

# WASF

## World Championship Divisions

### GENERAL SCORING GLOSSARY

- **Comparative Scoring:** Scores are relative to performance at the day's event compared to other teams in your division and level.
- **Points will be awarded in tenths (1/10).**
- **Technique:** A team's effectiveness in demonstrating proper form, timing uniformity and precision.
- **Creativity/Choreography:** A team's effectiveness to implement innovative, visual, unique and intricate ideas, incorporations and music.
- **Formations/Transitions:** A team's effectiveness to demonstrate precise spacing and seamless patterns of movement.
- **Dance:** A team's ability to incorporate level and formation changes with dance skills that create visual effects, seamless transitions, footwork, partner work, floor work with a high level of energy and entertainment value.
- **Overall Routine Impression:** A team's effectiveness in performing a comprehensive and positive memorable experience.
- **Showmanship:** A team's effectiveness in demonstrating genuine enthusiasm and confidence with a high level of energy and excitement while instilling that same energy and excitement in those viewing the routine.
- **Tumbling:** In levels 1-4 individual tumbling passes (tumbling passes by a single person) **will not be** considered in the scoring process.  
In levels 5-6 individual tumbling passes (tumbling passes by a single person) **will be** considered in the scoring process and in levels 5-6, single full twisting tumbling skills and double twisting tumbling skills will not carry the same value in difficulty. Incomplete twisting skills will carry a 1 point deduction. Reference: Final sheet of document.
- **Pyramids—minimum two structures:** Consecutive transitions within a pyramid will not meet the minimum requirement of hitting a structure.
- **Pyramid Actions:** Elements in a pyramid that do not transition from one structure to another but or used for entertainment value only. i.e. braced flips that land in a cradle, etc.
- **Jumps:** Jumps and Standing Tumbling will be judged separately, even if connected.
- **Tosses:** Incomplete twist will carry a 2 point deduction. Also, in levels 2-5, any toss that becomes inverted will be penalized as rules infraction and assessed a 4 point deduction per occurrence. Reference: Final sheet of document.
- **Stunts**
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