

INTERNATIONAL DIVISION LEVEL 6
SCORE SHEET PACKAGE



NEW WORLDS SCORE SHEETS AND SCORING GUIDELINES

Below you will find the changes a description of
the major changes in the new score sheets.

- Larger top scoring range
 - o Worlds only has L5 and L6 divisions. Both previous Worlds Judges and coaches requested a larger scoring range at the top end. Instead of trying to score 40 or sometimes more teams within a two point range for such things as stunts, the top scoring range is now 5-10 (for difficulty) or 10-15 (for execution).
- Heavy focus on execution
 - o Most coaches in the industry are requesting a higher focus on execution. The USASF has heard this request and has response is reflected in the Worlds score sheet.
- New descriptions in the guidelines
 - o In a compromise between informing coaches how to effectively max out the score sheet with out limiting or killing creativity, you will see new descriptions in the guidelines. The USASF resisted listing specific skills required for the fear of the unintentional consequence of forcing teams to look alike and restricting creativity. The USASF does not want to create a compulsory routine style of competition.
- Score Sheet Breakdown
 - o In this score sheet packet, you will find a page with a breakdown of skills with their percentages relative to the entire scoring range.

2009 WORLDS International L6 DIVISIONS

	Exec.	Diff.	Exec/Diff	Subtotal	% of Total Possible 175 Points
Standing Tumbling	10	5		15	8.6%
Running Tumbling	10	5		15	8.6%
Jumps	5	5		10	5.7%
Overall			10	10	5.7%
Tumbling Score Sheet				50	28.6%
Stunts	15	10		25	14.3%
Pyramids	15	10		25	14.3%
Tosses	15	10		25	14.3%
Overall			10	10	5.7%
Building Score Sheet				85	48.6%
Dance	10	5		15	8.6%
Motions			5	5	2.9%
Formations/Transition	5	5		10	5.7%
Overall			10	10	5.7%
Dance/Choreography Score Sheet				40	22.9%

Possible Points TOTAL 175 100%



THE WORLDS

THE WORLD CHAMPIONSHIP FOR ALL STAR CHEERLEADING



BUILDING SKILLS

INTERNATIONAL DIVISIONS LEVEL 6

Team: _____ Division: _____ Judge #: _____

COMMENTS

STUNTS EXECUTION
1...2...3...4...5...6...7...8...9...10...11...12...13...14...15

STUNTS DIFFICULTY
1...2...3...4...5...6...7...8...9...10 25

PYRAMIDS EXECUTION
1...2...3...4...5...6...7...8...9...10...11...12...13...14...15

PYRAMIDS DIFFICULTY
1...2...3...4...5...6...7...8...9...10 25

TOSSES EXECUTION
1...2...3...4...5...6...7...8...9...10...11...12...13...14...15

TOSSES DIFFICULTY
1...2...3...4...5...6...7...8...9...10 25

OVERALL ROUTINE IMPRESSION
1...2...3...4...5...6...7...8...9...10 10

ADDITIONAL COMMENTS

TOTAL 85



USASF JUDGES SCORING GUIDELINES

International Divisions Level 6

Building Skills



Stunts

Execution (1-15 points)

1-4 points	Stunt skills executed with poor technique, perfection, stability, flexibility and synchronization.
4-7 points	Stunt skills executed with standard technique, perfection, stability, flexibility and synchronization.
7-10 points	Stunt skills executed with standard to higher than standard technique, perfection, stability, flexibility and synchronization.
10-15 points	Stunt skills with a nearly perfect to perfect level of technique, perfection, stability, flexibility and synchronization.

Difficulty (1-10 points)

1-3 points	L5 and under stunt skills or limited number of stunts performed in routine. Multi-based stunts with excessive spotters. Top person with single position in air. Poor creativity and variety. Basic, simple load-in, L4 or under dismount and transitional skills.
3-5 points	L6 stunt skills. Multi-based stunts with excessive spotters. Some creativity and variety. Basic load-in, L4 dismount and transitional skills.
4-6 points	L6 stunt skills. Double based with limited spotters. Average level of creativity and variety. Advanced load-in, L4/L5 dismount and transitional skills.
5-10 points	L6 stunt skills with multiple body positions while in the air. Single or double based stunts with minimum required spotters. True single-base ground-up tosses. High level of creativity and variety. Elite load-in, L6 dismount and transitional skills.

Pyramids

Execution (1-15 points)

1-4 points	Pyramid skills and/or executed with poor technique, perfection, flexibility and synchronization.
4-7 points	Pyramid skills executed with standard technique, perfection, flexibility and synchronization.
7-10 points	Pyramid skills executed with standard to higher than standard technique, perfection, flexibility and synchronization.
10-15 points	Pyramid skills with a nearly perfect to perfect level of technique, perfection, flexibility and synchronization.

Difficulty (1-10 points)

1-3 points	L4 and under pyramid skills. One pyramid in routine. Poor creativity and variety. Basic, simple transitional skills and dismounts.
3-5 points	L5 pyramid skills. Some creativity and variety. Basic transitional skills and dismounts. More than one pyramid in routine.
4-6 points	L6 pyramid skills. Average level of creativity and variety. Advanced load-in, L5/L6 transitional skills and dismounts. More than one pyramid in routine.
5-10 points	L6 pyramid skills. High level of creativity and variety. Elite transitional and dismount skills. More than one pyramid in routine.

Tosses

Execution (1-15 points)

1-4 points	Toss skills executed with poor technique, perfection, flexibility and synchronization. Toss height limited.
4-7 points	Toss skills executed with standard technique, perfection, flexibility and synchronization with below average to average height tosses.
7-10 points	Toss skills executed with standard to higher than standard technique, perfection, flexibility and synchronization with average height tosses.
10-15 points	Toss skills with a nearly perfect to perfect level of technique, perfection, flexibility and synchronization with higher than average tosses.

Difficulty (1-10 points)

1-4 points	L4 toss skills. Very limited number of tosses in routine. Poor creativity and variety.
3-5 points	L5 toss skills. Limited number of tosses in routine. Some creativity and variety.
4-7 points	L6 toss skills. Multiple tosses in routine. Average level of creativity and variety.
5-10 points	L6 toss skills. Multiple tosses in routine with multiple performers being used. High level of creativity and variety.



THE WORLDS

THE WORLD CHAMPIONSHIP FOR ALL STAR CHEERLEADING



TUMBLING SKILLS

INTERNATIONAL DIVISIONS LEVEL 6

Team: _____ Division: _____ Judge #: _____

COMMENTS

STANDING EXECUTION

1....2....3....4....5....6....7....8....9....10

STANDING DIFFICULTY

1....2....3....4....5

15

RUNNING EXECUTION

1....2....3....4....5....6....7....8....9....10

RUNNING DIFFICULTY

1....2....3....4....5

15

JUMPS EXECUTION

1....2....3....4....5

JUMPS DIFFICULTY

1....2....3....4....5

10

OVERALL ROUTINE IMPRESSION

1....2....3....4....5....6....7....8....9....10

10

ADDITIONAL COMMENTS

TOTAL 50



USASF JUDGES SCORING GUIDELINES

International Divisions Level 6

Tumbling /Jumps



Standing Tumbling

Execution (1-10 points)

1-3 points	Standing tumbling skills executed with poor technique, perfection and synchronization.
3-5 points	Standing tumbling skills executed with standard technique, perfection and synchronization.
4-6 points	Standing tumbling skills executed with standard to higher than standard technique, perfection and synchronization.
5-10 points	Standing tumbling skills with a nearly perfect to perfect level of technique, perfection and synchronization.

Difficulty (1-5 points)

1-2 points	L4 standing tumbling skills. Limited number of skills and variety performed in routine. Few performers attempting skill compared to number on the floor.
2-3 points	L5/L6 standing tumbling skills. Average number of skills and variety performed in routine. Approximately half the number of performers attempting skill compared to number on the floor.
3-5 points	L5/L6 standing tumbling skills. Multiple skills and variety performed in routine. Most to all of performers attempting skill compared to number on the floor.

Running Tumbling

Execution (1-10 points)

1-3 points	Running tumbling skills executed with poor technique, perfection and synchronization.
3-5 points	Running tumbling skills executed with standard technique, perfection and synchronization.
4-6 points	Running tumbling skills executed with standard to higher than standard technique, perfection and synchronization.
5-10 points	Running tumbling skills with a nearly perfect to perfect level of technique, perfection and synchronization.

Difficulty (1-5 points)

1-2 points	L4 running tumbling skills. Limited number of skills and variety performed in routine. Few performers attempting skill compared to number on the floor.
2-3 points	L5/L6 running tumbling skills. Average number of skills and variety performed in routine. Approximately half the number of performers attempting skill compared to number on the floor.
3-5 points	L5/L6 running tumbling skills. Multiple skills and variety performed in routine. Most to all of performers attempting skill compared to number on the floor.

Jumps

Execution (1-5 points)

1-2 points	Jump skills executed with standard technique, perfection, flexibility and synchronization.
2-3 points	Jump skills executed with standard to higher than standard technique, perfection, flexibility and synchronization.
3-5 points	Jump skills with a nearly perfect to perfect level of technique, perfection, flexibility and synchronization.

Difficulty (1-5 points)

0-1 points	Very limited number of jumps and variety performed in routine. Very few performers attempting skill compared to number on the floor. Failure to perform any jumps will result in a score of "0".
1-2 points	Limited number of jumps and variety performed in routine. Few performers attempting skill compared to number on the floor.
2-3 points	Multiple jumps. (Ex: double toe touch, pike, combination jumps). Average number of jumps performed in routine. Approximately half the number of performers attempting skill compared to number on the floor.
3-5 points	Multiple jumps connected with standing tumbling. (Ex: intricate transitions with combination advanced jumps into flips, etc.) High number of jumps and variety performed in routine. Most to all of performers attempting skill compared to number on the floor.



THE WORLDS

THE WORLD CHAMPIONSHIP FOR ALL STAR CHEERLEADING



DANCE SKILLS

INTERNATIONAL DIVISIONS LEVEL 6

Team: _____ Division: _____ Judge #: _____

COMMENTS

DANCE EXECUTION

1....2....3....4....5....6....7....8....9....10

DANCE DIFFICULTY

1....2....3....4....5

15

MOTIONS

1....2....3....4....5

5

FORMATIONS

1....2....3....4....5

TRANSITIONS

1....2....3....4....5

10

OVERALL ROUTINE IMPRESSION

1....2....3....4....5....6....7....8....9....10

10

ADDITIONAL COMMENTS

TOTAL 40



USASF JUDGES SCORING GUIDELINES

International Division Level 6

Dance/Choreography

Dance

Execution (1-10 points) Appropriateness will be taken into consideration by all Dance Judges. This includes both dance moves and music.

1-3 points	Dance skills executed with poor technique, perfection and synchronization. Performed at a slow and/or with no change of pace.
3-5 points	Dance skills executed with standard level of technique, perfection and synchronization. Performed at a slow and/or with no change of pace.
5-6 points	Dance skills executed with standard to higher than standard level of technique, perfection and synchronization. Performed at medium to fast and/or with minimal changes of pace.
6-10 points	Dance skills executed with nearly perfect to perfect level of technique, perfection and synchronization. Performed at fast pace and/or with a variety of changes of pace.

Difficulty (1-5 points)

1-2 points	Basic dance skills (Ex: Minimal level and/or formation changes, dance transitions obvious/slow, little to no floor work and/or body movement). Use of few team members compared to number on floor.
2-3 points	Average dance skills (Ex: Moderate level and formation changes and minimal visual effects. Dance transitions include some footwork and body movement). Use of approximately half the number of team members compared to number on floor.
3-5 points	Elite dance skills (Ex: Multiple level and formation changes to create visual effects. Transitions are seamless and strong footwork and body movement). Use of most to all of team members compared to number on floor.

Overall Motions

Exec./Diff. (1-5 points) Motions may be a sequence or motions done throughout the routine. (i.e. top of stunts and/or pyramids)

0-1 points	Overall motions executed with poor technique, perfection and synchronization. Use of few team members compared to number on floor. Failure to do any motions may result in a score of "0" (no score).
1-2 points	Overall motions executed with standard level of technique, perfection and synchronization. Use of approximately half the number of team members compared to number on floor.
2-3 points	Overall motions executed with standard to higher than standard level of technique, perfection and synchronization. Use of most to all of

	team members compared to number on floor.
3-5 points	Overall motions executed with nearly perfect to perfect level of technique, perfection and synchronization. Use of most to all of team members compared to number on floor.

Formations

(1-5 points)

1-2 points	Multiple to frequent spacing problems throughout routine. Formation changes need to be cleaned for timing. Poor degree of difficulty/creativity in formations and/or performers stay in same location for extended periods.
2-3 points	Minimal spacing problems during routine. Some formation changes need to be cleaned for timing. Average degree of difficulty/creativity in formations and formations change periodically throughout routine.
3-5 points	Little to no spacing problems during routines. Formation changes are cleanly executed with little timing problems. High degree of difficulty/creativity in formations. Formation changes throughout routine that add to visual impact and excitement of routine.

Transitions

(1-5 points)

1-2 points	Transitions need to be cleaned for timing and smooth execution. Poor degree of difficulty/creativity in routine transitions. Transitions seem rushed and/or are not well thought out.
2-3 points	Some transitions with timing and execution problems. Average degree of difficulty/creativity in routine transitions. Transitions contain some visual elements.
3-5 points	Transitions smoothly executed with no to minimal timing problems. High degree of difficulty/creativity in routine transitions. Transitions are intricate, choreographed at an exciting pace and add to overall visual effect of routine.