IASF

International Score Sheets
Global Club Divisions

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GENERAL SCORING NOTES

TIME LIMITS of ROUTINE

IASF Global Club L6:

· 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 5-7 individual tumbling passes (tumbling passes by a single person) *will be* considered in the scoring process   In levels 6-7, single full twisting tumbling skills and double twisting tumbling skills will not carry the same value in difficulty, but will be considered in Standing Tumbling difficulty. Jump/tuck combination is considered level appropriate in Standing Tumbling Levels 5-7. Synchronized tumbling is defined as passes that are intended to start and finish at the same time with more than one athlete. 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. Structures must meet the definition of a "pyramid" in the IASF rules/glossary.

- **Jumps:** Jumps and Standing Tumbling will be judged separately, even if connected.

- **Tosses:** Incomplete twist will carry a 2-point deduction. Also, in levels 2-6, any toss that becomes inverted will be penalized as rules infraction and assessed a 4-point deduction per occurrence. Reference: Final sheet of document.

- **Stunts, Pyramids, Tumbling, Tosses and Jumps** are cumulative throughout the routine.

- **Majority for Jumps and Tumbling:** ½ team + 1. Round down for decimal.
    Example: 20 athletes ÷ 2 = 10 + 1 = 11 athletes
         23 athletes ÷ 2 = 11.5 +1=12.5 =12 athletes

- **Majority for Stunts and Pyramids:** ½ of groups + 1 additional group, based on 4-person stunt group. Round down for decimal. Majority for single based/assisted single based skills for Coed divisions will use the same majority calculation based on a 4-person stunt group.
    Example: 20 athletes ÷ 4 = 5, divided by 2 = 2.5 +1 = 3.5 = 3 groups
         24 athletes ÷ 4 = 6, divided by 2 = 3 + 1 = 4 groups

- **Majority for Tosses:** ½ of groups + 1 additional group, based on 5-person stunt group. Round down for decimal.
    Example: 20 athletes ÷ 5 = 4 tosses, divided by 2 = 2 +1 = 3 tosses
         24 athletes ÷ 5 = 4.8, divided by 2 = 2.4 + 1 = 3.4 = 3 tosses

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STANDING TUMBLING

DIFFICULTY (1-5 points)

0 pts   No skills performed

0.1-2.0 pts: Less than a majority of the athletes perform one level appropriate standing tumbling pass and/or majority perform below level appropriate passes.

2.0-5.0 pts: A majority of the athletes perform one level appropriate standing tumbling pass including passes with multiple athletes and multiple synchronized passes.

RUNNING TUMBLING

DIFFICULTY (1-5 points)

0 pts: No skills performed

0.1-2.0 pts: Less than a majority of athletes perform one level appropriate running tumbling pass, and/or majority perform below level appropriate passes.

1.0-2.0 pts: A majority of athletes perform one level appropriate running tumbling pass, minimal synchronized passes.

2.0-5.0 pts: A majority of the athletes perform one level appropriate running tumbling pass including passes with multiple athletes and multiple synchronized passes.

TUMBLING EXECUTION/TECHNIQUE

EXECUTION/TECHNIQUE (1-5 points)

0 pts -   No skills performed

0.1-1.0 pts: Tumbling skills/pass(es) executed with below average 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

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The following are considered when scoring Tumbling difficulty:

· Degree of difficulty

· Jump/Tumbling combination **(Tumbling only)**

· Percentage of team participation

× Jump/tuck combination is considered level appropriate in Standing Tumbling Levels 5-7

· Variety

· Synchronization

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JUMPS

TECHNIQUE/DIFFICULTY (1-5 points)

0 pts: No jump skills performed

1.0-2.0 pts: Less than a majority of the team performs 1-3 jumps. Jump skills executed with below average to average technique, perfection, flexibility and synchronization.

2.0-3.0 pts: Less than a majority of the team performs 1-3 jumps. Jump skills executed with above average to excellent technique, perfection, flexibility and synchronization.

3.0-4.0 pts: The majority of the team performs 3 advanced jumps. Jump skills with average to above average technique, perfection, flexibility and synchronization.

4.0-5.0 pts: Majority of the team performs 3 advanced jumps. Jump skills with above average to excellent technique, flexibility and synchronization.

The following are considered when scoring Jump difficulty:

· Percentage of team participation
· Synchronization
· Height of jump(s)
· Variety
· Connected jumps

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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STUNTS

TECHNIQUE (1-20 points)

0 pts: No skills performed

1.0-8.0 pts: Stunt skills executed with below average, stability, flexibility and synchronization.

8.0-16.0 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 ALL GIRL (1-20 points)

0 pts: No skills performed

1.0-8.0 pts: Less than a majority of the athletes perform level appropriate skills.

8.0-20.0 pts: A majority of the athletes perform level appropriate skills.

DIFFICULTY COED (1-20 points)

0 pts: No skills performed

1.0-8.0 pts: Less than a majority of the athletes perform level appropriate skills. NO single base or assisted single based skills performed.

8.0-16.0 pts: A majority of the athletes perform level appropriate skills. Less than a majority perform single based or assisted single based skills.

10.0-20.0 pts: A majority of the athletes perform level appropriate skills and a majority of the athletes perform single based or assisted single based skills

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PYRAMIDS

TECHNIQUE (1-20 points)

1.0-8.0 pts: Pyramid skills executed with below average technique, flexibility and synchronization.

8.0-16.0 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.

1.0-8.0 pts: No structures with transitional elements.

8.0-16.0 pts: Minimal level appropriate skills and/or less than two structures.

10.0-20 pts: A majority of the athletes perform level appropriate skills and at least two structures.

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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

TECHNIQUE (1-5 points)

0 pts: No skills performed

1.0-2.0 pts: Toss skills executed with below average 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 tosses performed

0.1-2.0 pts: Tosses are thrown but none are level appropriate.

2.0-3.0 pts: Less than a majority of the team perform a level appropriate toss.

3.0-5.0 pts: A majority of the team perform a level appropriate toss.

The following are considered when scoring difficulty in tosses:

· Degree of difficulty.

· 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.

· 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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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 per formed 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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ATHLETE BOBBLES

1pt deduction for each occurrence
EXAMPLES:
- Hands down in tumbling
- Knees down in tumbling or jumps
- Incomplete tumbling twist(s)
  *the landing position of the athlete's feet will be used to determine completion

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 from the intended position (determined or measured by the other stunts being performed simultaneously if applicable), but are saved(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) from the intended position (determined or measured by the other stunts being performed simultaneously if applicable).
- 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

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

PYRAMID COLLAPSE

6pt deduction
When multiple deductions should be assessed within the same pyramid structure/transition (by 2 or more groups), then the sum of those deductions will not be greater than **6pts**.

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SAFETY/TIME LIMIT VIOLATIONS

Safety violations will result in a **4pt** deduction for each occurrence. Time limit deductions: **1pt** deduction per second over time. Deductions begin at 3:31.00 for total routine time; at :41 for cheer portion; at :21 for movement from cheer portion to music portion; at 2:31.00 for music portion.

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. Clarification: An athlete must have at least one foot touching the performing surface and/or adjacent safety border to be considered inbounds.