

IASF SCORING SYSTEM

MASTER SCORE SHEET

INTERNATIONAL NON-TUMBLING DIVISIONS

Category	Technique	Difficulty	Subtotal
Stunt	15.0	15.0	30.0
Pyramid	15.0	15.0	30.0
Tosses	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	92.0
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SCORING SYSTEM

INTERNATIONAL L2.0-L4.0 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)

TOSS – TEAM GROUP CHART

# ATHLETES	MAJORITY
16 – 19	2
20 – 29	3
30	4

TOSS DIFFICULTY

0	No skills performed
0.1 – 0.5	Less than a Majority of the team performs a level appropriate toss
0.5 – 1.0	A Majority of the team performs a level appropriate toss
1.0 – 2.0	A Majority of the team performs a level appropriate toss in the same section
Same Section: Single portion of the routine where skills from a skill set are performed.	

TOSS DIFFICULTY CONSIDERATIONS

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

- Degree of difficulty of tosses (L3 – L4)
- Percentage of team participation
- Variety (L3 – L4)
- Additional tosses (non-level appropriate included)
- Height

TOSS TECHNIQUE

Execution • Flexibility • Uniformity • Sync		
BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
0.1 – 0.5	0.5 – 1.5	1.5 – 2.0
A zero is issued when no skills are performed		

SCORING SYSTEM

INTERNATIONAL L2.0-L4.0 DIVISIONS



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	

JUMP TECHNIQUE

Execution • Flexibility • Uniformity • Sync		
BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
0.1 - 0.5	0.5 - 1.5	1.5 - 2.0
A zero is issued when no skills are performed		

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

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.

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
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	ABOVE AVERAGE
0.1 – 0.5	0.5 – 1.5	1.5 – 2.0
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	ABOVE AVERAGE
3.0	3.0 – 4.5	4.5 – 5.0