
- 2.0-5.0 pts:** Running tumbling skills executed with above average to excellent technique and synchronization. Tumbling pass(es) performed by a majority of the athletes. Many athletes per pass, multiple synchronized passes, clean synchronization, high degree of difficulty.
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The following are considered when scoring Tumbling difficulty:

- Degree of difficulty
- Percentage of team participation
- Variety
- Synchronization
- Jump/Tumbling combination (**Tumbling only**)



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JUMPS

TECHNIQUE/DIFFICULTY (1-5 points)

- 0 pts:** No skills performed
- 0.1-1.0 pts:** Jump skills executed with poor technique, perfection, flexibility and synchronization.
Two (2) or fewer advanced connected jumps by less than majority.
- 1.0-2.0 pts:** Jump skills with average technique, perfection, flexibility and synchronization.
Two (2) advanced connected jumps by majority.
- 2.0-5.0 pts:** Jump skills with above average to excellent technique, flexibility and synchronization.
Three (3) or more advanced connected jumps by majority.
-

Advanced Jumps: Herkie, Hurdler, Toe Touch, Pike, Double Nine






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TEAM: _____ Judge #: _____

DIVISION: _____

STANDING TUMBLING			
	<u>Low</u>	<u>Medium</u>	<u>High</u>
Technique/Difficulty	0 - 1 - 1 - 1 - 2 - 1 - 3 - 1 - 4 - 1 - 5		
			 Standing Tumbling 1-5
RUNNING TUMBLING			
	<u>Low</u>	<u>Medium</u>	<u>High</u>
Technique/Difficulty	0 - 1 - 1 - 1 - 2 - 1 - 3 - 1 - 4 - 1 - 5		
			 Running Tumbling 1-5
JUMPS			
	<u>Low</u>	<u>Medium</u>	<u>High</u>
Technique/Difficulty	0 - 1 - 1 - 1 - 2 - 1 - 3 - 1 - 4 - 1 - 5		
			 Jumps 1-5

COMMENTS: _____



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STUNTS

TECHNIQUE (1-20 points)

0 pts: No skills performed

1.0-6.0 pts: Stunt skills executed with poor technique, stability, flexibility and synchronization.

6.0-16.0 pts: Stunt skills executed with average technique, stability, flexibility and synchronization.

16.0-20 pts: Stunt skills with above average to excellent technique, stability, flexibility and synchronization.

DIFFICULTY (1-20 points)

0 pts: No skills performed

1.0-6.0 pts: Skills performed by less than a majority of the athletes.

4.0-10.0 pts: Moderately difficult skills performed by a majority of the athletes.

8.0-20 pts: Difficult skills performed by a majority of the athletes.

PYRAMIDS

TECHNIQUE (1-20 points)

1.0-6.0 pts: Pyramid skills executed with below average technique, flexibility and synchronization.

6.0-16.0 pts: Pyramid skills executed with average technique, flexibility and synchronization.

16.0-20 pts: Pyramid skills with above average to excellent technique, flexibility and synchronization.

DIFFICULTY (1-20 points)

0 pts: No skills performed.

1.0-6.0 pts: No structures with transitional elements.

4.0-10.0 pts: One structure with transitional elements.

8.0-20 pts: Two or more structures with seamless, visual creative elements from one structure to the next.

The following are considered when scoring difficulty:

- Degree of difficulty
- Percentage of team participation
- Variety of load-ins, dismounts and transitional elements.
- Additional skills and combination of skills (non level included) may increase your score.
- Minimal use of bases.



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TOSSES

TECHNIQUE (1-5 points)

- 0 pts:** No skills performed
- 1.0-2.0 pts:** Toss skills executed with poor technique, flexibility, synchronization, and limited height.
- 2.0-3.0 pts:** Toss skills executed with average technique, flexibility, synchronization and average height.
- 3.0-5.0 pts:** Toss skills executed with above average to excellent technique, flexibility, synchronization and above average height.

DIFFICULTY (1-5 points)

- 0 pts:** No skills performed
- 1.0-2.0 pts:** Skills performed by less than a majority of the athletes.
- 2.0-3.0 pts:** Moderately difficult skills performed by a majority of the athletes.
- 3.0-5.0 pts:** Difficult skills performed by a majority of the athletes.
-

BUILDING CREATIVITY

(1-10 points)

- 1.0-2.0 pts:** Below average visual, unique and intricate skills.
- 2.0-4.0 pts:** Average visual, unique and intricate skills.
- 4.0-10.0 pts:** Above average innovative, visual, unique and intricate skills.



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TEAM: _____ Judge #: _____

DIVISION: _____

STUNTS		<input style="width: 100%; height: 100%;" type="text"/> Stunts Tech 1-20	
Needs Improvement	Average		Excellent
Technique	1 - - 4 - - 6 - - 8 - - 10 - - 12 - - 14 - - 16 - - 18 - - 20		
	Low	Medium	High
Difficulty	1 - - 4 - - 6 - - 8 - - 10 - - 12 - - 14 - - 16 - - 18 - - 20		
		<input style="width: 100%; height: 100%;" type="text"/> Stunts Difficulty 1-20	
PYRAMIDS		<input style="width: 100%; height: 100%;" type="text"/> Pyr Tech 1-20	
Needs Improvement	Average		Excellent
Technique	1 - - 4 - - 6 - - 8 - - 10 - - 12 - - 14 - - 16 - - 18 - - 20		
	Low	Medium	High
Difficulty	1 - - 4 - - 6 - - 8 - - 10 - - 12 - - 14 - - 16 - - 18 - - 20		
		<input style="width: 100%; height: 100%;" type="text"/> Pyr Difficulty 1-20	
TOSSES		<input style="width: 100%; height: 100%;" type="text"/> Toss Tech 1-5	
Needs Improvement	Average		Excellent
Technique	0 - - 1 - - 2 - - 3 - - 4 - - 5		
	Low	Medium	High
Difficulty	0 - - 1 - - 2 - - 3 - - 4 - - 5		
		<input style="width: 100%; height: 100%;" type="text"/> Toss Difficulty 1-5	
BUILDING CREATIVITY		<input style="width: 100%; height: 100%;" type="text"/> Creativity 1-10	
Needs Imp.	Average		Excellent
Creativity	1 - - 2 - - 3 - - 4 - - 5 - - 6 - - 7 - - 8 - - 9 - - 10		

COMMENTS: _____



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DANCE

(1-10 points)

- 1.0-3.0 pts:** Dance has minimal incorporations of level changes and formation changes with dance skills that create minimal visual effects with seamless transitions, few footwork, partner work, floor work skills performed with low energy and entertainment value.
Unsynchronized and slow pace.
- 3.0-8.0 pts:** Dance has incorporations of level changes and formation changes with dance skills that create some visual effects with seamless transitions, footwork, partner work and floor work skills performed with good energy and entertainment value.
Synchronization of elements mostly together with average pace.
- 8.0-10 pts:** Dance has multiple incorporations of level changes and formation changes with dance skills that create many visual effects with seamless transitions, variety of footwork, partner work, floor work skills performed with high energy and entertainment value.
Great synchronization with a strong pace.



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ROUTINE CREATIVITY

(1-5 points)

- 1.0-2.0 pts:** Minimal innovative, visual, unique and intricate ideas and incorporations.
- 2.0-4.0 pts:** Average innovative, visual, unique and intricate ideas and incorporations.
- 4.0-5.0 pts:** Above average to excellent innovative, visual, unique and intricate ideas and incorporations.

FORMATIONS/TRANSITIONS

(1-10 points)

- 1.0-3.0 pts:** Below average in spacing, seamless pattern of movement, degree of difficulty with timing problems throughout routine along with poor use of floor with minimal visual elements.
- 3.0-8.0 pts:** Average spacing and seamless patterns of movement. Average degree of difficulty few timing problems with average use of floor and visual elements.
- 8.0-10 pts:** Above average to excellent in spacing, seamless patterns of movement and degree of difficulty. Formation changes are cleanly executed with little to no timing problems. Formation changes throughout routine that add to visual impact and excitement of routine. Great use of total floor.

OVERALL ROUTINE IMPRESSION AND SHOWMANSHIP

A team's effectiveness in performing a comprehensive and positive memorable experience.

(1-10 points)

- 1.0-3.0 pts:** Below average effectiveness in performing a comprehensive and positive memorable experience.
- 3.0-8.0 pts:** Average effectiveness in performing a comprehensive and positive memorable experience.
- 8.0-10 pts:** Above average to excellent effectiveness in performing a comprehensive and positive memorable experience.



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TEAM: _____ Judge #: _____

DIVISION: _____

DANCE

Low Medium High
1 - 1 - 2 - 1 - 3 - 1 - 4 - 1 - 5 - 1 - 6 - 1 - 7 - 1 - 8 - 1 - 9 - 1 - 10

Dance 1-10

ROUTINE CREATIVITY

Needs Improvement Average Excellent
1 - 1 - 2 - 1 - 3 - 1 - 4 - 1 - 5

Routine Cr. 1-5

FORMATIONS/TRANSITIONS

Needs Improvement Average Excellent
1 - 1 - 2 - 1 - 3 - 1 - 4 - 1 - 5 - 1 - 6 - 1 - 7 - 1 - 8 - 1 - 9 - 1 - 10

For/Tran 1-10

OVERALL IMPRESSION/SHOWMANSHIP

Needs Improvement Average Excellent
1 - 1 - 2 - 1 - 3 - 1 - 4 - 1 - 5 - 1 - 6 - 1 - 7 - 1 - 8 - 1 - 9 - 1 - 10

Overall 1-10

COMMENTS: _____



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ATHLETE BOBBLES

1pt deduction for each occurrence

EXAMPLES:

- Hands down in tumbling
- Knees down in tumbling or jumps
- Incomplete tumbling twist(s)

ATHLETE FALL

2pt deduction for each occurrence

EXAMPLES:

- Multiple body parts down in tumbling or jumps
- Drops to the floor during individual skills (tumbling, jumps, etc.)

BUILDING BOBBLES

2pt deduction for each occurrence

EXAMPLES:

- Stunts, tosses and pyramids that almost drop/fall but are saved (this includes excessive movement of the bases)
- Blatant incomplete twisting cradles (landing on stomach, etc.)
- Knee or hand touching ground during cradle or dismount
- **Controlled** cradling, dismounting or bringing down a stunt or pyramid early (not timing issues).

BUILDING FALLS

3pt deduction for each occurrence

EXAMPLES:

- **Uncontrolled** cradling, dismounting or bringing down a stunt or pyramid early (not timing issues).
- Base falling to the floor during a cradle or dismount

MAJOR BUILDING FALLS

4pt deduction for each occurrence

EXAMPLES:

- Falls from individual stunt, pyramid or tosses to the ground (top person lands on ground).

MAXIMUM BUILDING FALLS

When multiple deductions should be assessed during an individual stunt or toss (by a single group), or during a pyramid collapse, then the sum of those deductions will not be greater than **5pts**.

SAFETY/TIME LIMIT VIOLATIONS

Safety & Time violations will result in a **4pt** deduction for each occurrence.

Time limit deductions begin at 2:31 for All-Star teams and 2:01 for All-Star Prep teams.

BOUNDARY VIOLATIONS

Boundary violations will result in a **1pt** deduction for each occurrence. An occurrence is defined as both feet off the 42' by 54' performance surface and any immediate adjacent safety border. Stepping on or past the white tape is not a boundary violation.