



**International Non-Tumbling Divisions
Score Sheets
Levels 2-7**



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GENERAL SCORING NOTES

- **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:** Tumbling is not allowed. The following exceptions are allowed for stunting purposes or formation changes and must follow appropriate level inversion rules. No tumbling score will be given for the following exceptions.
Exceptions: forward rolls, handstands, cartwheels and round-offs are allowed.
- **Pyramids—minimum two structures:** Consecutive transitions within a pyramid will not meet the minimum requirement of hitting a structure.
- **Time limit:** Non-Tumbling Routines time limit is 2:00.



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	Exec./Tech.	Diff.	Exec/Diff	Subtotal	% of total
Stunts	20	20		40	29.6%
Pyramids	20	20		40	29.6%
Tosses	5	5		10	7.4%
Building Creativity		10		10	7.4%
			Building Score Sheet	100	73.3%
Jumps			5	5	3.7%
Dance			5	5	3.7%
Overall Routine Creativity			5	5	3.7%
Overall Routine Formations/Transitions			10	10	7.4%
Overall/Showmanship			10	10	7.4%
			Choreogra- phy Score Sheet	35	26.7%
Total Points Possible -				135	100%



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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

0.1-2.0 pts: Non difficult skills performed.

2.0-3.0 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 - - 4 - - 6 - - 8 - - 10 - - 12 - - 14 - - 16 - - 18 - - 20				<input type="text"/>
					Stunts Tech 1-20
		Low	Medium	High	
Difficulty	1 - - 4 - - 6 - - 8 - - 10 - - 12 - - 14 - - 16 - - 18 - - 20				<input type="text"/>
					Stunts Difficulty 1-20
		PYRAMIDS			
		Needs Improvement	Average	Excellent	
Technique	1 - - 4 - - 6 - - 8 - - 10 - - 12 - - 14 - - 16 - - 18 - - 20				<input type="text"/>
					Pyr Tech 1-20
		Low	Medium	High	
Difficulty	1 - - 4 - - 6 - - 8 - - 10 - - 12 - - 14 - - 16 - - 18 - - 20				<input type="text"/>
					Pyr Difficulty 1-20
		TOSSES			
		Needs Improvement	Average	Excellent	
Technique	0 - - 1 - - 2 - - 3 - - 4 - - 5				<input type="text"/>
					Toss Tech 1-5
		Low	Medium	High	
Difficulty	0 - - 1 - - 2 - - 3 - - 4 - - 5				<input type="text"/>
					Toss Difficulty 1-5
		BUILDING CREATIVITY			
		Needs Improvement	Average	Excellent	
Creativity	1 - - 2 - - 3 - - 4 - - 5 - - 6 - - 7 - - 8 - - 9 - - 10				<input type="text"/>
					Creativity 1-10

COMMENTS: _____



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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.

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

2.0-5.0 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)

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: _____

JUMPS	<u>Low</u> <u>Medium</u> <u>High</u> 0 - 1 - 1 - 2 - 1 - 3 - 1 - 4 - 1 - 5	 Jumps 1-5
DANCE	<u>Low</u> <u>Medium</u> <u>High</u> 0 - 1 - 1 - 2 - 1 - 3 - 1 - 4 - 1 - 5	 Dance 1-5
ROUTINE CREATIVITY	Needs Improvement <u>Average</u> <u>Excellent</u> 1 - 1 - 2 - 1 - 3 - 1 - 4 - 1 - 5	 Routine Cr. 1-5
FORMATIONS/TRANSITIONS	<u>Needs Improvement</u> <u>Average</u> <u>Excellent</u> 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	<u>Needs Improvement</u> <u>Average</u> <u>Excellent</u> 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 jumps
- Knees down in jumps

ATHLETE FALL

2pt deduction for each occurrence

EXAMPLES:

- Multiple body parts down in jumps
- Drops to the floor during individual skills (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 2:01 for All-Star 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.

TUMBLING VIOLATIONS

Any tumbling skill performed (not including the exceptions) will result in a **2pt** deduction for each occurrence.