



WASF

World Allstar Federation

10/13/22: COACHES

COMPETITIVE ALL BUILDING 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

DIFFICULTY:

Adjudicated by the Jump Judge

JUMPS

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.

See Jumps - Athlete Participation chart >>>

JUMPS - ATHLETE PARTICIPATION CHART

Number of Athletes:	Jump Score 2.0	Jump Score 3.0	Number of Athletes:	Jump Score 2.0	Jump Score 3.0	Number of Athletes:	Jump Score 2.0	Jump Score 3.0
5	3	4	25	13	18	45	23	32
6	3	5	26	13	19	46	23	33
7	4	5	27	14	19	47	24	33
8	4	6	28	14	20	48	24	34
9	5	7	29	15	21	49	25	35
10	5	7	30	15	21	50	25	35
11	6	8	31	16	22			
12	6	9	32	17	23			
13	7	10	33	17	24			
14	7	10	34	17	24			
15	8	11	35	18	25			
16	9	12	36	19	26			
17	9	12	37	19	26			
18	9	13	38	19	27			
19	10	14	39	20	28			
20	10	14	40	20	28			
21	11	15	41	21	29			
22	11	16	42	21	30			
23	12	17	43	22	31			
24	13	17	44	22	31			

Advanced Jumps:	
Toe Touch	
Right Hurdler	
Left Hurdler	
Front Hurdler	
Pike	
Double Nine	

EXECUTION:

JUMPS

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.

Adjudicated by the Difficulty Judge

STUNTS - DIFFICULTY**0 points:** No stunt skills performed**0.1 - 30 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 the Execution Judge

STUNTS - EXECUTION**0 points:** No stunt skills performed**0.1 - 35 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.

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 the Difficulty 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.

Adjudicated by the Execution Judge

PYRAMIDS - EXECUTION

0 points: No structures or braced elements 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.

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 the Routine 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 the Routine 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.

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.

Adjudicated by the Routine Judge

ROUTINE COMPOSITION - DIFFICULTY

0.1 - 7 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.

Adjudicated by the Routine Judge

ROUTINE COMPOSITION - EXECUTION

0.1 - 7 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.

STUNT COMPOSITION

0.1 - 6 points

Stunt Composition score will come from the Building Composition Judge.

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

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

Intricacy:

The stunts continually demonstrate thought, purpose, and complexity from skill to skill.

Presentation:

How the stunt 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 stunt skills.

PYRAMID COMPOSITION

0.1 - 5 points

Pyramid Composition score will come from the Building Composition Judge.

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

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

Intricacy:

The pyramid(s) continually demonstrate thought, purpose, and complexity from skill to skill.

Presentation:

How the pyramid(s) 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 pyramid skills.



10/13/22: COACHES

PERCENTAGES

JUMPS	DIFFICULTY	EXECUTION	SUBTOTAL POINTS	% VALUE
Jumps	3 points	7 points	10 points	6.2%
			10 points	6.2%

STUNTS	DIFFICULTY	EXECUTION	SUBTOTAL POINTS	% VALUE
Stunts	30 points	35 points	65 points	40.7%
Stunt Composition	-	-	6 points	3.8%
		Building Score Sheet:	71 points	44.5%

PYRAMIDS	DIFFICULTY	EXECUTION	SUBTOTAL POINTS	% VALUE
Pyramids	20 points	25 points	45 points	28.1%
Pyramid Composition	-	-	5 points	3.1%
		Building Score Sheet:	50 points	31.2%

ROUTINE	DIFFICULTY	EXECUTION	SUBTOTAL POINTS	% VALUE
Dance	5 points	5 points	10 points	6.2%
Routine Composition	7 points	7 points	14 points	8.8%
Routine Performance	-	-	5 points	3.1%
		Routine Score Sheet:	29 points	18.1%

SCORING SYSTEM TOTALS			SUBTOTAL POINTS	% VALUE
			160 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 the following judging panel set up for proper success and execution of the **ALL-BUILDING** Competitive Cheer Scoring System.

ALL BUILDING PANEL:

Jump Judge
6.2%

Difficulty Judge
31.3%

Execution Judge
37.5%

Composition Judge
6.9%

Routine Judge
18.1%

Rules Judge

Deduction Judge

WASF CHAMPIONSHIP ALL BUILDING PANEL:

Jump Judge
6.2%

Difficulty Judge
15.65%

Execution Judge
18.75%

Composition Judge
6.9%

Routine Judge
9.05%

Deduction Judge

Difficulty Judge
15.65%

Execution Judge
18.75%

Routine Judge
9.05%

Rules Judge