

Worlds Scoring Overview Club Divisions 2021

Worlds Scoring Overview



This is not a line by line reading of the rubric- this is just a highlight. Please visit www.USASF.net for a copy of the score system



This presentation will cover Club Divisions only



For information regarding the International Divisions please visit www.IASFworlds.com



Items in red are to highlight significant adjustments since Worlds 2020 (what was planned)



Worlds 2021 - Club Divisions

(For International Division (IASF) Scoring go to: www.iasfworlds.com)

13-18 years old	6/1/01-2007	6	Senior XSmall *	No Males	5-16 Members
13-18 years old	6/1/01-2007	6	Senior Small *	No Males	17-22 Members
13-18 years old	6/1/01-2007	6	Senior Medium *	No Males	23-30 Members
13-18 years old	6/1/01-2007	6	Senior Large *	No Males	31-38 Members
13-18 years old	6/1/01-2007	6	Senior XSmall Co-Ed *	1-2 Males	5-16 Members
13-18 years old	6/1/01-2007	6	Senior Small Co-Ed *	1-5 Males	5-22 Members
13-18 years old	6/1/01-2007	6	Senior Medium Co-Ed *	1-8 Males	5-30 Members
13-18 years old	6/1/01-2007	6	Senior Large Co-Ed *	1-19 Males	5-38 Members
13 years +	2007or before	6	Senior Open *	No Males	5-24 Members
13 years +	2007or before	6	Senior Open Small Co-Ed *	1-4 Males	5-24 Members
13 years +	2007or before	6	Senior Open Large Co-Ed *	5-12 Males	5-24 Members

** Indicates Worlds Eligible Division*

General Scoring Notes

This is a comparative scoring system. Everything is comparable to the teams within your division. Each score determines where your team places in the ordinal ranking of each category.

The only exception is **Jump** and **Toss Difficulty**. These are the **only** potential guaranteed scores as they have defined, capped scoring expectations.

There are no other comparative scores (difficulty or technique) that are tied to a numeric value. If you do something it may raise or lower your score but not by a fixed, guaranteed number.



General Scoring Notes

- There are many scoring options on this system in order to appropriately separate teams at the World Championship.
- The total score for the Worlds Club Scoring System is 150 points, regardless of division.
- Each day is a new day of scoring. Scores do not carry over.
- Judges do not have access to the scores from the previous day. Each day your performance is compared to the performance of the other routines in your division, from that day only.



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

General Scoring Notes

There is a Majority/Most chart at the end of the rubric as a resource

Club Division Scoresheet Overview

Highlights Only

*Focus on High
Range*

Stunts & Pyramids



Stunt Difficulty- All Girl

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

TO GET IN THE HIGH RANGE:

A majority of the athletes perform **four level appropriate skills**.

MAJORITY in **multi-based stunts**: is determined by first dividing the total number of athletes by **four** (rounding down when need be).

Majority is then defined as **1/2 plus 1** of those groups.

Example:

31 athletes total

Divide by four = 7 full stunt groups

*1/2 of 7 = 3 full groups, plus one, would be **4 groups for Majority**.*

Stunt Difficulty- Coed

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.*

TO GET IN THE HIGH RANGE:

A majority of the athletes perform four level appropriate skills

- Teams that perform **only multi-based** stunts **are restricted** to a max score of an **8.0**.
- Teams that performs a combination, **multi-based and single-based** (assisted* or unassisted), the max score is **not restricted** within the range.
- Teams that perform **only single-based** stunts (assisted* or unassisted), the max score is **not restricted** within the range.
- There is **no way to guarantee** that you receive an **8.0**.



Pyramid Difficulty

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

TO GET IN THE
HIGH RANGE



Four level
appropriate
skills and **two**
structures



Stunt & Pyramid Difficulty

Once in a range for Stunt and Pyramid Difficulty:



The following are considered when deciding ordinal rankings of difficulty, within a range, in comparison to other teams in the division:

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
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Stunt / Pyramid Technique

Technique is evaluated on the following, when deciding ordinal rankings, in comparison to other teams in the division:

- **Execution** (i.e. control and transitions of the skill, confidence, form of the flyer, bases and spotters, etc.)
- **Stability**
- **Flexibility**
- **Synchronization** (i.e. Timing and flow of skills including entries and dismounts, etc.)

Tosses



Division Expectation

Division Expectation is based off the maximum number of athletes allowed in the division

The max difficulty score is attainable by all team sizes in all divisions

Toss Difficulty

Toss Division Expectation – based on the number of basket tosses (5 person groups) using the maximum number of athletes allowed in the division.

Division	Maximum Athletes	Division Expectation
XSmall	16 athletes	3 tosses
Small	22 athletes	4 tosses
Medium	30 athletes	6 tosses
Large	38 athletes	7 tosses
Senior Open	24 athletes	4 tosses



Toss Division Expectation is **CUMULATIVE** throughout the routine
Tosses **do not** need to be thrown in the **same section**
There is **not** a **sync requirement**

Toss Difficulty

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)

TO GET THE MAX DIFFICULTY SCORE:

The team performs the **Division Expected** number of **level appropriate** tosses

AND

One toss, by one group, within the routine, must be a **Worlds Level 6 Toss**

WORLDS LEVEL 6 TOSS

Worlds Level 6 Toss:

A minimum **4 trick** toss

AND

One of the tricks must be a **full twist** (minimally)

The Worlds Level 6 Toss may be :

One of the Division Expected number of 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)



Note: Kick doubles are level appropriate, but **NOT**
WORLDS LEVEL 6 TOSSES

Toss Difficulty

If your team **does not meet** the 9.0 or 10.0 difficulty requirement, please refer to the **Most/Majority chart**

Majority in tosses:

Is determined by first dividing the total number of athletes on the team by groups of **five**

Majority is then defined as **1/2 plus 1** of those groups



Toss Technique

Technique is evaluated on the following, when deciding ordinal rankings, in comparison to other teams in the division:

- **Execution** (i.e. Control of the skill, confidence, form of the flyer, movement of bases and spotters, etc.)
- **Flexibility**
- **Synchronization**
- **Height of Toss**

Building Creativity



Building Creativity

This category considers creativity throughout the routine in stunts, pyramids and tosses with both level and non-level appropriate skills.

Stunt: any skill in which a top person is supported above the performance surface by one or more persons

Note: *This judge will script all building skills from the beginning of the routine to the end*

The following are considered when deciding ordinal rankings of building creativity, in comparison to other teams in the division:

- Innovative
- Visual
- Unique
- Intricate ideas



Jumps



Jump Difficulty

Jump Division Expectation:

Based on 75% of the maximum number of athletes allowed in the division

Division	Maximum Athletes	Division Expectation
XSmall	16 athletes	12 athletes
Small	22 athletes	16 athletes
Medium	30 athletes	22 athletes
Large	38 athletes	28 athletes
Senior Open	24 athletes	18 athletes

Jump Difficulty

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.

TO GET THE MAX DIFFICULTY SCORE:

The **Division Expected** number of athletes

OR

Full Team minus one

Which ever
is easiest

PERFORM:

3 advanced connected jumps

OR

2 advanced connected jumps **plus 1** additional advanced jump.

Jump Difficulty

- 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 jump section must have a whip approach.

Note: If you team does not meet the 10.0 requirement please refer to the Most/Majority chart online.

Jump Technique

Technique is evaluated on the following, when deciding ordinal rankings, in comparison to other teams in the division:

- **Execution:** Body form, control, speed, height and landing, etc.
- **Flexibility**
- **Synchronization**

Tumbling



Standing Tumbling

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

TO GET IN THE HIGH RANGE:

A **majority** of the athletes perform **one** level appropriate standing tumbling pass.

Tumbling is **cumulative**

Majority= 51% of the athletes

Example: 30 athletes, 16 passes would be majority



Running Tumbling

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

TO GET IN THE HIGH RANGE:

A **majority** of the athletes perform **one level appropriate** running tumbling pass.

Tumbling is **cumulative**

Majority= 51% of the athletes

Example: 30 athletes, 16 passes would be majority



Standing & Running Tumbling

The following are considered when deciding ordinal rankings of difficulty, within a range, in comparison to other teams in the division:

- 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.
- Jump/Tumble combination (standing difficulty)



Standing/Running Tumbling Technique

Technique is evaluated on the following, when deciding ordinal rankings, in comparison to other teams in the division:

- **Execution:** i.e. Body form, control, speed, height and landing, etc.
- **Synchronization**

Dance



Dance

The following are considered when deciding ordinal rankings, within a range, in comparison to other teams in the division:

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

Routine Composition

The following are considered when deciding ordinal rankings, within a range, in comparison to other teams in the division:

- **Entertainment value**
- **Energy level**
- **Visual elements**
- **Variety of levels**
- **Formation changes**
- **Footwork & floorwork**

Performance

The following are considered when deciding ordinal rankings, within a range, in comparison to other teams in the division:

High Range: 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.

Point Deduction & Legalities



Point Deduction

The Worlds Deduction System is different than what most Event Producers use during the year. Please review prior to arrival.

Examples of deductions that are counted at Worlds:

- Stunt bobbles
- Incomplete twists in tumbling are deductions at Worlds.
 - *The landing position of the athlete's feet will be used to determine completion of a twist in tumbling.*
- Blatant incomplete twisting cradles (landing on stomach, etc.)

Note: One of the biggest deductions given at Worlds is overtime music/routines. It is strongly suggested that music is 2 seconds under the maximum time allowed.



Legality Video Submissions

Please submit all skills, regardless of performing them all year without a penalty, for approval by **April 26th**. If you have already submitted a skill for review you do not need to resubmit the skill unless it has changed.

Teams within the U.S. will submit skills via the **USASF Coach App**

1. Search for **USASF Coach App** from the Apple and Android Store
2. Download and install the App
3. Open the App and login using your USASF membership email/username and password.
4. Follow the prompts to submit a video.



If you have questions, please email Ali Stangle at : alistangle@usasf.net

