

IASF SCORING SYSTEM

MASTER SCORE SHEET

INTERNATIONAL LEVEL 1 DIVISIONS

Category	Technique	Difficulty	Subtotal
Stunt	15.0	15.0	30.0
Pyramid	15.0	15.0	30.0
Standing Tumbling	2.0	2.0	4.0
Running Tumbling	2.0	2.0	4.0
Jumps	2.0	2.0	4.0
Dance	2.0	2.0	4.0
Routine Creativity/Composition		10.0	10.0
Formations & Transitions		5.0	5.0
Performance		5.0	5.0

TOTAL	96.0
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SCORING SYSTEM

INTERNATIONAL L1-L4 DIVISIONS



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

0	No skills performed
1.0 - 3.0	Less than a Majority of the team performs a level appropriate skill
3.0 - 6.0	A Majority of the team performs a level appropriate skill
6.0 - 15.0	A Majority of the team performs 4 or more level appropriate skills

STUNT DIFFICULTY – COED DIVISIONS (cumulative throughout the routine)

0	No skills performed
1.0 - 3.0	Less than a Majority of the team performs a level appropriate skill. No single based (assisted or unassisted) skill performed.
3.0 - 9.0	A Majority of the team performs a level appropriate skill and a minimum of 1 single based (assisted or unassisted) skill.
6.0 - 15.0	A Majority of the team performs 4 or more level appropriate skills and a minimum of 1 single based (assisted or unassisted) skill.

Transitional skills will NOT count towards the Single Based (assisted or unassisted) requirement

PYRAMID DIFFICULTY (cumulative throughout the routine)

0	No skills performed
1.0 - 9.0	Less than 4 level appropriate skills and/or less than 2 structures
9.0 - 15.0	A minimum of 4 level appropriate skills and 2 structures

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

ADDITIONAL INFORMATION

Level Appropriate: any skill that is first allowed at that level, according to the IASF Legality Cheer Rules

STUNT & PYRAMID TECHNIQUE Stunt: 15-points & Pyramid: 15-points

Execution • Stability • Flexibility • Uniformity • Sync

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1.0 - 6.0	6.0 - 13.0	13.0 - 15.0
A zero is issued when no skills are performed		

STUNT – TEAM GROUP CHART (ALL GIRL & COED)

# ATHLETES	MAJORITY
16 - 19	3
20 - 23	3
24 - 30	4

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)

SCORING SYSTEM

INTERNATIONAL L1-L4 DIVISIONS



STANDING TUMBLING DIFFICULTY (cumulative throughout the routine)

0	No skills performed
0.1 - 0.5	Less than a Majority of the team performs a level appropriate pass or a Majority perform below level appropriate passes
0.5 - 2.0	A Majority of the team performs a level appropriate synchronized pass

STANDING TUMBLING

Synchronized passes can be counted cumulatively to reach majority
Each skill/pass must be synchronized with two or more athletes to receive credit

TUMBLING & JUMP – TEAM COUNT

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

RUNNING TUMBLING DIFFICULTY (cumulative throughout the routine)

0	No skills performed
0.1 - 0.5	Less than a Majority of the team performs a level appropriate pass or a Majority perform below level appropriate passes
0.5 - 2.0	A Majority of the team performs a level appropriate synchronized pass

JUMP DIFFICULTY (cumulative throughout the routine)

0	No skills performed
0.5	Less than 3 advanced jumps performed
1.5	Most of the team performs 3 advanced jumps
2.0	Most of the team performs 3 advanced jumps, with a minimum of 2 connected advanced jumps; the jumps must be synchronized and include variety

ADVANCED JUMPS

Herkie • Hurdler • Toe Touch • Pike • Double Nine

TUMBLING DIFFICULTY CONSIDERATIONS

The following are considered when **COMPARING** teams:

- Degree of difficulty of skills/passes
- Percentage of team participation
- Use of groups/size of groups
- Use of recycled athletes/unique athletes
- Synchronization of difficult passes
- Specialty combination
- Variety
- Additional skills and combination of skills (non-level appropriate included)

ADDITIONAL INFORMATION

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

Level Appropriate: any skill that is first allowed at that level, according to the IASF Legality Cheer Rules

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

TUMBLING TECHNIQUE

Standing: 2-points & Running: 2-points

Execution • Uniformity • Body Control • Landings • Sync

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
0.1 - 0.5	0.5 - 1.5	1.5 - 2.0
<i>A zero is issued when no skills are performed</i>		

JUMP TECHNIQUE

Execution • Flexibility • Uniformity • Sync

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
0.1 - 0.5	0.5 - 1.5	1.5 - 2.0
<i>A zero is issued when no skills are performed</i>		

SCORING SYSTEM

INTERNATIONAL L1-L7 DIVISIONS



ROUTINE CREATIVITY/COMPOSITION

A team's ability to consistently demonstrate innovative, visual, and creative ideas throughout all routine elements including strong pace, variety of formations and seamless flow between elements.

BELOW	AVERAGE	ABOVE AVERAGE
3.0	4.0 - 9.0	9.0 - 10.0

FORMATIONS & TRANSITIONS

A team's ability to demonstrate precise spacing and uniform timing.

BELOW	AVERAGE	ABOVE AVERAGE
1.0 - 2.0	2.0 - 4.5	4.5 - 5.0

DANCE DIFFICULTY

The following are considered:

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

BELOW	AVERAGE	ABOVE AVERAGE
0.1 - 0.5	0.5 - 1.5	1.5 - 2.0
<i>A zero is issued when no skills/elements are performed</i>		

DANCE TECHNIQUE

The following are considered:

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

BELOW	AVERAGE	ABOVE AVERAGE
0.1 - 0.5	0.5 - 1.5	1.5 - 2.0
<i>A zero is issued when no skills/elements are performed</i>		

PERFORMANCE

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

BELOW	AVERAGE	ABOVE AVERAGE
3.0	3.0 - 4.5	4.5 - 5.0