

FUTURE CHEER

2018-19 SCORING SYSTEM: GENERAL INFORMATION

BODY POSITIONS

- ★ Lib and platform are not considered body positions
- ★ Body positions include: stretch, bow & arrow, arabesque, scale, scorpion.

COED QUANTITY

- ★ Level 3 – 5 Senior Coed (All Star Cheer Elite Club and IASF International) and Level 5 & 6 IASF International Open Coed teams must satisfy this requirement.
- ★ Only the skills listed on the coed requirement grid will count towards Coed Quantity.
- ★ The entry and stunt must be the same to receive credit for the skill.
- ★ Performing the same skill includes performing the same entry into the skill. Stunts may be rippled or synchronised in the same section.

COED STYLE

- ★ Consists of a Base, Top Person and Spotter.
- ★ Entry must be a toss or walk-in. The same entry must be used by all groups.
- ★ Toss – Top Person starts with both feet on performing surface. Base starts with hands on Top Person's waist.
- ★ Walk-In – Top Person and Base start facing each other with one foot loaded in.
- ★ Base must be directly under the stunt.
- ★ Base and Spotter may not be chest to chest.
- ★ Coed Stunts must have a controlled dismount/pop-off to the performance surface to receive full Coed Quantity credit.

STANDING TUMBLING/RUNNING TUMBLING

- ★ Tumbling passes must land on feet to be considered level appropriate and receive difficulty credit (e.g. jump $\frac{3}{4}$ front flip to seat, back handsprings which land in a prone position, etc. would not count).
- ★ L1-L5 Youth, Junior and Restricted Standing Tumbling – Same level appropriate synchronised pass cannot be used to fulfil Majority pass requirement.
- ★ No skills out of a round off that are ILLEGAL in level 1 will count for Level Appropriate credit in level 2.
- ★ No skills out of a back handspring step out $\frac{1}{2}$ turn that are ILLEGAL in level 2 will count for Level Appropriate credit in level 3.
- ★ No skills out of a Tuck, in standing tumbling, that is ILLEGAL in L4 will count for Level Appropriate credit in L5 Restricted (i.e. BHS-Tuck-BHS-Tuck).
- ★ Punch front forward roll will not count for Level Appropriate credit in level 4.
- ★ Standing Tumbling skills ending in a layout that are LEGAL in Restricted 5 will not receive Level Appropriate credit for L5 and L6 (i.e. BHS-BHS-Layout)
- ★ Jumps within a pass will not break up the pass (i.e. Toe Touch BHS Toe Touch BHS is 1 pass in level 3).
- ★ T-jumps are not considered a jump and will break up a pass into two separate passes.

STANDING TUMBLING DIFFICULTY

In an effort to reduce the number of Standing Tumbling passes performed in L1-L5 Youth, Junior and Restricted, the following criteria will be used when awarding higher scores within a range:

- ★ Degree of Difficulty of the passes
- ★ Variety of Passes
- ★ Satisfies or exceeds the quantity requirement utilizing grouped or synchronised passes

JUMPS

- ★ Variety – at least 2 different jumps. Performing the same jump with different legs does not constitute variety (i.e. left/right hurdler).
- ★ Jumps skills must land on feet to receive difficulty credit (i.e. jumps that land on knee(s) or seat, etc. would not count).

SAME SECTION

- ★ Single portion of the routine where skills from a skill set (e.g. Standing Tumbling, Tosses, etc) are performed.
- ★ For Tosses and Stunt/Coed Quantity, athletes cannot be recycled in the same section.

DIFFICULTY DRIVERS

- ★ Factors that judges will consider when determining an actual score within range.
- ★ Difficulty drivers do not have an associated set value.

TECHNIQUE

- ★ All scores will start at 5.0.
- ★ Judges will look at a team's precision and form of the entire skill(s) first, not just 1 or 2 athletes
- ★ The drivers will be used to reduce a team's score from the 5.0.
- ★ Each driver is worth 0.2 or 0.3 off the 5.0.
- ★ The number of athletes that lack precision of each driver will dictate if 0.2 or 0.3 should be taken off
- ★ If the issue is noticeable, 0.2 will come off the score for that driver.
- ★ If it is a widespread issue for the team, 0.3 will come off the score for that driver.
- ★ No more than 0.3 will be taken off for any driver.
- ★ The Obvious Mistakes driver for Stunts/Pyramids will always be worth 0.3.
- ★ Stylistic differences will not factor into a technique score.

LEVEL 1/LEVEL 2 MINI

- ★ Tosses have been removed from the scoresheet.
- ★ Total possible score is out of 90 points.
- ★ All scores will be converted to Percentage of Perfection score out of 100%, then any deductions will be taken from that score.

ALL STAR PREP

- ★ Stunts, Pyramids, Standing Tumbling and Running Tumbling Difficulty scores will cap out at the MID range (4.5).
- ★ Jump difficulty will cap at 4.5.
- ★ Tosses & Stunt Quantity have been removed from the score sheet.
- ★ Total possible score is out of 82.5 points.
- ★ All scores will be converted to Percentage of Perfection score out of 100%, then any deductions will be taken from that score.

NOVICE

Novice teams will not compete against other teams. They will be rated, instead of ranked, and earn either a Superior, Excellent or Outstanding rating. The emphasis of the score sheet will be on the Technique Drivers as Difficulty is not evaluated.

- ★ Teams are evaluated on a rating system only.
- ★ Stunt Technique, Pyramid Technique, Jump Technique, Dance, Performance and Routine Composition are the only categories that will be evaluated.
- ★ Total possible score is out of 45 points.

TINY NOVICE

Tiny Novice teams will not compete against other teams. They will be rated, instead of ranked, and earn either a Superior, Excellent or Outstanding rating. The emphasis of the score sheet will be on the Technique Drivers as Difficulty is not evaluated.

- ★ Teams are evaluated on a rating system only.
- ★ Jump Technique, Dance, Performance and Routine Composition are the only categories that will be evaluated.
- ★ Total possible score is out of 35 points.

IASF ALL STAR

Teams in IASF divisions that do not have a minimum of 16 athletes on the floor will be subject to a 5.0 point deduction.

Teams that do not have the minimum number of athletes on the floor will be scored based on a number of 16 athletes for all scoring ranges.

At FC Internationals (Summit Bid Qualifying Event), a team that competes with fewer than 16 athletes on the floor will also not be eligible for a Summit bid.