SCORING SYSTEM
NON-TUMBLING 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 - 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

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

TOSS DIFFICULTY
(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

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

TOSS DIFFICULTY CONSIDERATIONS

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

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		

TOSS 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		

SCORING SYSTEM
NON-TUMBLING DIVISIONS

IASF

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

ADDITIONAL INFORMATION

No Tumbling Allowed

EXCEPTION: Forward rolls, handstands, cartwheels and round offs allowed for stunting purposes or formation changes and must follow appropriate level inversion rules.

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

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		

SCORING SYSTEM
NON-TUMBLING DIVISIONS

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