

# INTERNATIONAL COED L6 DIVISION 2014 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 small top range of each other. Worlds has a very large, 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 creativity/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.  
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. Synchronized Tumbling Category

- For synchronized tumbling, judges are focused on running 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. Tumbling passes that start in different passes and end in the same skills and at the same time are also considered within the synchronized tumbling section. However, ripple tumbling is no longer considered synchronized tumbling.
- Standing tumbling is not considered in this category because it has always been expected for standing tumbling to have majority of team performing with synchronized skills. This score will be completely left in the Standing Tumbling category.

## 6. OVERALL, FORMATIONS and TRANSITIONS

- On each score sheet there is an "Overall" score for each judge. This score is for the judges to give their score/opinion on the overall routine and not just the category they are assigned to judge.
- Just as the "Overall" score is for the overall opinion of the routine, the "Formation" and "Transitions" sections on the Choreography score sheet is based on all of the formations and transitions (formation transitions not stunt/pyramid transitions) in your overall routine.

## 7. TOSSES

- A variety of tosses needs to be shown. This does not imply the variety needs to be performed at the same time. Synchronized, same skill tosses and then a different skill (of) toss(es) at a different part in the routine also shows variety.

## **SINGLE BASE BREAKDOWN**

*A General Guide for Single Base Stunting for coed team score sheets.*

### **One base and one top person per stunt.**

When assist is added – only one person (the spotter) may assist to still be considered in the single base category.

If more than the spotter assists the stunt, then it will be viewed as a multi base stunt and judged in the multi base point ranges.

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.

“Catching” the cradles from all extended stunts requires an assist by rules and therefore will not affect the point range.

Here is an example list of easiest to hardest single base stunts. Please understand, the “(i.e.’s)” are JUST examples. They are not a statement of exactly what you need to do to score in a certain point range:

Note: In the list below, “assisted toss” implies J-up, walk in/up, actually assisting a toss or any other way in which assistance is used to get the top person to the desired skill.

assisted toss hands, assisted two arm, two leg stunt (i.e. extension)

assisted toss hands, assisted two arm, one leg stunt (i.e. liberty, stretch, etc...)

assisted toss to assisted two arm, two leg stunt

assisted toss hands, unassisted two arm, two leg stunt

assisted toss to assisted two arm, one leg stunt

unassisted toss to assisted two arm, two leg stunt

unassisted toss to assisted two arm, one leg stunt

unassisted toss hands to unassisted two arm, two leg stunt

unassisted toss hands to unassisted two arm, one leg stunt

unassisted toss hands to unassisted one arm, two leg stunt (i.e. cupie)

unassisted toss to unassisted two arm, two leg stunt

unassisted toss to unassisted two arm, one leg stunt

unassisted toss to unassisted one arm, two leg stunt

unassisted toss to unassisted one arm, one leg stunt

### **Additional factors that could potentially adjust the relative difficulty at judge's discretion:**

1. twisting/unique mounts
2. twisting/unique dismounts
3. number/difficulty of body positions

4. other unique stunts that don't fit neatly into above rubric (inversions, release moves in addition to the entrance toss, original/never before seen stunts, etc.)
5. number of stunts compared to team size
6. number/duration of total stunt sequences in overall routine.
7. assisted tumbling ruled as a stunt that would negatively affect a stunt score

Please note: Judges discretion will be used when getting to an overall stunt difficulty score when different stunts are performed. (some do unassisted, some do assisted, was the assistance just a touch or continued support, etc...)

**Worlds 2014 International Coed L6 Divisions Percentage Page**

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

**Total Points Possible - 300 100%**



## Worlds 2014 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>	L5 standing tumbling skills. Multiple skills and variety performed in routine. Most to all of performers attempting skill compared to number on the floor. In reference to jumps connected to Standing Tumbling: Standing Tumbling Difficulty IS made more difficult when using a jump entry (i.e. connecting a jump to a tuck makes the Standing Tumbling more difficult). Also see: Jumps (below)

### 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</b>

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synchronization, high degree of difficulty.

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## 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>	Multiple jumps. High number of jumps and variety performed in routine. Most to all of performers attempting skill compared to number on the floor. In reference to jumps connected to tumbling: The jumps are judged as if there was no standing tumbling connected (i.e. connecting a tuck to a jump doesn't affect your Jump Difficulty score). Also see: <b>Standing Tumbling</b> (above)



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## 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 2014 Coed L6 International Division BUILDING SCORING GUIDELINES



### Stunts

The International Coed STUNT score will come from EXECUTION plus Difficulty. 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>1-13 points</b>	Stunt skills executed with poor to standard technique, perfection, stability, flexibility and synchronization.
<b>13-35 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>	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. Basic, simple load-in, L4 or under dismount and transitional skills.
<b>6-25 points</b>	L6 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**

<b>1-13 points</b>	L5 and under stunt skills or limited number of L6 stunts performed in routine. Basic, simple load-in, L4 or under dismount and transitional skills.
<b>13-35 points</b>	Please use the Single Base Breakdown earlier in this score sheet pack. (pages 2 and 3)

### Pyramids

#### **Execution (0-35 points)**

<b>1-13 points</b>	Pyramid skills and/or executed with poor to standard technique, perfection, flexibility and synchronization.
<b>13-35 points</b>	Pyramid skills with a nearly perfect to perfect level of technique, perfection, flexibility and synchronization.

#### **Difficulty (0-35 points)**

<b>1-13 points</b>	L5 pyramid skills. Basic transitional skills and dismounts. More than one pyramid in routine.
<b>13-35 points</b>	L6 pyramid skills. Elite transitional and dismount skills. More than one pyramid in routine.

### Tosses

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

<b>0-10 points</b>	Toss skills executed with poor technique, perfection, flexibility and synchronization. Toss height limited.
<b>10-25 points</b>	Toss skills executed with standard technique, perfection, flexibility and synchronization with below average to average height tosses.

#### **Difficulty (0-20 points)**

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





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## 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: 5px;">35</div> <div style="margin: 0 5px;">+</div> <div style="border: 1px solid black; padding: 5px; margin-right: 5px;">25</div> <div style="margin: 0 5px;">or</div> <div style="border: 1px solid black; padding: 5px; margin-right: 5px;">35</div> <div style="margin: 0 5px;">=</div> <div style="border: 1px solid black; padding: 5px; margin-right: 5px;">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: 5px;">35</div> <div style="margin: 0 5px;">+</div> <div style="border: 1px solid black; padding: 5px; margin-right: 5px;">35</div> <div style="margin: 0 5px;">=</div> <div style="border: 1px solid black; padding: 5px; margin-right: 5px;">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: 5px;">25</div> <div style="margin: 0 5px;">+</div> <div style="border: 1px solid black; padding: 5px; margin-right: 5px;">20</div> <div style="margin: 0 5px;">=</div> <div style="border: 1px solid black; padding: 5px; margin-right: 5px;">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>
	<div style="display: flex; align-items: center; justify-content: flex-end;"> <div style="margin-right: 10px;"><b>TOTAL</b></div> <div style="border: 1px solid black; padding: 5px; font-size: 1.2em;">195</div> </div>

### ADDITIONAL COMMENTS

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# Worlds 2014 Coed L6 International Division CHOREOGRAPHY SCORING GUIDELINES



## Dance

**Execution (1-5 points)** Appropriateness will be taken into consideration by all Judges.

**1-2 pts** Dance skills executed with poor to standard technique, perfection and synchronization. Little to no crowd appeal/entertainment value or creativity. Poor musicality.

**2-5 pts** Dance skills executed with nearly perfect to perfect level of technique, perfection and synchronization. Average to high crowd appeal/entertainment value and creativity. Good to strong musicality. (Musicality is defined by matching the dance to the spirit/mood of the music. The dances that tell a story and/or have a flow and purpose opposed to the dances that are a series of pointless movements.)

**Difficulty (1-5 points)**

**1-2 pts** Basic to average dance skills (Ex: Minimal to moderate level and/or formation changes, dance transitions obvious/slow, little to no floor work and/or body movement). Use of few to half team members compared to number on floor. Performed at a slow to medium and/or with no change of pace. Average Visual Effects. (tricks, ground work, group/partner work, level changes, contagions, opposing motions). Visual effects are accomplished at an average pace with apparent execution, and with fewer visual incorporations utilized to enhance the performance.

**2-5 pts** 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. Performed at fast pace and/or with a variety of changes of pace. Elite Visual Effects. Routine achieves superior visual effect through use of creative tricks, ground work, group/partner work, level changes, contagions, incorporation of opposing motions, crediting the overall quality and quantity of visuals performed. Visual effects are accomplished at a fast pace with seamless execution.

## Motions

**(0-5 points)**

**0-2 pts** 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).

**3-5 pts** 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)** Refers to Formations in the entire routine, not just in the dance section.

**1-3 pts** 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. Poor use of floor throughout routine.

**3-10 pts** 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. Great use of total floor.

## Transitions

**(1-10 points)** Refers to Transitions in the entire routine, not just in the dance section. All transitions should be seamless for routine flow rather than choppy

**1-3 pts** 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.

**3-10 pts** Some transitions with timing and execution problems. Average degree of difficulty/creativity in routine transitions. Transitions contain some visual elements.

## Stunt Creativity

**(1-15 points)**

**1-5 pts** Poor to average creativity and variety.

**5-15 pts** High level of creativity, originality and variety.

## Pyramid Creativity

**(1-15 points)**

**1-5 pts** Poor to average creativity and variety.

**5-15 pts** High level of creativity, originality and variety



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## CHOREOGRAPHY

### INTERNATIONAL COED L6

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

### COMMENTS

	<b>DANCE EXECUTION</b> 1.....2.....3.....4.....5			
	<b>DANCE DIFFICULTY</b> 1.....2.....3.....4.....5			
	<table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="width: 30px; text-align: center;">5</td></tr> </table> + <table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="width: 30px; text-align: center;">5</td></tr> </table> = <table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="width: 30px; text-align: center;">10</td></tr> </table>	5	5	10
5				
5				
10				
	<b>MOTIONS EXECUTION/DIFFICULTY</b> 1.....2.....3.....4.....5			
	<table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="width: 30px; text-align: center;">5</td></tr> </table>	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 border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="width: 30px; text-align: center;">10</td></tr> </table> + <table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="width: 30px; text-align: center;">10</td></tr> </table> = <table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="width: 30px; text-align: center;">20</td></tr> </table>	10	10	20
10				
10				
20				
	<b>STUNT CREATIVITY</b> 1.....10.....15			
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15				
	<b>PYRAMID CREATIVITY</b> 1.....10.....15			
	<table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="width: 30px; text-align: center;">15</td></tr> </table>	15		
15				
	<b>OVERALL ROUTINE IMPRESSION</b> 1...2...3...4...5...6...7...8...9...10			
	<table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="width: 30px; text-align: center;">10</td></tr> </table>	10		
10				
	<table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="width: 30px; text-align: center;">75</td></tr> </table>	75		
75				

### ADDITIONAL COMMENTS

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