

# INTERNATIONAL COED L6 DIVISION 2011 SCORE SHEETS



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 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 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."**

## 5. 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.
- Please see scoring guidelines for tumbling for further explanation.

## 6. COED Divisions have been adjusted to reward the difficulty of stunts performed without assistance.

- International Coed "DIFFICULTY" stunt scores will be obtained by taking the *highest* score of the "Multi Base" score (0-15) **OR** the "Single Base" score (0-25).
- Please see scoring guidelines for tumbling for further explanation.

## Worlds 2011 International Coed L6 Divisions Percentage Page

	Exec.	Diff.	Exec/Diff	Subtotal	Possible 300
Standing Tumbling			5	5	1.7%
Running Tumbling			5	5	1.7%
Synchronized Tumbling			10	10	3.3%
Jumps			5	5	1.7%
<b>Overall</b>			5	5	1.7%
<b>Tumbling Score Sheet</b>				<b>30</b>	<b>10.0%</b>
Stunts	35	35		70	23.3%
Pyramids	35	35		70	23.3%
Tosses	25	20		45	15.0%
<b>Overall</b>		10		10	3.3%
<b>Building Score Sheet</b>				<b>195</b>	<b>65.0%</b>
Dance			10	10	3.3%
Motions			5	5	1.7%
Formations			10	10	3.3%
Transitions			10	10	3.3%
Stunt Creativity			15	15	5.0%
Pyramid Creativity			15	15	5.0%
<b>Overall</b>			10	10	3.3%
<b>Choreography Score Sheet</b>				<b>75</b>	<b>25.0%</b>

**Total Points Possible - 300 100%**



# THE WORLDS

THE WORLD CHAMPIONSHIP FOR ALL STAR CHEERLEADING



## TUMBLING

### INTERNATIONAL COED L6

Team: \_\_\_\_\_ Division: \_\_\_\_\_ Judge #: \_\_\_\_\_

### COMMENTS

	<b>STANDING EXECUTION/DIFFICULTY</b> 1.....2.....3.....4.....5	5
	<b>RUNNING EXECUTION/DIFFICULTY</b> 1.....2.....3.....4.....5	5
	<b>SYNCHRONIZATION</b> 1.....2.....3.....4.....5.....6.....7.....8.....9.....10	10
	<b>JUMPS EXECUTION/DIFFICULTY</b> 1.....2.....3.....4.....5	5
	<b>OVERALL ROUTINE IMPRESSION</b> 1.....2.....3.....4.....5	5
<b>TOTAL</b>		30

### ADDITIONAL COMMENTS

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## Worlds 2011 Coed L6 International Divisions TUMBLING SCORING GUIDELINES



### **Standing Tumbling**

#### **Execution/ Difficulty (1-5 points)**

<b>1-2 points</b>	Standing tumbling skills executed with poor technique, perfection and synchronization. L3 standing tumbling skills. Limited number of skills and variety performed in routine. Few performers attempting skill compared to number on the floor.
<b>2-3 points</b>	Standing tumbling skills executed with standard technique, perfection and synchronization. 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.
<b>3-4 points</b>	Standing tumbling skills executed with standard to higher than standard technique, perfection and synchronization. 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.
<b>4-5 points</b>	Standing tumbling skills with a nearly perfect to perfect level of technique, perfection and synchronization. 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/Difficulty (1-5 points)**

<b>1-2 points</b>	Running tumbling skills executed with poor technique and perfection. L3 running tumbling skills. Limited number of skills and variety performed in routine. Few performers attempting skill compared to number on the floor.
<b>2-3 points</b>	Running tumbling skills executed with standard technique and perfection. 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.
<b>3-4 points</b>	Running tumbling skills executed with standard to higher than standard technique and perfection. 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.
<b>4-5 points</b>	Running tumbling skills with a nearly perfect to perfect level of technique and perfection. 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 Tumbling (1-10) Two or more athletes per pass.**

<b>1-3 points</b>	<b>Few athletes per pass, few synchronized passes, poor synchronization, low degree of difficulty.</b>
<b>3-5 points</b>	<b>Average number of athletes per pass, average number of synchronized passes, average synchronization, average degree of difficulty.</b>
<b>5-10 points</b>	<b>Many athletes per pass, many synchronized passes, clean synchronization, high degree of difficulty.</b>

## Jumps

### Execution/Difficulty (0-5 points)

<b>0-2 points</b>	Jump skills executed with poor technique, perfection, flexibility and synchronization. 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".
<b>2-3 points</b>	Jump skills executed with standard technique, perfection, flexibility and synchronization. Limited number of jumps and variety performed in routine. Few performers attempting skill compared to number on the floor.
<b>3-4 points</b>	Jump skills executed with standard to higher than standard technique, perfection, flexibility and synchronization. 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.
<b>4-5 points</b>	Jump skills with a nearly perfect to perfect level of technique, perfection, flexibility and synchronization. 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.



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## BUILDING

### INTERNATIONAL COED L6

Team: \_\_\_\_\_ Division: \_\_\_\_\_ Judge #: \_\_\_\_\_

### COMMENTS

	<p><b>STUNTS EXECUTION</b> 1.....5.....10.....15.....20.....25.....30.....35</p> <p><b>STUNTS DIFFICULTY</b> MULTI BASE 1.....5.....10.....15.....20.....25</p> <p>SINGLE BASE 1.....5.....10.....15.....20.....25.....30.....35</p> <p style="text-align: right;">The highest of these two scores will be added.</p> <div style="display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; padding: 5px; margin-right: 10px;">35</div> <div style="margin-right: 10px;">+</div> <div style="border: 1px solid black; padding: 5px; margin-right: 10px;">25</div> <div style="margin-right: 10px;">or</div> <div style="border: 1px solid black; padding: 5px; margin-right: 10px;">35</div> <div style="margin-right: 10px;">=</div> <div style="border: 1px solid black; padding: 5px; margin-right: 10px;">70</div> </div>
	<p><b>PYRAMIDS EXECUTION</b> 1.....5.....10.....15.....20.....25.....30.....35</p> <p><b>PYRAMIDS DIFFICULTY</b> 1.....5.....10.....15.....20.....25.....30.....35</p> <div style="display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; padding: 5px; margin-right: 10px;">35</div> <div style="margin-right: 10px;">+</div> <div style="border: 1px solid black; padding: 5px; margin-right: 10px;">35</div> <div style="margin-right: 10px;">=</div> <div style="border: 1px solid black; padding: 5px; margin-right: 10px;">70</div> </div>
	<p><b>TOSSES EXECUTION</b> 1.....5.....10.....15.....20.....25</p> <p><b>TOSSES DIFFICULTY</b> 1.....5.....10.....15.....20</p> <div style="display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; padding: 5px; margin-right: 10px;">25</div> <div style="margin-right: 10px;">+</div> <div style="border: 1px solid black; padding: 5px; margin-right: 10px;">20</div> <div style="margin-right: 10px;">=</div> <div style="border: 1px solid black; padding: 5px; margin-right: 10px;">45</div> </div>
	<p><b>OVERALL ROUTINE IMPRESSION</b> 1.....2.....3.....4.....5.....6.....7.....8.....9.....10</p> <div style="text-align: right; margin-top: 10px;"> <div style="border: 1px solid black; padding: 5px; display: inline-block;">10</div> </div>
	<p><b>TOTAL</b> <div style="border: 1px solid black; padding: 5px; display: inline-block; margin-left: 10px;">195</div></p>

### ADDITIONAL COMMENTS

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## Worlds 2011 Coed L6 International Division BUILDING SCORING GUIDELINES



### Stunts

The Limited Coed STUNT score will come from EXECUTION (0-35) plus Difficulty (0-35).  
The DIFFICULTY score will come from whichever score is the highest from the Multiple Base score (0-25) OR the Single Base score (0-35).  
Execution (0-35 points)

<b>0-8 points</b>	Stunt skills executed with poor technique, perfection, stability, flexibility and synchronization.
<b>8-15 points</b>	Stunt skills executed with standard technique, perfection, stability, flexibility and synchronization.
<b>15-25 points</b>	Stunt skills executed with standard to higher than standard technique, perfection, stability, flexibility and synchronization.
<b>25-35 points</b>	Stunt skills with a nearly perfect to perfect level of technique, perfection, stability, flexibility and synchronization.

#### **Difficulty (0-25 points) Multiple Base Stunting**

<b>0-6 points</b>	L4 and under stunt skills or limited number of L5 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.
<b>6-13 points</b>	L5 stunt skills. Multi-based stunts with excessive spotters. Basic load-in, L4 dismount and transitional skills.
<b>13-19 points</b>	L5 stunt skills. Multi-based with limited spotters. Advanced load-in, L4/L5 dismount and transitional skills.
<b>19-25 points</b>	L6 Multi-based stunt skills with multiple body positions while in the air. Stunts with minimum required spotters. Elite load-in, L6 dismount and transitional skills.

#### **Difficulty (0-35 points) Single Base Stunting**

**One base and one top person per stunt.**  
**When assist is added – only one person (the spotter) may assist.**  
**If more than the spotter assists the stunt, then it will be viewed as a multi base stunt and judged in the point ranges listed above.**  
**Assist = When the spotter adds one or both of their hands to assist in the performance of the skill.**  
**Lift = Lifting the top person while remaining in contact at all times.**  
**Toss = Tossing, releasing and re-catching the top person by the main single base.**  
**The examples listed with each point range below, are ONLY examples of the types of skills that can get you into the “bottom” of the point range. “Catching” the cradles from all extended stunts requires an assist by rules and therefore will not affect the point range.**

<b>0-10 points</b>	L4 and under stunt skills or limited number of L5 stunts performed in routine. Basic, simple load-in, L3 or under dismount and transitional skills. Lifts to prep or below with assistance. <i>Examples: Press chair with assistance, walk into hands with assistance.</i>
<b>10-19 points</b>	L5 Single base stunt skills. Basic load-in, L4 dismount and transitional skills. Lifts to prep without assistance. <i>Examples: Press chair without assistance, walk into hands without assistance.</i> Lifts to extended position with assistance. <i>Example: Walk in extension with assistance.</i> Toss to prep level with assistance. <i>Example: Toss chair or hands with assistance.</i>
<b>19-25 points</b>	L5 Single base stunt skills.

	<p>Advanced load-in, L4/L5 dismount and transitional skills or lifts to extended position without assistance.  <i>Examples: Walk in extension without assistance.</i>  Toss to prep without assistance.  <i>Example: Toss hands without assistance.</i>  Toss to extended position with assistance.  <i>Example: "J" up to extension.</i></p>
<b>25-32 points</b>	<p>L5 Single base stunt skills with multiple body positions while in the air. Advanced load-in, L5 dismount and transitional skills.  Toss to extended position is assisted but the catching and the holding of the stunt is unassisted. L6 stunt skills with an assist on the toss or catch of the stunt. Catching the dismount with an assist is still required.</p>
<b>32-35 points</b>	<p>L6 Single base stunt skills with multiple body positions while in the air. Elite load-in, L6 dismount and transitional skills.  Toss to extended position without assistance.  <i>Example: Toss extension without assistance.</i></p>

## Pyramids

### Execution (0-35 points)

<b>0-8 points</b>	Pyramid skills and/or executed with poor technique, perfection, flexibility and synchronization.
<b>8-15 points</b>	Pyramid skills executed with standard technique, perfection, flexibility and synchronization.
<b>15-25 points</b>	Pyramid skills executed with standard to higher than standard technique, perfection, flexibility and synchronization.
<b>25-35 points</b>	Pyramid skills with a nearly perfect to perfect level of technique, perfection, flexibility and synchronization.

### Difficulty (0-35 points)

<b>0-8 points</b>	L3 and under pyramid skills. One pyramid in routine. Basic, simple transitional skills and dismounts.
<b>8-15 points</b>	L4 pyramid skills. Basic transitional skills and dismounts. More than one pyramid in routine.
<b>15-25 points</b>	L5 pyramid skills. Advanced load-in, L4/L5 transitional skills and dismounts. More than one pyramid in routine.
<b>25-35 points</b>	L6 pyramid skills. Elite transitional and dismount skills. More than one pyramid in routine.

## Tosses

### Execution (0-15 points)

<b>0-6 points</b>	Toss skills executed with poor technique, perfection, flexibility and synchronization. Toss height limited.
<b>6-13 points</b>	Toss skills executed with standard technique, perfection, flexibility and synchronization with below average to average height tosses.
<b>13-19 points</b>	Toss skills executed with standard to higher than standard technique, perfection, flexibility and synchronization with average height tosses.
<b>19-25 points</b>	Toss skills with a nearly perfect to perfect level of technique, perfection, flexibility and synchronization with higher than average tosses.

### Difficulty (0-10 points)

<b>0-5 points</b>	L3 toss skills. Very limited number of tosses in routine. Poor creativity and variety.
<b>5-9 points</b>	L4 toss skills. Limited number of tosses in routine. Some creativity and variety.
<b>9-13 points</b>	L5 toss skills. Multiple tosses in routine. Average level of creativity and variety.
<b>13-20 points</b>	L6 toss skills. Multiple tosses in routine with multiple performers being used. High level of creativity and variety.





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## CHOREOGRAPHY

### INTERNATIONAL COED L6

Team: \_\_\_\_\_ Division: \_\_\_\_\_ Judge #: \_\_\_\_\_

### COMMENTS

	<b>DANCE EXECUTION/DIFFICULTY</b> 1.....2.....3.....4.....5.....6.....7.....8.....9.....10	10					
	<b>MOTIONS EXECUTION/DIFFICULTY</b> 1.....2.....3.....4.....5	5					
	<b>FORMATIONS</b> 1...2...3...4...5...6...7...8...9...10 <b>TRANSITIONS</b> 1...2...3...4...5...6...7...8...9...10	<table style="margin: auto; border-collapse: collapse;"> <tr> <td style="border: 1px solid black; padding: 5px;">10</td> <td style="padding: 0 5px;">+</td> <td style="border: 1px solid black; padding: 5px;">10</td> <td style="padding: 0 5px;">=</td> <td style="border: 1px solid black; padding: 5px;">20</td> </tr> </table>	10	+	10	=	20
10	+	10	=	20			
	<b>STUNT CREATIVITY</b> 1.....10.....15	15					
	<b>PYRAMID CREATIVITY</b> 1.....10.....15	15					
	<b>OVERALL ROUTINE IMPRESSION</b> 1...2...3...4...5...6...7...8...9...10	10					
	<b>TOTAL</b>	75					

### ADDITIONAL COMMENTS

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# Worlds 2011 Coed L6 International Division CHOREOGRAPHY SCORING GUIDELINES



## Dance

**Execution/Difficulty (1-10 pts)** Appropriateness will be taken into consideration by all Judges.

<b>1-2 points</b>	Dance skills executed with poor technique, perfection and synchronization. Performed at a slow and/or with no change of pace. 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.
<b>2-4 points</b>	Dance skills executed with standard level of technique, perfection and synchronization. Performed at a slow and/or with no change of pace. 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.
<b>3-5 points</b>	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. 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.
<b>5-10 points</b>	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.

## Motions

**(1-5 points)**

<b>1-2 points</b>	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).
<b>2-3 points</b>	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.
<b>3-4 points</b>	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.
<b>4-5 points</b>	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

**(1-10 points)**

<b>1-3 points</b>	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.
<b>3-5 points</b>	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.
<b>6-10 points</b>	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

(1-10 points)

<b>1-3 points</b>	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.
<b>3-5 points</b>	Some transitions with timing and execution problems. Average degree of difficulty/creativity in routine transitions. Transitions contain some visual elements.
<b>6-10 points</b>	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.

## Stunt Creativity

(1-15 points)

<b>1-5 points</b>	Poor creativity and variety.
<b>5-10 points</b>	Some creativity and variety.
<b>10-15 points</b>	High level of creativity, originality and variety.

## Pyramid Creativity

(1-15 points)

<b>1-5 points</b>	Poor creativity and variety.
<b>5-10 points</b>	Some creativity and variety.
<b>10-15 points</b>	High level of creativity, originality and variety.