



Club Divisions - ALL GIRL - Level 6 Worlds Scoring – 2021



STUNTS

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 of skills
- 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

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



Club Divisions - COED - Level 6 Worlds Scoring – 2021

STUNTS

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

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 of skills
- 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

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



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PYRAMIDS

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 of skills
- 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

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



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TOSSES

DIFFICULTY {0-10points}

- 0 pts:** No skills performed
- 1.0-6.0 pts:** Tosses are thrown but none are level appropriate
- 7.0 pts:** Less than a majority of the team performs a level appropriate toss
- 8.0 pts:** The majority of the team performs a level appropriate toss
- 9.0 pts:** The team performs the **Division Expected** number of level appropriate tosses
- 10.0 pts:** The team performs the **Division Expected** number of level appropriate tosses
One toss, by one group, within the routine, must be a **Worlds Level 6 Toss**.
Worlds Level 6 Toss: a minimum 4 trick toss **and one of the 4 tricks must be a full twist (minimally)**
(The Worlds Level 6 Toss may be part of your Division Expected tosses OR an additional toss)

Examples of Worlds Level 6 Tosses:

- Hitch-kick-double (4 skills and at least one full twist)
Hitch-kick-kick-single (4 skills and at least one full twist)

Examples that are **not** Worlds Level 6 Tosses:

- Kick-kick-hitch-kick (4 skills but **does not** include a full twist)
Kick- ½ twist- ball- ½ twist (4 skills but **not one full twist** as the twist must be at one time -it is not cumulative)

DIVISION EXPECTATION:

XSmall – 3 tosses **Small** – 4 tosses **Medium** – 6 tosses **Large** – 7 tosses **Senior Open** – 4 tosses

TECHNIQUE {0-10points}

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

BUILDING CREATIVITY

(0-5points)

- 0 pts:** No skills performed
- 1.0-2.0pts:** Below average innovative, visual, unique and intricate ideas in level and non-level appropriate; stunts, pyramids and tosses
- 2.0-3.0pts:** Average innovative, visual, unique and intricate ideas level and non-level appropriate; stunts, pyramids and tosses
- 3.0-5.0pts:** Above average innovative, visual, unique and intricate ideas level and non-level appropriate; stunts, pyramids and tosses



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JUMPS

DIFFICULTY {0-10 points}

- 0 pts:** No jumps are performed
- 1.0-7.0 pts:** Less than a majority of the team performs 3 advanced connected jumps or 2 advanced connected jumps plus 1 additional advanced jump.
- 8.0 pts:** The majority of the team performs 3 advanced connected jumps or 2 advanced connected jumps plus 1 additional advanced jump. The jumps must be synchronized and include a variety.
- 9.0 pts:** Most of the team performs 3 advanced connected jumps or 2 advanced connected jumps plus 1 additional advanced jump. The jumps must be synchronized and include a variety.
- 10.0 pts:** The **Division Expected** number of athletes **OR** Full Team minus one, performs 3 advanced connected jumps or 2 advanced connected jumps plus 1 additional advanced jump. The jumps must be synchronized and include a variety.

Athletes that perform the same advanced synchronized jump will be counted

Performing the same jump with different legs is considered the "same jump" and does not constitute as variety (i.e. left/right hurdler)

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

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

DIVISION EXPECTATION:

XSmall – 12 athletes **Small** – 16 athletes **Medium** – 22 athletes **Large** – 28 athletes **Senior Open** – 18 athletes

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



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STANDING TUMBLING

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 pass
6.0-10.0pts: A majority of the athletes perform one level appropriate standing tumbling pass

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

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

TECHNIQUE {0-10 points}

- 0pts:** 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

RUNNING TUMBLING

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 of skills
- 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

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



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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

DANCE

Opts: No skills performed

1.0-2.0pts: Dance skills/elements performed with BELOW AVERAGE:

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

2.0-3.0pts: Dance skills/elements performed with AVERAGE:

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

3.0-5.0pts: Dance skills/elements performed with ABOVE AVERAGE:

- | | | |
|-----------------------|------------------------|----------------------|
| • Entertainment value | • Formation changes | • Technique |
| • Energy level | • Footwork & floorwork | • Perfection |
| • Visual elements | • Partner work | • Synchronization |
| • Variety of levels | • Pace & Intricacy | • 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, in conjunction with the USASF Athletic Performance Standards (APS), throughout the routine.

1.0-5.0pts: BELOW AVERAGE

5.0-8.0pts: AVERAGE

8.0-10.0pts: ABOVE AVERAGE



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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	10		20	13.3%
Dance			5	5	3.3%
Routine Composition			10	10	6.7%
Performance			10	10	6.7%
Total Points Possible	60	60	30	150	100%



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Majority / Most Chart



# of Athletes	Majority Multi-Based Stunts (4ppl)	Majority Tosses (5ppl)	Majority Tumbling/Jumps (51%)	Most Jumps (75%)
5	1	1	3	3
6	1	1	4	4
7	1	1	4	5
8	1	1	5	6
9	1	1	5	6
10	1	1	6	7
11	1	1	6	8
12	2	1	7	9
13	2	1	7	9
14	2	1	8	10
15	2	2	8	11
16	3	2	9	12
17	3	2	9	13
18	3	2	10	13
19	3	2	10	14
20	3	3	11	15
21	3	3	11	15
22	3	3	12	16
23	3	3	12	17
24	4	3	13	18
25	4	3	13	18
26	4	3	14	19
27	4	3	14	20
28	4	3	15	21
29	4	3	15	21
30	4	4	16	22
31	4	4	16	23
32	5	4	17	24
33	5	4	17	24
34	5	4	18	25
35	5	4	18	26
36	5	4	19	27
37	5	4	19	27
38	5	4	20	28