

CLUB DIVISION LEVEL 5

SCORE SHEET PACKAGE



WORLDS SCORE SHEETS AND SCORING GUIDELINES

Key items to be aware of with the Worlds Scoring System:

1. Large Top Scoring Range

- Rather than attempting to score numerous high caliber routines within a two-point top range (8-10) of each other in categories such as partner stunts, running tumbling, etc., Worlds has a five-point top range for both difficulty (5-10) and execution (10-15).

2. Heavy Focus on Execution

- The total number of execution points is higher than the total number of difficulty points in each category to reward teams displaying superior quality not just quantity.

3. New Descriptions in the Guidelines

- The revised scoring guidelines still give coaches the knowledge of how to effectively max out the score sheet without listing specific skills for fear of unintentionally limiting originality and creating a compulsory routine style of competition.

4. Score Sheet Breakdown

- A page has been added which lists each category and how it is weighted relative to the entire scoring process.

5. “More than one pyramid in routine.”

- You will find this phrase line on the Building Skills scoring guidelines page under PYRAMIDS. Explanation: We are looking for more than one structure hit. It may be pyramid 1 > transition > pyramid 2 or pyramid 1 hits and then later in the routine, pyramid 2 hits.
- Caution: A handful of transitions does not equal a pyramid. Example: Pyramid 1 > transition > transition > braced flip > transition/dismount, move to another part of the routine, does not equal “More than one pyramid in routine.”

2010 WORLDS CLUB DIVISIONS

	Exec.	Diff.	Exec/Diff	Subtotal	% of Total Possible 200 Points
Standing Tumbling	15	10		25	12.5%
Running Tumbling	15	10		25	12.5%
Jumps	10	5		15	7.5%
Overall			10	10	5.0%
Tumbling Score Sheet				75	37.5%
Stunts	15	10		25	12.5%
Pyramids	15	10		25	12.5%
Tosses	10	10		20	10.0%
Overall			10	10	5.0%
Building Score Sheet				80	40.0%
Dance	10	10		20	10.0%
Motions			5	5	2.5%
Formations/Transition	5	5		10	5.0%
Overall			10	10	5.0%
Dance/Choreography Score Sheet				45	22.5%

Possible Points TOTAL 200 100%



THE WORLDS

THE WORLD CHAMPIONSHIP FOR ALL STAR CHEERLEADING



BUILDING SKILLS

CLUB DIVISIONS LEVEL 5

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

TOSSES DIFFICULTY

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

20

OVERALL ROUTINE IMPRESSION

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

10

ADDITIONAL COMMENTS

TOTAL 80



USASF JUDGES SCORING GUIDELINES

Club Divisions Level 5

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	L4 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, L3 or under dismount and transitional skills.
3-5 points	L5 stunt skills. Multi-based stunts with excessive spotters. Some creativity and variety. Basic load-in, L4 dismount and transitional skills.
4-6 points	L5 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	L5 stunt skills with multiple body positions while in the air. Single or double based stunts with minimum required spotters. High level of creativity and variety. Elite load-in, L5 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	L3 and under pyramid skills. One pyramid in routine. Poor creativity and variety. Basic, simple transitional skills and dismounts.
3-5 points	L4 pyramid skills. Some creativity and variety. Basic transitional skills and dismounts. More than one pyramid in routine (see page 1).
4-6 points	L5 pyramid skills. Average level of creativity and variety. Advanced load-in, L4/L5 transitional skills and dismounts. More than one pyramid in routine (see page 1).
5-10 points	L5 pyramid skills. High level of creativity and variety. Elite transitional and dismount skills. More than one pyramid in routine (see page 1).

Tosses

Execution (1-10 points)

1-4 points	Toss skills executed with poor technique, perfection, flexibility and synchronization. Toss height limited.
3-5 points	Toss skills executed with standard technique, perfection, flexibility and synchronization with below average to average height tosses.
4-7 points	Toss skills executed with standard to higher than standard technique, perfection, flexibility and synchronization with average height tosses.
5-10 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	L3 toss skills. Very limited number of tosses in routine. Poor creativity and variety.
3-5 points	L4 toss skills. Limited number of tosses in routine. Some creativity and variety.
4-7 points	L5 toss skills. Multiple tosses in routine. Average level of creativity and variety.
5-10 points	L5 toss skills. Multiple tosses in routine with multiple performers being used. High level of creativity, difficulty and variety. Performing only an entire group of kick doubles will not give you the <i>variety</i> required for the highest possible score.



THE WORLDS

THE WORLD CHAMPIONSHIP FOR ALL STAR CHEERLEADING



TUMBLING SKILLS

CLUB DIVISIONS LEVEL 5

Team: _____ Division: _____ Judge #: _____

COMMENTS

STANDING EXECUTION

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

STANDING DIFFICULTY

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

25

RUNNING EXECUTION

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

RUNNING DIFFICULTY

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

25

JUMPS EXECUTION

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

JUMPS DIFFICULTY

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

15

OVERALL ROUTINE IMPRESSION

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

10

ADDITIONAL COMMENTS

TOTAL

75



USASF JUDGES SCORING GUIDELINES

Club Divisions Level 5

Tumbling /Jumps



Standing Tumbling

Execution (1-15 points)

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

Difficulty (1-10 points)

1-3 points	L3 standing tumbling skills. Limited number of skills and variety performed in routine. Few performers attempting skill compared to number on the floor.
3-6 points	L4 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.
5-10 points	L5 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 (1-15 points)

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

Difficulty (1-10 points)

1-3 points	L3 running tumbling skills. Limited number of skills and variety performed in routine. Few performers attempting skill compared to number on the floor.
3-6 points	L4 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.
5-10 points	L5 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 (1-10 points)

1-3 points	Jump skills executed with poor technique, perfection, flexibility and synchronization.
3-5 points	Jump skills executed with standard technique, perfection, flexibility and synchronization.
4-6 points	Jump skills executed with standard to higher than standard technique, perfection, flexibility and synchronization.
5-10 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

CLUB DIVISIONS LEVEL 5

Team: _____ Division: _____ Judge #: _____

COMMENTS

DANCE

EXECUTION

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

DANCE

DIFFICULTY

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

20

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

45



USASF JUDGES SCORING GUIDELINES

Club Division Level 5

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 (1-10 points)

1-3 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.
3-5 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.
6-10 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.