



WASF

World Allstar Federation

10/13/22: COACHES

COMPETITIVE CHEER SCORING SYSTEM

The World Allstar Federation (WASF) is leading the way in competitive cheer with a scoring system encompassing education, knowledge, transparency and accuracy.

www.WASFscoring.org



STANDING TUMBLING

Adjudicated by Tumbling Difficulty Judge

Adjudicated by Tumbling Execution Judge

STANDING TUMBLING - DIFFICULTY

0 points: No standing tumbling skills performed

0.1 - 15 points

These 4 isolated factors will be considered when comparatively scoring your standing tumbling difficulty:

Utilization of athletes:

Skills performed demonstrate variations of solo, duo, group, and team tumbling.

Utilization of connected skills:

Skills performed demonstrate immediate transition from the completion of one skill to the initiation of the next skill.

**Jumps connected to a tumbling skill will be considered.*

Variety of skills:

Utilization of different skills.

Value of Skills:

Increased complexity of level specific skills demonstrated.

STANDING TUMBLING - EXECUTION

0 points: No standing tumbling skills performed

0.1 - 20 points

These 7 isolated factors will be considered when comparatively scoring your standing tumbling execution:

Initiation:

Athletes demonstrate effective approach, body shape(s), and power into each skill.

Form:

Athletes demonstrate effective positioning of arm placement, head placement, body placement, foot placement, and leg placement, while maintaining the shape of skills, flexibility, and core strength.

Uniformity:

Athletes demonstrate alike placement of arm(s), chest, head, and leg(s) throughout the skills.

Awareness:

Athletes demonstrate knowledge and comprehension of spacing, floor formations and skill technique.

Synchronization:

Athletes demonstrate tumbling skills in simultaneous movement.

Landings:

Athletes demonstrate control of shape with minimal movement in the completion of the skills.

Pace:

Athletes demonstrate the ability to perform intended speed and power throughout the tumbling skills.



RUNNING TUMBLING

Adjudicated by Tumbling Difficulty Judge

Adjudicated by Tumbling Execution Judge

RUNNING TUMBLING - DIFFICULTY

0 points: No running tumbling skills performed

0.1 - 15 points

These 4 isolated factors will be considered when comparatively scoring your running tumbling difficulty:

Utilization of athletes:

Skills performed demonstrate variations of solo, duo, group, and team tumbling.

Utilization of connected skills:

Skills performed demonstrate transitions from the completion of one skill to the initiation of the next skill.

Variety of skills:

Utilization of different skills.

Value of Skills:

Increased complexity of level specific skills demonstrated.

RUNNING TUMBLING - EXECUTION

0 points: No running tumbling skills performed

0.1 - 20 points

These 7 isolated factors will be considered when comparatively scoring your running tumbling execution:

Initiation:

Athletes demonstrate effective approach, body shape(s), and power into each skill.

Form:

Athletes demonstrate effective positioning of arm placement, head placement, body placement, foot placement, and leg placement, while maintaining the shape of skills, flexibility, and core strength.

Uniformity:

Athletes demonstrate alike placement of arm(s), chest, head, and leg(s) throughout the skills.

Awareness:

Athletes demonstrate knowledge and comprehension of spacing, floor formations and skill technique.

Synchronization:

Athletes demonstrate tumbling skills in simultaneous movement.

Landings:

Athletes demonstrate control of shape with minimal movement in the completion of the skills.

Pace:

Athletes demonstrate the ability to perform intended speed and power throughout the tumbling skills.

Adjudicated by Tumbling Difficulty Judge

Adjudicated by Tumbling Execution Judge

JUMPS - DIFFICULTY

Variety is not required.

0 points: No jumps performed

1.0 points:

Jumps performed do not meet the 2.0 jump requirement.

2.0 points:

Required number athletes or more perform 3 advanced jumps connected or 2 advanced connected jumps plus 1 advanced jump. (See Chart)

3.0 points:

Required number of athletes or more perform 3 advanced jumps connected or 2 advanced connected jumps plus 1 advanced jump. (See Chart)

All jumps must be synchronized.

JUMPS - EXECUTION

0 points: No jumps performed

0.1 - 7 points

These 6 isolated factors will be considered when scoring your jump execution value:

Initiation: Athletes demonstrate effective core strength, dip, stance, arm, feet, and chest placement.

Form: Athletes demonstrate effective positioning of head, chest, arm(s), body, hip, leg, ankle, and foot placement, while maintaining flexibility, extension, and core strength.

Uniformity: Athletes demonstrate alike placement of head, chest, arm(s), leg(s), ankle(s), feet throughout the jumps.

Awareness: Athletes demonstrate floor formations and jump comprehension.

Synchronization: Athletes demonstrate jumps in simultaneous movement.

Landings: Athletes demonstrate control of shape with minimal movement in the completion of the jumps.

JUMPS ATHLETE PARTICIPATION CHART

Number of Athletes:	Jump Score 2.0	Jump Score 3.0
5	3	4
6	3	5
7	4	5
8	4	6
9	5	7
10	5	7
11	6	8
12	6	9
13	7	10
14	7	10
15	8	11
16	9	12
17	9	12
18	9	13
19	10	14
20	10	14
21	11	15
22	11	16
23	12	17
24	13	17

Number of Athletes:	Jump Score 2.0	Jump Score 3.0
25	13	18
26	13	19
27	14	19
28	14	20
29	15	21
30	15	21
31	16	22
32	17	23
33	17	24
34	17	24
35	18	25
36	19	26
37	19	26
38	19	27
39	20	28
40	20	28
41	21	29
42	21	30
43	22	31
44	22	31

Number of Athletes:	Jump Score 2.0	Jump Score 3.0
45	23	32
46	23	33
47	24	33
48	24	34
49	25	35
50	25	35

Advanced Jumps:

Toe Touch
Right Hurdler
Left Hurdler
Front Hurdler
Pike
Double Nine

Adjudicated by Building Difficulty Judge

STUNTS - DIFFICULTY

0 points: No stunt skills performed

0.1 - 20 points

These 8 isolated factors will be considered when comparatively scoring your stunt difficulty:

Utilization of minimal bases:

Stunts performed demonstrate skills involving the least necessary number of athletes. (Additional athletes may be added to the traditional stunt group (4 athletes) in order to safely create and demonstrate skills.

Utilization of combined skills:

Stunt elements demonstrate two or more skills performed as one. (Examples: a spinning tic toc, a spinning inversion, a multi trick toss, etc.)

Utilization of connected skills:

Skills performed demonstrate immediate transition from the completion of one skill to the initiation of the next skill.

Movement and usage of floor:

How the stunts performed change position, evolve, transition, and maneuver in reference to each other and the floor.

Variety of skills:

Utilization of different elements and/or skills.

Quantity of skills:

Display of a cumulative number of skills throughout the routine, performed by one or more groups.

Pace and flow:

Skills performed demonstrate appropriate and intended speed, as well as continuity of moving from one element to the next.

Value of Skills:

Increased complexity of level specific skills demonstrated.

A **stunt skill** is defined as anytime an athlete is lifted by another athlete off the performance floor.

Tosses are scored and defined as a stunt skill.

Adjudicated by Building Execution Judge

STUNTS - EXECUTION

0 points: No stunt skills performed

0.1 - 25 points

These 6 isolated factors will be considered when comparatively scoring your stunt execution:

Precision:

Athletes demonstrate controlled movement, height, and positioning.

Awareness:

Athletes demonstrate knowledge and comprehension of spacing and skill technique.

Synchronization:

Athletes demonstrate stunts in a simultaneous or rippled movement to enhance the visual effect.

Stability:

Athletes demonstrate strength and the ability to maintain body lines without unnecessary movement.

Flexibility:

Body positions are displayed with range of motion and control.

Uniformity:

Each stunt group demonstrates skills in a similar manner and appearance.

Adjudicated by Building Difficulty Judge

Adjudicated by Building Execution Judge

PYRAMIDS - DIFFICULTY**0 points:** No pyramid element performed**0.1 - 20 points**

These 8 isolated factors will be considered when comparatively scoring your pyramid difficulty:

Utilization of minimal bases:

Stunts performed demonstrate skills involving the least necessary number of athletes. (Additional athletes may be added to the traditional stunt group (4 athletes) in order to safely create and demonstrate skills.

Utilization of combined skills:

Stunt elements demonstrate two or more skills performed as one. (Examples: a spinning tic toc, a spinning inversion, a multi trick toss, etc.)

Utilization of connected skills:

Skills performed demonstrate immediate transition from the completion of one skill to the initiation of the next skill.

Movement and usage of floor:

How the stunts performed change position, evolve, transition, and maneuver in reference to each other and the floor.

Variety of skills:

Utilization of different structures, actions, and transitions.

Quantity of skills:

Display of a cumulative number of skills throughout the routine, performed by one or more groups.

Pace and flow:

Skills performed demonstrate appropriate and intended speed, as well as continuity of moving from one element to the next.

Value of Skills:

Increased complexity of level specific skills demonstrated.

A **pyramid structure** is defined as two or more connected stunts.

A **pyramid action** is defined as a stunt or pyramid skill performed that does not transition from one structure to another structure. However, is used to enhance the visual effect of the pyramid section.

A **pyramid transition** is defined as elements performed from the completion of one structure to the connection of another structure.

PYRAMIDS - EXECUTION**0 points:** No pyramid element performed**0.1 - 25 points**

These 6 isolated factors will be considered when comparatively scoring your pyramid execution:

Precision:

Athletes demonstrate controlled movement, height, and positioning.

Awareness:

Athletes demonstrate knowledge and comprehension of spacing and skill technique.

Synchronization:

Athletes demonstrate stunts in a simultaneous or rippled movement to enhance the visual effect.

Stability:

Athletes demonstrate strength and the ability to maintain body lines without unnecessary movement.

Flexibility:

Body positions are displayed with range of motion and control.

Uniformity:

Each stunt group demonstrates skills in a similar manner and appearance.

Adjudicated by Routine Difficulty Judge

DANCE - DIFFICULTY**0 points:** No dance performed**0.1 - 5 points**

These 4 isolated factors will be considered when comparatively scoring your dance difficulty:

Foot Work:

2 or more athletes create visual elements, patterns and displays with isolated movement of the feet.

Floor Work:

2 or more athletes demonstrate elements and movement below waist level. It is considered Floor Work anytime both feet are not bearing weight of the athlete.

Level Change:

2 or more athletes demonstrate various height, width, and depth creating displays for visual presentation.

Presentation:

Athletes demonstrate elements, patterns, and displays throughout the dance. Items for consideration: partner work, athlete participation, pace, flow, intricacy, and transitions.

Adjudicated by Routine Execution Judge

DANCE - EXECUTION**0 points:** No dance performed**0.1 - 5 points**

These 3 isolated factors will be considered when comparatively scoring your dance execution:

Precision:

Athletes demonstrate precise movement, placement, uniformity, body extension and body isolation.

Awareness:

Athletes demonstrate floor formations, movement-comprehension and choreography knowledge.

Synchronization:

Athletes demonstrate the choreography in a simultaneous movement to enhance the visual effect.



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ROUTINE PERFORMANCE

Adjudicated by Both Routine Judges

ROUTINE PERFORMANCE

0.1 - 5 points

Routine Performance score will come from the Routine Judge(s).

These 3 isolated factors will be considered when scoring your Routine Performance:

Entertainment:

Athletes present themselves physically, emotionally, and appropriately while translating the choreography of the routine.

Showmanship:

Athletes demonstrate authenticity and enjoyment while translating the choreography of the routine.

Presentation:

Athletes demonstrate the ability to capture the attention of the judges.



ROUTINE COMPOSITION

Adjudicated by Routine Difficulty Judge

Adjudicated by Routine Execution Judge

ROUTINE COMPOSITION - DIFFICULTY

0.1 - 5 points

(The dance section of the routine will **NOT** be included in this score)

These 3 isolated factors will be considered when comparatively scoring your routine composition difficulty:

Intricacy:

The routine continually demonstrates thought, purpose and complexity, while creating smooth flowing transitions from skill to skill.

Pace:

The routine displays appropriate speeds throughout the routine. The demonstration of the speed to best accentuate the sections of the routine.

Involvement:

The active utilization of the athletes NOT participating in the specific skill sections.

ROUTINE COMPOSITION - EXECUTION

0.1 - 5 points

(The dance section of the routine will **NOT** be included in this score)

These 3 isolated factors will be considered when comparatively scoring your routine composition execution:

Precision:

Athletes demonstrate precise movement, placement, and uniformity throughout the routine.

Awareness:

Athletes demonstrate floor formations, movement-comprehension and choreography knowledge.

Synchronization:

Athletes demonstrate the choreography in a simultaneous movement to enhance the visual effect.

TUMBLING COMPOSITION

0.1 - 2 points

Tumbling Composition score is adjudicated by both Tumbling Judge(s).

Standing Tumbling and Running Tumbling are combined to evaluate the tumbling composition score.
(Jumps will **NOT** be included in the tumbling composition score)

The Difficulty and Execution of the tumbling skills performed will **NOT** be considered in the tumbling composition score.

These 3 isolated factors will be considered when scoring your tumbling composition value:

Intricacy:

The tumbling continually demonstrates thought, purpose, and complexity from skill to skill.

Presentation:

How the tumbling skills are displayed throughout the routine, showcasing use of floor and multiple directional patterns.

Athleticism:

Athletes demonstrate confidence in the performance of the tumbling skills.

BUILDING COMPOSITION

0.1 - 3 points

Building Composition score is adjudicated by both Building Judge(s).

Stunts and Pyramids are combined to evaluate the building composition score.

The Difficulty and Execution of the Building skills performed will **NOT** be considered in the building composition score.

These 3 isolated factors will be considered when scoring your building composition value:

Intricacy:

The building continually demonstrates thought, purpose, and complexity from skill to skill.

Presentation:

How the building skills are displayed throughout the routine, showcasing use of floor and multiple formations.

Athleticism:

Athletes demonstrate confidence in the performance of all moving parts of the building skills.



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PERCENTAGES

TUMBLING	DIFFICULTY	EXECUTION	SUBTOTAL POINTS	% VALUE
Standing Tumbling	15 points	20 points	35 points	17.5%
Running Tumbling	15 points	20 points	35 points	17.5%
Jumps	3 points	7 points	10 points	5%
Tumbling Composition	-	-	2 points	1%
Tumbling Score Sheet:			82 points	41%

BUILDING	DIFFICULTY	EXECUTION	SUBTOTAL POINTS	% VALUE
Stunts	20 points	25 points	45 points	22.5%
Pyramids	20 points	25 points	45 points	22.5%
Building Composition	-	-	3 points	1.5%
Building Score Sheet:			93 points	46.5%

ROUTINE	DIFFICULTY	EXECUTION	SUBTOTAL POINTS	% VALUE
Dance	5 points	5 points	10 points	5%
Routine Composition	5 points	5 points	10 points	5%
Routine Performance	-	-	5 points	2.5%
Routine Score Sheet:			25 points	12.5%

SCORING SYSTEM TOTALS			SUBTOTAL POINTS	% VALUE
			200 points	100%



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JUDGING PANELS

The WASF does not require a specific judging panel set up for every event producer, however, suggests any of the following judging panel set ups for proper success and execution of the Competitive Cheer Scoring System.

Recommended:

Building
(Difficulty)
Judge
20.75%

Building
(Execution)
Judge
25.75%

Tumbling
(Difficulty)
Judge
17%

Tumbling
(Execution)
Judge
24%

Routine
Judge
12.5%

Rules
Judge

Deduction
Judge

WASF CHAMPIONSHIP:

Building
(Difficulty)
Judge
20.75%

Building
(Execution)
Judge
25.75%

Tumbling
(Difficulty)
Judge
17%

Tumbling
(Execution)
Judge
24%

Routine
(Difficulty)
Judge
6.25%

Routine
(Execution)
Judge
6.25%

Deduction
Judge

Rules
Judge

Building Scripting
Judge

Tumbling Scripting
Judge

Routine Scripting
Judge