



**International Score Sheets
Global Club Divisions**



IASF

International Global Club Divisions

GENERAL SCORING NOTES

TIME LIMITS of ROUTINE

IASF Global Club L5:

- 30 second minimum to 40 second maximum for the opening Cheer portion
- 20 second maximum to move from cheer portion and set up for the music portion
- 2:30 maximum for the music portion

CHEER PORTION of ROUTINE

- **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).**
- **The Cheer portion of the routine MUST be the first portion of the routine (before the Music portion).**
- **CHEER CRITERIA:** Crowd Leading - Native Language Encouraged Crowd Effectiveness- Voice, Pace & Flow. Ability to lead the crowd for team's nation, team/program, delegation and all spectators. Proper use of signs, poms, megaphones, flags, motion technique. Practical use of Stunts/pyramids to lead the crowd. Execution.

See next page for MUSIC PORTION of ROUTINE Notes



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GENERAL SCORING NOTES

(continued)

MUSIC PORTION of ROUTINE

- **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. 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:** 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 Global Club Divisions Percentage Page

	Exec./Tech.	Diff.	Exec/Diff	Subtotal	% of total
Standing Tumbling			5	5	3.125%
Running Tumbling			5	5	3.125%
Tumbling Execution/Technique	5			5	3.125%
Jumps			5	5	3.125%
Cheer			10	10	6.25%
			Tumbling/ Cheer Score Sheet	30	18.75%
Stunts	20	20		40	25%
Pyramids	20	20		40	25%
Tosses	5	5		10	6.25%
Building Creativity		10		10	6.25%
			Building Score Sheet	100	62.5%
Dance			5	5	3.125%
Overall Routine Creativity			5	5	3.125%
Overall Routine Formations/Transitions			10	10	6.25%
Overall/Showmanship			10	10	6.25%
			Choreogra- phy Score Sheet	30	18.75%

Total Points Possible - 160 100%



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STANDING TUMBLING

DIFFICULTY (1-5 points)

- 0 pts -** No skills performed
- 0.1-1.0 pts:** Non difficult standing tumbling skills/pass(es) performed.
- 1.0-2.0 pts:** Moderately difficult standing tumbling skills/pass(es) performed.
- 2.0-5.0 pts:** Difficult standing tumbling skills/pass(es) performed.
-

RUNNING TUMBLING

DIFFICULTY (1-5 points)

- 0 pts:** No skills performed
- 0.1-1.0 pts:** Non difficult tumbling passes performed, minimal number of athletes per pass, minimal synchronized passes, below average synchronization, below average degree of difficulty.
- 1.0-2.0 pts:** Moderately difficult tumbling passes performed. Minimal number of athletes per pass, minimal synchronized passes, average synchronization, average degree of difficulty.
- 2.0-5.0 pts:** Difficult tumbling pass(es) performed. Many athletes per pass, multiple synchronized passes, clean synchronization, high degree of difficulty.
-

TUMBLING EXECUTION/TECHNIQUE

EXECUTION/TECHNIQUE (1-5 points)

- 0 pts -** No skills performed
- 0.1-1.0 pts:** Tumbling skills/pass(es) executed with poor technique and synchronization.
- 1.0-2.0 pts:** Tumbling skills/pass(es) executed with average technique and synchronization.
- 2.0-5.0 pts:** Tumbling skills/pass(es) executed with above average to excellent technique in perfection and synchronization.
-

The following are considered when scoring Tumbling difficulty:

- Degree of difficulty
- Percentage of team participation
- Variety
- Synchronization
- Jump/Tumbling combination (**Tumbling only**)
- In levels 1-4 individual tumbling passes (tumbling passes by a single person) **will not be** considered in the scoring process.



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JUMPS

TECHNIQUE/DIFFICULTY (1-5 points)

0 pts: No skills performed

1.0-2.0 pts: Jump skills executed with poor technique, perfection, flexibility and synchronization.

2.0-4.0 pts: Jump skills with average technique, perfection, flexibility and synchronization.

3.0-5.0 pts: Jump skills with above average to excellent technique, flexibility and synchronization.

The following are considered when scoring Jump difficulty:

- Degree of difficulty
- Percentage of team participation
- Synchronization
- Height of jump(s)

CHEER

CHEER CRITERIA (1-10 points)

0 pts: No Cheer performed

1.0-10.0 pts: Crowd Leading - Native Language Encouraged Crowd Effectiveness- Voice, Pace & Flow. Ability to lead the crowd for team's nation, team/program, delegation and all spectators. Proper use of signs, poms, megaphones, flags, motion technique. Practical use of Stunts/pyramids to lead the crowd. Execution.



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TEAM: _____ Judge #: _____

DIVISION: _____

STANDING TUMBLING

Difficulty Low Medium High
0 - 1 - 1 - 1 - 2 - 1 - 3 - 1 - 4 - 1 - 5

Standing Tumbling 1-5

RUNNING TUMBLING

Difficulty Low Medium High
0 - 1 - 1 - 1 - 2 - 1 - 3 - 1 - 4 - 1 - 5

Running Tumbling 1-5

TUMBLING EXECUTION/TECHNIQUE

Needs
Imp. Average Excellent
Execution/Technique 0 - 1 - 1 - 1 - 2 - 1 - 3 - 1 - 4 - 1 - 5

Tum. Exec./Tech. 1-5

JUMPS

Technique/Difficulty Low Medium High
0 - 1 - 1 - 1 - 2 - 1 - 3 - 1 - 4 - 1 - 5

Jumps 1-5

CHEER

0 - 1 - 1 - 1 - 2 - 1 - 3 - 1 - 4 - 1 - 5 - 1 - 6 - 1 - 7 - 1 - 8 - 1 - 9 - 1 - 10

Cheer 1-10

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: Non difficult skills performed.

4.0-10.0 pts: Moderately difficult skills performed.

8.0-20 pts: Difficult skills performed.

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 in stunts and pyramids:

- 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

(Note: Level 1 - no tosses are allowed; therefore, no toss scores will be given.)

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: Non difficult skills performed.

2.0-4.0 pts: Moderately difficult skills performed.

3.0-5.0 pts: Difficult skills performed.

The following are considered when scoring difficulty in tosses:

- Degree of difficulty.
Exception: Level 2 - only straight rides are allowed; therefore, degree of difficulty will not be taken into consideration.
- Height of tosses
- Percentage of team participation (dividing total number on team by 5)
- Additional skills, variety of skills and combination of skills (non level included) may increase your score.
Exception: Level 2
- Minimal use of bases does not apply in scoring tosses.

BUILDING CREATIVITY

(1-10 points)

1.0-3.0 pts: Below average visual, unique and intricate skills.

3.0-8.0 pts: Average visual, unique and intricate skills.

8.0-10.0 pts: Above average innovative, visual, unique and intricate skills.



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TEAM: _____ Judge #: _____

DIVISION: _____

		STUNTS																																				
		Needs Improvement			Average					Excellent																												
Technique	1	-	1	-	4	-	1	-	6	-	1	-	8	-	1	-	10	-	1	-	12	-	1	-	14	-	1	-	16	-	1	-	18	-	1	-	20	<input type="text"/>
			Low		Medium					High																												
Difficulty	1	-	1	-	4	-	1	-	6	-	1	-	8	-	1	-	10	-	1	-	12	-	1	-	14	-	1	-	16	-	1	-	18	-	1	-	20	<input type="text"/>
			Low		Medium					High																												

Stunts Tech 1-20

Stunts Difficulty 1-20

		PYRAMIDS																																				
		Needs Improvement			Average					Excellent																												
Technique	1	-	1	-	4	-	1	-	6	-	1	-	8	-	1	-	10	-	1	-	12	-	1	-	14	-	1	-	16	-	1	-	18	-	1	-	20	<input type="text"/>
			Low		Medium					High																												
Difficulty	1	-	1	-	4	-	1	-	6	-	1	-	8	-	1	-	10	-	1	-	12	-	1	-	14	-	1	-	16	-	1	-	18	-	1	-	20	<input type="text"/>
			Low		Medium					High																												

Pyr Tech 1-20

Pyr Difficulty 1-20

		TOSSES																											
		Needs Improvement			Average					Excellent																			
Technique	0	-	1	-	1	-	1	-	2	-	1	-	3	-	1	-	4	-	1	-	5								<input type="text"/>
			Low		Medium					High																			
Difficulty	0	-	1	-	1	-	2	-	1	-	3	-	1	-	4	-	1	-	5								<input type="text"/>		
			Low		Medium					High																			

Toss Tech 1-5

Toss Difficulty 1-5

		BUILDING CREATIVITY																																				
		Needs Improvement			Average					Excellent																												
Creativity	1	-	1	-	2	-	1	-	3	-	1	-	4	-	1	-	5	-	1	-	6	-	1	-	7	-	1	-	8	-	1	-	9	-	1	-	10	<input type="text"/>
			Low		Medium					High																												

Creativity 1-10

COMMENTS: _____



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DANCE

(1-5 points)

0 points No Dance Performed

0-1.0 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.

1.0-2.0 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.

2.0-5.0 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 _____
0 - 1 - 1 - 2 - 1 - 3 - 1 - 4 - 1 - 5

Dance 1-5

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.

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.