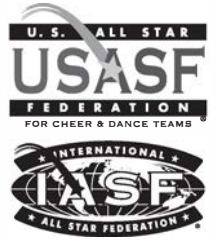




Club Divisions - ALL GIRL - Level 5

Worlds Scoring DRAFT - 2017



STUNTS

TECHNIQUE (0-10 points)

- 0 pts:** No skills performed
- 1.0-5.0 pts:** Skills performed with poor execution, stability, flexibility and synchronization
- 5.0-8.0 pts:** Skills performed with average execution, stability, flexibility and synchronization
- 8.0-10.0 pts:** Skills performed with near perfect to perfect execution, stability, flexibility and synchronization

DIFFICULTY (0-10 points)

- 0 pts:** No skills performed
- 1.0-6.0 pts:** Less than a majority of the athletes perform four or less level appropriate skills
- 6.0-10.0 pts:** A majority of the athletes perform four level appropriate skills

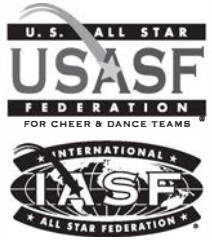
Once in range, the following are considered when scoring Stunt Difficulty:

- Degree of difficulty
- Percentage of team participation
- Variety of load-ins, dismounts and transitions
- Additional skills and combination of skills (non-level appropriate included) may increase your score within a range
- Minimal use of bases



Club Divisions - COED - Level 5

Worlds Scoring DRAFT - 2017



STUNTS

TECHNIQUE (0-10 points)

- 0 pts:** No skills performed.
- 1.0-5.0 pts:** Skills performed with poor execution, stability, flexibility and synchronization
- 5.0-8.0 pts:** Skills performed with average execution, stability, flexibility and synchronization
- 8.0-10.0 pts:** Skills performed with near perfect to perfect execution, stability, flexibility and synchronization

DIFFICULTY (0-10 points)

- 0 pts:** No skills performed
- 1.0-6.0 pts:** Less than a majority of the athletes perform two or less level appropriate skills
- 6.0-10.0 pts:** A majority of the athletes perform two level appropriate skills
- In the 6.0-10 range:**
- If your team performs **only multi-based stunts** the stunt score is restricted to a max of a 8.0
 - If your team performs a **combination multi-based and single-based** (assisted *or unassisted), your max score is not restricted
 - If your team performs **only single-based stunts** (assisted* or unassisted), your max score is not restricted

****Assisted is defined as an additional person, other than the base, touching the stunt at any time (i.e. initiation of the skill, during the transition up, settling or stabilizing skill at the top, etc.) for any period of time during the stunt, other than the dismount.***

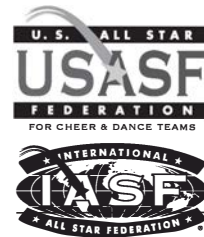
Once in range, the following are considered when scoring Stunt Difficulty:

- Degree of difficulty
 - Percentage of team participation
 - Variety of load-ins, dismounts and transitions
 - Additional skills and combination of skills (non-level appropriate included) may increase your score within a range
 - Minimal use of bases
-



Club Divisions - ALL GIRL/COED - Level 5

Worlds Scoring DRAFT - 2017



PYRAMIDS

TECHNIQUE (0-10 points)

- 0 pts:** No skills performed
- 1.0-5.0 pts:** Skills performed with poor execution, stability and synchronization
- 5.0-8.0 pts:** Skills performed with average execution, stability and synchronization
- 8.0-10.0 pts:** Skills performed with near perfect to perfect execution, stability and synchronization

DIFFICULTY (0-10 points)

- 0 pts:** No skills performed.
- 1.0-6.0 pts:** Less than four level appropriate skills and/or two structures
- 6.0-10 pts:** Four level appropriate skills and two structures

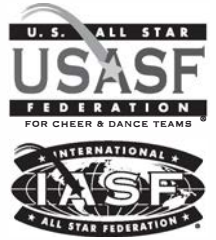
Once in range, the following are considered when scoring Pyramid Difficulty:

- Degree of difficulty
- Percentage of team participation
- Variety of load-ins, dismounts and transitions
- Additional skills and combination of skills (non-level appropriate included) may increase your score within a range
- Minimal use of bases



Club Divisions - ALL GIRL / COED Level 5

Worlds Scoring DRAFT - 2017



TOSESSES

TECHNIQUE (0-10 points)

- 0 pts:** No skills performed
- 1.0-5.0 pts:** Skills performed with poor execution, flexibility, synchronization and limited toss height
- 5.0-8.0 pts:** Skills performed with average execution, flexibility, synchronization and average toss height
- 8.0-10.0 pts:** Skills performed with near perfect to perfect execution, flexibility, synchronization and above average toss height

DIFFICULTY (0-10 points)

- 0 pts:** No skills performed
- 9.0 pts:** Tosses are thrown, but none are level appropriate
- 9.2 pts:** Less than a majority of the athletes perform a level appropriate toss
- 9.4 pts:** Majority perform a level appropriate toss
- 9.6 pts:** Majority performs a level appropriate toss plus one additional toss
- 9.8 pts:** Squad (with or without front spots) performs a level appropriate toss
- 10.0 pts:** Squad (with or without front spots) performs a level appropriate toss plus one additional toss

SQUAD = *The maximum number of tosses that can be thrown during one sequence. If 4 or more athletes are not involved in the toss sequence it would not be considered a squad toss. Must be rippled or synchronized.*

BUILDING CREATIVITY

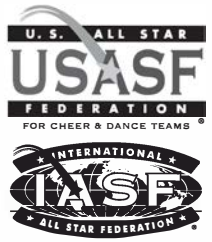
(0-5 points)

- 0 pts:** No skills performed
- 1.0-2.0 pts:** Below average innovative, visual, unique and intricate ideas
- 2.0-4.0 pts:** Average innovative, visual, unique and intricate ideas
- 4.0-5.0 pts:** Above average innovative, visual, unique and intricate ideas



Club Divisions - ALL GIRL / COED Level 5

Worlds Scoring DRAFT — 2017



STANDING TUMBLING

TECHNIQUE (0-10 points)

- 0 pts:** No skills performed
- 1.0-5.0 pts:** Skills performed with poor execution and synchronization
- 5.0-8.0 pts:** Skills performed with average execution and synchronization
- 8.0-10.0 pts:** Skills performed with near perfect to perfect execution and synchronization

DIFFICULTY (0-10 points)

- 0 pts:** No skills performed
- 1.0-6.0 pts:** Less than most of the athletes perform two or less level appropriate passes
- 6.0-10.0pts:** Most of the athletes perform two level appropriate standing tumbling passes

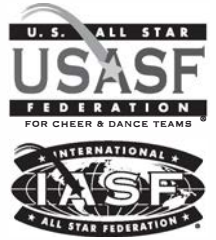
Once in range, the following are considered when scoring Standing Tumbling Difficulty:

- Degree of difficulty
 - Percentage of team participation
 - Specialty combination/creativity
 - Jump/Tumble combination
 - Additional skills
 - Synchronization
 - Variety
-



Club Divisions - ALL GIRL / COED Level 5

Worlds Scoring DRAFT — 2017



RUNNING TUMBLING

TECHNIQUE (0-10 points)

- 0 pts:** No skills performed
- 1.0-5.0 pts:** Skills performed with poor execution and synchronization
- 5.0-8.0 pts:** Skills performed with average execution and synchronization
- 8.0-10.0 pts:** Skills performed with near perfect to perfect execution and synchronization

DIFFICULTY (0-10 points)

- 0 pts:** No skills performed
- 1.0- 6.0 pts:** Less than a majority of the athletes perform one level appropriate running tumbling pass
- 6.0-10.0 pts:** A majority of the athletes perform one level appropriate running tumbling pass

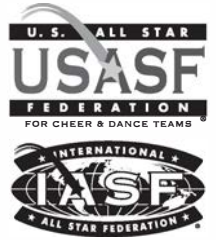
Once in range, the following are considered when scoring Running Tumbling Difficulty:

- Degree of difficulty
- Percentage of team participation
- Specialty combination/creativity
- Synchronization
- Variety
- Additional skills and combination of skills (non-level appropriate included) may increase your score within a range



Club Divisions - ALL GIRL / COED Level 5

Worlds Scoring DRAFT — 2017



JUMPS

TECHNIQUE (0-10 points)

- 0 pts:** No skills performed
- 1.0-5.0 pts:** Skills performed with poor execution, flexibility and synchronization
- 5.0-8.0 pts:** Skills performed with average execution, flexibility and synchronization
- 8.0-10.0 pts:** Skills performed with near perfect to perfect execution, flexibility and synchronization

DIFFICULTY (0-5 points)

- 0 pts:** No skills performed
- 1.0-4.0 pts:** Less than most of the athletes perform 4 advanced connected jumps or 3 advanced connected jumps plus 1 additional advanced jump
- 5.0 pts:** Most of the athletes perform 4 advanced connected jumps or 3 advanced connected jumps plus 1 additional advanced jump. Must be synchronized and include a variety.

Advanced Jumps: Herkie, Hurdler, Toe Touch, Pike, Double Nine

Connected Jumps: All approaches within the jump section must have a whip approach

ROUTINE COMPOSITION

1.0-5.0 pts: BELOW AVERAGE demonstration of :

- Precision of spacing
- Seamless patterns of movement
- Innovative, visual, creative ideas
- Additional skills used to enhance the overall appeal

5.0-8.0 pts: AVERAGE demonstration of:

- Precision of spacing
- Seamless patterns of movement
- Innovative, visual, creative ideas
- Additional skills used to enhance the overall appeal

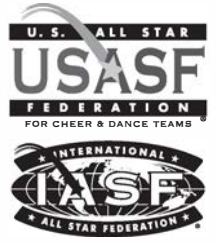
8.0-10.0pts: ABOVE AVERAGE demonstration of:

- Precision of spacing
- Seamless patterns of movement
- Innovative, visual, creative ideas
- Additional skills used to enhance the overall appeal



Club Divisions - ALL GIRL / COED Level 5

Worlds Scoring DRAFT — 2017



DANCE

(0-10 points)

0 pts: No skills performed

1.0-5.0 pts: Dance skills/elements performed with BELOW AVERAGE:

- Entertainment value
- Energy level
- Visual elements
- Variety of levels
- Formation changes
- Footwork & floorwork
- Partner work
- Pace & Intricacy
- Technique
- Perfection
- Synchronization
- Team participation

5.0-8.0 pts: Dance skills/elements performed with AVERAGE:

- Entertainment value
- Energy level
- Visual elements
- Variety of levels
- Formation changes
- Footwork & floorwork
- Partner work
- Pace & Intricacy
- Technique
- Perfection
- Synchronization
- Team participation

8.0-10 pts: Dance skills/elements performed with ABOVE AVERAGE:

- Entertainment value
- Energy level
- Visual elements
- Variety of levels
- Formation changes
- Footwork & floorwork
- Partner work
- Pace & Intricacy
- Technique
- Perfection
- Synchronization
- Team participation

PERFORMANCE

A team's ability to demonstrate high levels of energy, entertainment value and excitement while maintaining consistent uniformity, genuine enthusiasm and showmanship. This will include appropriate athletic impression throughout the routine.

(1-10 points)

1.0-5.0 pts: BELOW AVERAGE

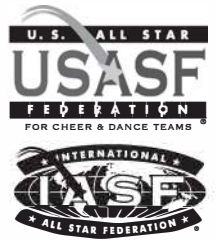
5.0-8.0 pts: AVERAGE

8.0-10.0 pts: ABOVE AVERAGE



Club Divisions - ALL GIRL / COED Level 5

Worlds Scoring DRAFT - 2017



Category	Technique	Difficulty	Tech/Diff	Subtotal	Percentage
Stunts	10	10		20	13.3%
Pyramids	10	10		20	13.3%
Tosses	10	10		20	13.3%
Building Creativity			5	5	3.3%
Standing Tumbling	10	10		20	13.3%
Running Tumbling	10	10		20	13.3%
Jumps	10	5		15	10.0%
Dance			10	10	6.7%
Routine Composition			10	10	6.7%
Performance			10	10	6.7%
Total Points Possible	60	55	35	150	100%

MAJORITY / MOST CHART

STUNTS

TUMBLING/JUMPS

# of Athletes	Majority	Full Team	Majority	Full Team	# of Athletes	Majority	Most
	Multi-based	Multi-based	Single-based	Single-based		Majority	Most
11 & U	1	2	2	3	5	3	4
12	2	3	3	4	6	4	5
13	2	3	3	4	7	4	5
14	2	3	3	4	8	5	6
15	2	3	3	5	9	5	7
16	3	4	3	5	10	6	8
17	3	4	3	5	11	6	8
18	3	4	4	6	12	7	9
19	3	4	4	6	13	7	9
20	3	5	4	6	14	8	10
21	3	5	4	7	15	8	11
22	3	5	4	7	16	9	12
23	3	5	4	7	17	9	12
24	4	6	5	8	18	10	13
25	4	6	5	8	19	10	14
26	4	6	5	8	20	11	15
27	4	6	5	9	21	11	16
28	4	7	5	9	22	12	17
29	4	7	5	9	23	12	17
30	4	7	6	10	24	13	18
31	4	7	6	10	25	13	19
32	5	8	6	10	26	14	20
33	5	8	6	11	27	14	20
34	5	8	6	11	28	15	21
35	5	8	6	11	29	15	22
36	5	9	7	12	30	16	23
					31	16	23
					32	17	24
					33	17	25
					34	18	26
					35	18	26
					36	19	27

Majority in multi-based stunts: is determined by first dividing the total number of athletes by **four**. Majority is then defined as **1/2 plus 1** of those groups (not athletes- see chart above)

Majority in single base stunts: is determined by first dividing the total number of athletes by **three**. Majority is then defined as **1/2 plus 1** of those groups (not athletes- see chart above)

Majority in tumbling and jumps: 51% (of the team)
Most in tumbling and jumps: 75% (of the team)