

**INTERNATIONAL DIVISION LEVEL 5**  
**SCORE SHEET PACKAGE**



**WORLDS SCORE SHEETS AND SCORING GUIDELINES**

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

**1) Heavy focus on Building Skills**

- Most international coaches in the industry are requesting a higher focus on building skills. The USASF has responded to this request within the scoring system.

**2) 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.

**3) Score Sheet Breakdown**

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

**4) "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 International L5 DIVISIONS

	Exec.	Diff.	Exec/Diff	Subtotal	% of Total Possible 200 Points
<b>Standing Tumbling</b>	5	5		10	5.0%
<b>Running Tumbling</b>	5	5		10	5.0%
<b>Jumps</b>			5	5	2.5%
<b>Overall</b>			5	5	2.5%
<b>Tumbling Score Sheet</b>				<b>30</b>	<b>15.0%</b>
<b>Stunts</b>	25	25		50	25.0%
<b>Pyramids</b>	25	25		50	25.0%
<b>Tosses</b>	15	10		25	12.5%
<b>Overall</b>			5	5	2.5%
<b>Building Score Sheet</b>				<b>130</b>	<b>65.0%</b>
<b>Dance</b>	5	5		10	5.0%
<b>Motions</b>			5	5	2.5%
<b>Formations</b>			5	5	2.5%
<b>Transitions</b>			5	5	2.5%
<b>Stunt Creativity</b>			5	5	2.5%
<b>Pyramid Creativity</b>			5	5	2.5%
<b>Overall</b>			5	5	2.5%
<b>Choreography Score Sheet</b>				<b>40</b>	<b>20.0%</b>
<b>Possible Points TOTAL</b>				<b>200</b>	<b>100%</b>



# THE WORLDS

THE WORLD CHAMPIONSHIP FOR ALL STAR CHEERLEADING



## TUMBLING SKILLS

INTERNATIONAL DIVISIONS LEVEL 5

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

### COMMENTS

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**STANDING EXECUTION**

0....1....2....3....4....5

**STANDING DIFFICULTY**

0....1....2....3....4....5

10

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**RUNNING EXECUTION**

0....1....2....3....4....5

**RUNNING DIFFICULTY**

0....1....2....3....4....5

10

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**JUMPS EXECUTION/DIFFICULTY**

0....1....2....3....4....5

5

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**OVERALL ROUTINE IMPRESSION**

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

5

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**ADDITIONAL COMMENTS**

**TOTAL**

30

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# **USASF JUDGES SCORING GUIDELINES**

## **International Divisions Level 5**

### **Tumbling /Jumps**



#### **Standing Tumbling**

##### **Execution (0-5 points)**

<b>0-1 points</b>	Standing tumbling skills executed with poor technique, perfection and synchronization.
<b>1-2 points</b>	Standing tumbling skills executed with standard technique, perfection and synchronization.
<b>2-3 points</b>	Standing tumbling skills executed with standard to higher than standard technique, perfection and synchronization.
<b>3-5 points</b>	Standing tumbling skills with a nearly perfect to perfect level of technique, perfection and synchronization.

##### **Difficulty (0-5 points)**

<b>0-2 points</b>	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>	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>3-5 points</b>	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 (0-5 points)**

<b>0-1 points</b>	Running tumbling skills executed with poor technique, perfection and synchronization.
<b>1-2 points</b>	Running tumbling skills executed with standard technique, perfection and synchronization.
<b>2-3 points</b>	Running tumbling skills executed with standard to higher than standard technique, perfection and synchronization.
<b>3-5 points</b>	Running tumbling skills with a nearly perfect to perfect level of technique, perfection and synchronization.

##### **Difficulty (0-5 points)**

<b>0-2 points</b>	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>	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>3-5 points</b>	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/Difficulty (0-5 points)**

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<b>0-1 points</b>	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>1-2 points</b>	<b>Execution</b> - Jump skills executed with standard technique, perfection, flexibility and synchronization. <b>Difficulty</b> - Limited number of jumps and variety performed in routine. Few performers attempting skill compared to number on the floor.
<b>2-3 points</b>	<b>Execution</b> - Jump skills executed with standard to higher than standard technique, perfection, flexibility and synchronization. <b>Difficulty</b> - 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>3-5 points</b>	<b>Execution</b> - Jump skills with a nearly perfect to perfect level of technique, perfection, flexibility and synchronization. <b>Difficulty</b> - 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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# THE WORLDS

THE WORLD CHAMPIONSHIP FOR ALL STAR CHEERLEADING



## BUILDING SKILLS INTERNATIONAL DIVISIONS LEVEL 5

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

### COMMENTS



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**STUNTS EXECUTION**  
0.....5.....10.....15.....20.....25

**STUNTS DIFFICULTY** 50  
0.....5.....10.....15.....20.....25

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**PYRAMIDS EXECUTION**  
0.....5.....10.....15.....20.....25

**PYRAMIDS DIFFICULTY** 50  
0.....5.....10.....15.....20.....25

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

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

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**OVERALL ROUTINE IMPRESSION** 5  
1...2...3...4...5

**ADDITIONAL COMMENTS**

**TOTAL** 130

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# USASF JUDGES SCORING GUIDELINES

## International Divisions Level 5

### Building Skills



#### Stunts

##### Execution (0-25 points)

<b>0-6 points</b>	Stunt skills executed with poor technique, perfection, stability, flexibility and synchronization.
<b>6-13 points</b>	Stunt skills executed with standard technique, perfection, stability, flexibility and synchronization.
<b>13-19 points</b>	Stunt skills executed with standard to higher than standard technique, perfection, stability, flexibility and synchronization.
<b>19-25 points</b>	Stunt skills with a nearly perfect to perfect level of technique, perfection, stability, flexibility and synchronization.

##### Difficulty (0-25 points)

<b>0-6 points</b>	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.
<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. Double based with limited spotters. Advanced load-in, L4/L5 dismount and transitional skills.
<b>19-25 points</b>	L5 stunt skills with multiple body positions while in the air. Single or double based stunts with minimum required spotters. <b>True</b> single-base ground-up tosses. Elite load-in, L5 dismount and transitional skills.

#### Pyramids

##### Execution (0-25 points)

<b>0-6 points</b>	Pyramid skills and/or executed with poor technique, perfection, flexibility and synchronization.
<b>6-13 points</b>	Pyramid skills executed with standard technique, perfection, flexibility and synchronization.
<b>13-19 points</b>	Pyramid skills executed with standard to higher than standard technique, perfection, flexibility and synchronization.
<b>19-25 points</b>	Pyramid skills with a nearly perfect to perfect level of technique, perfection, flexibility and synchronization.

##### Difficulty (0-25 points)

<b>0-6 points</b>	L3 and under pyramid skills. One pyramid in routine. Basic, simple transitional skills and dismounts.
<b>6-13 points</b>	L4 pyramid skills. Basic transitional skills and dismounts. More than one pyramid in routine.
<b>13-19 points</b>	L5 pyramid skills. Advanced load-in, L4/L5 transitional skills and dismounts. More than one pyramid in routine.
<b>19-25 points</b>	L5 pyramid skills. Elite transitional and dismount skills. More than one pyramid in routine.

## **Tosses**

### **Execution (0-15 points)**

<b>0-4 points</b>	Toss skills executed with poor technique, perfection, flexibility and synchronization. Toss height limited.
<b>4-7 points</b>	Toss skills executed with standard technique, perfection, flexibility and synchronization with below average to average height tosses.
<b>7-10 points</b>	Toss skills executed with standard to higher than standard technique, perfection, flexibility and synchronization with average height tosses.
<b>10-15 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>0-3 points</b>	L3 toss skills. Very limited number of tosses in routine. Poor creativity and variety.
<b>3-5 points</b>	L4 toss skills. Limited number of tosses in routine. Some creativity and variety.
<b>4-6 points</b>	L5 toss skills. Multiple tosses in routine. Average level of creativity and variety.
<b>5-10 points</b>	L5 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



## CHOREOGRAPHY INTERNATIONAL DIVISIONS LEVEL 5

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

### COMMENTS

<b>DANCE EXECUTION</b>	
0.....1.....2.....3.....4.....5	
<b>DANCE DIFFICULTY</b>	10
0.....1.....2.....3.....4.....5	
<b>MOTIONS</b>	5
0.....1.....2.....3.....4.....5	
<b>FORMATIONS</b>	
0.....1.....2.....3.....4.....5	
<b>TRANSITIONS</b>	10
0.....1.....2.....3.....4.....5	
<b>STUNT CREATIVITY</b>	
0.....1.....2.....3.....4.....5	
<b>PYRAMID CREATIVITY</b>	10
0.....1.....2.....3.....4.....5	
<b>OVERALL ROUTINE IMPRESSION</b>	
0.....1.....2.....3.....4.....5	5

### ADDITIONAL COMMENTS

**TOTAL** 40

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## USASF JUDGES SCORING GUIDELINES International Division Level 5 Choreography

### Dance

#### **Execution (0-5 points)**

Appropriateness will be taken into consideration by all Dance Judges. This includes both dance moves and music.

<b>0-1 points</b>	Dance skills executed with poor technique, perfection and synchronization. Performed at a slow and/or with no change of pace.
<b>1-2 points</b>	Dance skills executed with standard level of technique, perfection and synchronization. Performed at a slow and/or with no change of pace.
<b>2-3 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.
<b>3-5 points</b>	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 (0-5 points)**

<b>0-2 points</b>	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>2-3 points</b>	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>	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. (0-5 points)**

Motions may be a sequence or motions done throughout the routine. (i.e. top of stunts and/or pyramids)

<b>0-1 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>1-2 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>2-3 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>3-5 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**  
(0-5 points)

<b>0-2 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>2-3 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>3-5 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**  
(0-5 points)

<b>0-2 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>2-3 points</b>	Some transitions with timing and execution problems. Average degree of difficulty/creativity in routine transitions. Transitions contain some visual elements.
<b>3-5 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**  
(0-5 points)

<b>0-2 points</b>	Poor creativity and variety.
<b>2-3 points</b>	Some creativity and variety.
<b>3-5 points</b>	High level of creativity, originality and variety.

**Pyramid Creativity**  
(0-5 points)

<b>0-2 points</b>	Poor creativity and variety.
<b>2-3 points</b>	Some creativity and variety.
<b>3-5 points</b>	High level of creativity, originality and variety.