SCORING SYSTEM
INTERNATIONAL L1-L7 DIVISIONS

IASF

STUNT DIFFICULTY - ALL GIRL DIVISIONS
(cumulative throughout the routine)

0	No skills performed
1 - 8	Less than a Majority of the team performs a level appropriate skill
8 - 20	A Majority of the team performs a level appropriate skill

STUNT DIFFICULTY - COED DIVISIONS
(cumulative throughout the routine)

0	No skills performed
1 - 8	Less than a Majority of the team performs a level appropriate skill. No single based or assisted single based skill performed.
8 - 16	A Majority of the team performs a level appropriate skill. Less than a Majority of the team performs a single based or assisted single based skill.
8 - 20	A Majority of the team performs a level appropriate skill and a Majority of the team performs a single based or assisted single based skill.
Transitional skills will NOT count towards the Single Based or Assisted Single Based requirement	

PYRAMID DIFFICULTY
(cumulative throughout the routine)

0	No skills performed
1 - 12	No level appropriate skills and/or less than two structures
12 - 20	A minimum of 1 level appropriate skill and two structures

STUNT & PYRAMID DIFFICULTY CONSIDERATIONS

The following are considered when COMPARING teams:

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

STUNT & PYRAMID TECHNIQUE
Stunt: 20-points & Pyramid: 20-points

Execution • Stability • Flexibility • Uniformity • Sync

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 - 8	8 - 18	18 - 20
A zero is issued when no skills are performed		

STUNT - TEAM MAJORITY (ALL GIRL & COED)

ATHLETE COUNT	MAJORITY COUNT
16 - 23	3
24 - 30	4

PYRAMID - MINIMUM TWO STRUCTURES

Consecutive transitions within a pyramid will not meet the minimum requirement of hitting a structure. Structures must meet the definition of a "pyramid" in the IASF rules/glossary

TOSS - TEAM MAJORITY (L2 - L7)

ATHLETE COUNT	MAJORITY COUNT
16 - 19	2
20 - 29	3
30	4

TOSS DIFFICULTY (L2 - L7)
(cumulative throughout the routine)

0	No skills performed
1 - 2	No level appropriate toss performed
2 - 3	Less than a Majority of the team performs a level appropriate toss
3 - 5	A Majority of the team performs a level appropriate toss

TOSS DIFFICULTY CONSIDERATIONS (L2 - L7)

The following are considered when COMPARING teams:

- Degree of difficulty of tosses (L3 - L7)
- Percentage of team participation
- Variety (L3 - L7)
- Additional tosses (non-level appropriate included) may increase your score within range
- Height

TOSS TECHNIQUE (L2 - L7)

Execution • Flexibility • Uniformity • Sync

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 - 2	2 - 4	4 - 5
A zero is issued when no skills are performed		

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STANDING TUMBLING DIFFICULTY
(cumulative throughout the routine)

0	No skills performed
1 - 3	Less than a Majority of the team performs a level appropriate pass or a Majority perform below level appropriate passes
3 - 5	A Majority of the team performs a level appropriate pass including passes with multiple athletes and multiple synchronized passes

STANDING TUMBLING

In levels 5-7, Jump/Tuck combination will be considered level appropriate

In levels 6-7, all single and double twisting skills will count as level appropriate

TUMBLING & JUMP - TEAM MAJORITY

ATHLETE COUNT	MAJORITY COUNT
16 - 17	9
18 - 19	10
20 - 21	11
22 - 23	12
24 - 25	13
26 - 27	14
28 - 29	15
30	16

RUNNING TUMBLING DIFFICULTY
(cumulative throughout the routine)

0	No skills performed
1 - 3	Less than a Majority of the team performs a level appropriate pass or a Majority perform below level appropriate passes
3 - 5	A Majority of the team performs a level appropriate pass including passes with multiple athletes and multiple synchronized passes

RUNNING TUMBLING

In levels 6-7, all single and double twisting skills will count as level appropriate

JUMP DIFFICULTY
(cumulative throughout the routine)

0	No skills performed
1 - 4	Less than a Majority of the team performs 3 advanced jumps
4 - 5	A Majority of the team performs 3 advanced jumps

ADVANCED JUMPS

Herkie • Hurdler • Toe Touch • Pike • Double Nine

JUMP DIFFICULTY CONSIDERATIONS

The following are considered when COMPARING teams:

- Percentage of team participation
- Variety
- Connected jumps
- Synchronization
- Height

TUMBLING DIFFICULTY CONSIDERATIONS

The following are considered when COMPARING teams:

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

ADDITIONAL INFORMATION

In Levels 1-4, individual tumbling passes (tumbling passes by a single person) will NOT be considered in the scoring process

In levels 5-7, individual tumbling passes (tumbling passes by a single person) will be considered in the scoring process

Synchronized tumbling is defined as passes that are intended to start and finish at the same time with more than one athlete

TUMBLING TECHNIQUE

Execution • Uniformity • Body Control • Landings • Sync

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 - 6	6 - 9	9 - 10

A zero is issued when no skills are performed

JUMP TECHNIQUE

Execution • Flexibility • Uniformity • Sync

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 - 2	2 - 4	4 - 5

A zero is issued when no skills are performed

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IASF

ROUTINE CREATIVITY

A team's ability to consistently demonstrate innovative, visual, and creative ideas throughout all routine elements.

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 – 4	4 – 8	8 – 10

FORMATIONS & TRANSITIONS

A team's ability to demonstrate precise spacing, uniform timing, strong pace, and seamless flow between elements.

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 – 4	4 – 8	8 – 10

DANCE DIFFICULTY

The following are considered:

- Visual Elements
- Variety Of Levels
- Formation Changes
- Pace & Intricacy
- Footwork & Floorwork
- Partnerwork
- Team Participation

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 – 2	2 – 4	4 – 5
A zero is issued when no skills/elements are performed		

DANCE TECHNIQUE

The following are considered:

- Perfection
- Synchronization
- Precision of spacing
- Uniformity
- Arm/Motion placement
- Entertainment value
- Energy level

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 – 2	2 – 4	4 – 5
A zero is issued when no skills/elements are performed		

PERFORMANCE

A team's ability to demonstrate high levels of energy, entertainment value, confidence, and showmanship.

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 – 2	2 – 4	4 – 5