### **ALL GIRL L5 CLUB DIVISION 2011 SCORE SHEETS**



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

#### 1. Large Top Scoring Range

o 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 larger, top point range in most scoring categories.

#### 2. Descriptions in the Guidelines

 The scoring guidelines 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.

#### 3. Point Percentage Page

The Point Percentage Page lists each category and how it is weighted relative to the overall scoring process.

#### 4. "More than one pyramid in routine."

- You will see this phrase on the Building Scoring Guidelines Page under PYRAMIDS for the higher scoring ranges.
   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."

#### Synchronization has been added as its own new, separate scoring category in tumbling.

- Athletes performing individual tumbling passes will still be scored accordingly under Difficulty and Execution.
   However, you will need to have multiple athletes performing tumbling skills in a well synchronized manner for maximum points.
- o Please see scoring guidelines for tumbling for further explanation.

Worlds 2011 All Girl L5 Club Divisions Point Percentage Page

	Exec.	Diff.	Exec/Diff	Subtotal	Possible 300
Standing Tumbling	15	15		30	10.0%
Running Tumbling	15	15		30	10.0%
Synchronized Tumbling			15	15	5.0%
Jumps	10	10		20	6.7%
Overall			10	10	3.3%
		Tumbling	Score Sheet	105	35.0%
Stunts	25	25		50	16.7%
Pyramids	25	25		50	16.7%
Tosses	15	10		25	8.3%
Overall			10	10	3.3%
		Building	<b>Score Sheet</b>	135	45.0%
Dance	15	15		30	10.0%
Formations/Transition	10	10		20	6.7%
Overall			10	10	3.3%
Dar	ce/Cho	reography	<b>Score Sheet</b>	60	20.0%

**Total Points Possible - 300 100%** 



## THE WORLDS

THE WORLD CHAMPIONSHIP FOR ALL STAR CHEERLEADING

## **TUMBLING**





Геат:	Division: Judge #:	
COMMENT	e ·	
COMMENT	STANDING EXECUTION	
	1515	
	STANDING DIFFICULTY	
	1515	30
	RUNNING EXECUTION	
	1515	
	RUNNING DIFFICULTY	
	1515   15   +   15   =	30
	SYNCHRONIZATION	
	1515	4.1
		1
	JUMPS EXECUTION	
	12345678910	
	JUMPS DIFFICULTY	
	12345678910	20
	OVERALL ROUTINE IMPRESSION	
	12345678910	10
	_	
	TOTAL	10
	ADDITIONAL COMMENTS	
	ADDITIONAL COMMENTS	
		_



## Worlds 2011 All Girl L5 Club Divisions TUMBLING SCORING GUIDELINES



Cheering and Dance	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 (1-15 p	oints)
1-4 points	L3 standing tumbling skills. Limited number of skills and variety performed in routine. Few performers attempting skill compared to number on the floor.
4-8 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.
8-15 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.

-	wost to all of performers attempting skill compared to number on the noor.
	Running Tumbling
Execution (1-15 p	points)
1-4 points	Running tumbling skills executed with poor technique and perfection.
4-7 points	Running tumbling skills executed with standard technique and perfection.
7-10 points	Running tumbling skills executed with standard to higher than standard technique and perfection.
10-15 points	Running tumbling skills with a nearly perfect to perfect level of technique and perfection.
Difficulty (1-15 po	pints)
1-4 points	L3 running tumbling skills. Limited number of skills and variety performed in routine. Few performers attempting skill compared to number on the floor.
4-8 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.
8-15 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.

	Synchronized Tumbling
Synchronized T	umbling (1-15) Two or more athletes per pass.
1-4 points	Few athletes per pass, few synchronized passes, poor
	synchronization, low degree of difficulty.
4-8 points	Average number of athletes per pass, average number of synchronized passes, average synchronization, average degree of difficulty.
8-15 points	Many athletes per pass, many synchronized passes, clean synchronization, high degree of difficulty.

	Jumps
Execution (1-10	points)
0-2 points	Jump skills executed with poor technique, perfection, flexibility and synchronization.
2-4 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.
6-10 points	Jump skills with a nearly perfect to perfect level of technique, perfection, flexibility and synchronization.
Difficulty (1-10 p	oints)
0-2 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".
2-4 points	Limited number of jumps and variety performed in routine. Few performers attempting skill compared to number on the floor.
4-6 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.
6-10 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

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## **BUILDING**





Team:	Division:			Judge	#:	
COMMENT	'S					
	STUNTS EXECUTION					
	1510152025					
	STUNTS DIFFICULTY					
	1510152025		1		$\neg$	
		25	+	25	=	50
	PYRAMIDS EXECUTION					
	1510152025					
	PYRAMIDS DIFFICULTY					
	1510152025		1		$\neg$	
		25	+	25	=	50
	TOSSES EXECUTION					
	151015					
	TOSSES DIFFICULTY					
	12345678910	4.5	1.	4.0	$\neg$	25
		15	+	10	=	25
	OVERALL ROUTINE IMPRES	SION				
	12345678910					10
						10
				TOT	AL	135
	555555C					
	ADDITIONAL COMMENTS					



# Worlds 2011 All Girl L5 Club Divisions BUILDING SCORING GUIDELINES



	Stunts
Execution (0-25	points)
0-6 points	Stunt skills executed with poor technique, perfection, stability, flexibility and synchronization.
6-13 points	Stunt skills executed with standard technique, perfection, stability, flexibility and synchronization.
13-19 points	Stunt skills executed with standard to higher than standard technique, perfection, stability, flexibility and synchronization.
19-25 points	Stunt skills with a nearly perfect to perfect level of technique, perfection, stability, flexibility and synchronization.
Difficulty (0-25 p	points)
0-6 points	L4 and under stunt skills <b>or</b> limited number of stunts performed in routine.  Multi-based stunts with excessive spotters. Top person with single position in air. Basic, simple load-in, L3 or under dismount and transitional skills.
6-13 points	L5 stunt skills. Multi-based stunts with excessive spotters. Basic load-in, L4 dismount and transitional skills.
13-19 points	L5 stunt skills. Multi-based with limited spotters. Advanced load-in, L4/L5 dismount and transitional skills.
19-25 points	L5 Multi-based stunt skills with multiple body positions while in the air. Stunts with minimum required spotters. Elite load-in, L5 dismount and transitional skills.

	Pyramids
Execution (0-25 p	oints)
0-6 points	Pyramid skills and/or executed with poor technique, perfection, flexibility and synchronization.
6-13 points	Pyramid skills executed with standard technique, perfection, flexibility and synchronization.
13-19 points	Pyramid skills executed with standard to higher than standard technique, perfection, flexibility and synchronization.
19-25 points	Pyramid skills with a nearly perfect to perfect level of technique, perfection, flexibility and synchronization.
Difficulty (0-25 po	ints)
0-6 points	L3 and under pyramid skills. One pyramid in routine. Basic, simple transitional skills and dismounts.
6-13 points	L4 pyramid skills. Basic transitional skills and dismounts. More than one pyramid in routine.
13-19 points	L5 pyramid skills. Advanced load-in, L4/L5 transitional skills and dismounts. More than one pyramid in routine.
19-25 points	L5 pyramid skills. Elite transitional and dismount skills. More than one pyramid in routine.

	Tosses
Execution (0-15 p	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 (0-10 po	pints)
0-2 points	L3 toss skills. Very limited number of tosses in routine. Poor creativity and variety.
2-4 points	L4 toss skills. Limited number of tosses in routine. Some creativity and variety.
4-6 points	L5 toss skills. Multiple tosses in routine. Average level of creativity and variety.
6-10 points	L5 toss skills. Multiple tosses in routine with multiple performers being used. High level of creativity and variety.



## THE WORLDS

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Team:	Division:				Judge #	#:	
COMMENTS	<b>,</b>						
	DANCE EXECUT	TON					
	151015						
	DANCE DIFFICU	ILTY					
	151015		45	] . [	4.5	7 [	20
	FORMATIONS		15	+	15	=	30
	FORMATIONS 123456	7 8 9 10					
	TRANSITIONS	.70910					
	123456	.78910					
			10	] _ [	10	]_[	20
	OVERALL BOLLEY	IE IMPREO			10		20
	OVERALL ROUTII					_	
	123456	.78910					10
						_	
					TOTA	۱L	60
						L	
	ADDITIONAL CO	OMMENTS					



# Worlds 2011 All Girl L5 Club Divisions DANCE SCORING GUIDELINES



	Dance
Execution (1-15	points) Appropriateness will be taken into consideration by all Judges.
1-4 points	Dance skills executed with poor technique, perfection and synchronization.
pointo	Performed at a slow and/or with no change of pace.
4-7 points	Dance skills executed with standard level of technique, perfection and
	synchronization. Performed at a slow and/or with no change of pace.
7-10 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.
10-15 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 (1-15 p	ioints)
1-4 points	Basic dance skills (Ex: Minimal level and/or formation changes, dance
po	transitions obvious/slow, little to no floor work and/or body movement). Use
	of few team members compared to number on floor.
4-8 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.
8-15 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.
	Formations
	1 Offilations
(1-10 points)	
1-3 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.
3-5 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.
6-10 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.
	add to visual impact and excitement of routine.
	, ,
(1-10 points)	add to visual impact and excitement of routine.  Transitions
(1-10 points) 1-3 points	add to visual impact and excitement of routine.  Transitions  Transitions need to be cleaned for timing and smooth execution. Poor
	Transitions  Transitions  Transitions and smooth execution. Poor degree of difficulty/creativity in routine transitions. Transitions seem rushed
1-3 points	Transitions  Transitions  Transitions  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.
	Transitions  Transitions  Transitions  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.  Some transitions with timing and execution problems. Average degree of
1-3 points	Transitions  Transitions  Transitions  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.  Some transitions with timing and execution problems. Average degree of difficulty/creativity in routine transitions. Transitions contain some visual
1-3 points 3-5 points	Transitions  Transitions  Transitions  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.  Some transitions with timing and execution problems. Average degree of difficulty/creativity in routine transitions. Transitions contain some visual elements.
1-3 points	Transitions  Transitions  Transitions  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.  Some transitions with timing and execution problems. Average degree of difficulty/creativity in routine transitions. Transitions contain some visual elements.  Transitions smoothly executed with no to minimal timing problems. High
1-3 points 3-5 points	Transitions  Transitions  Transitions  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.  Some transitions with timing and execution problems. Average degree of difficulty/creativity in routine transitions. Transitions contain some visual elements.  Transitions smoothly executed with no to minimal timing problems. High degree of difficulty/creativity in routine transitions. Transitions are intricate,
1-3 points 3-5 points	Transitions  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.  Some transitions with timing and execution problems. Average degree of difficulty/creativity in routine transitions. Transitions contain some visual elements.  Transitions smoothly executed with no to minimal timing problems. High