

WSA
JUDGES CERTIFICATION TEST
(REFERENCE CHARTS AVAILABLE AT BACK PAGE OF TEST)

Instructions:

View webinar at www.wsacheer.com under score sheets tab

Complete the test and fax your answer sheet to 225-291-2367 or email to jordanprice@wsacheer.com

Name: _____

Address: _____

City: _____ State _____ Zip _____

Cell Phone: _____

Email: _____

1.	11.	21.	31.	41.	51.
2.	12.	22.	32.	42.	52.
3.	13.	23.	33.	43.	
4.	14.	24.	34.	44.	
5.	15.	25.	35.	45.	
6.	16.	26.	36.	46.	
7.	17.	27.	37.	47.	
8.	18.	28.	38.	48.	
9.	19.	29.	39.	49.	
10.	20.	30.	40.	50.	

1. WSA's ranging system is based on which school of thought?
 - A. Majority plus one
 - B. Maximum Percentage

2. What is the most important conclusion for a WSA judging panel?
 - A. Let judges score sheet determine teams placement without review
 - B. Judges score sheet generate the correct ordinal rank
 - C. Parents determine final ranking for team
 - D. Darren decides who will win

3. Panel Judges are responsible for:
 - A. Determining team range score
 - B. Scoring team within a determined range
 - C. Scoring team in execution
 - D. Provide an ordinal rank of each division
 - E. All of the above

4. WSA provides a Head Judge for each panel
 - A. True
 - B. False
 - C. Neither

5. What are the 5 technical skills on a WSA score sheet that will receive a difficulty score
 - A. Jumps, Pyramids, Basket Tosses, Dance, Partner Stunts
 - B. Running Tumbling, Standing Tumbling, Pyramids, Synchronization, Partner Stunts
 - C. Basket Tosses, Partner Stunts, Pyramids, Standing Tumbling, Running Tumbling
 - D. Basket Tosses, Partner Stunts, Pyramids, Motions, Jumps

6. WSA score system is totaled:
 - A. 25% Difficulty – 75% Execution
 - B. 75% Difficulty – 25 % Execution
 - C. 10% Difficulty – 90% Execution
 - D. 50% Difficulty – 50% Execution

Ranging Teams in Basket Tosses and Pyramids

7. When scoring difficulty a judge must determine a teams range:
 - A. Based on the number of athletes executing the required maximum skill
 - B. Based on the number of athletes executing the required minimal skill
 - C. Without regard to the number of athletes executing the required skill
 - D. Score the team based on half the member plus one executing the required skill

8. After a teams range has been established:
 - A. Judges must score within the established range
 - B. Judges can score in a different range if they feel strongly
 - C. It does not matter where a judge scores

9. A team has 5 groups in their stunt sequence and 1 stunt group does not go up.
 - A. The team should receive credit for 5 stunt groups
 - B. This situation is handled by the deduction judge
 - C. The team will only receive credit for 4 stunt groups
 - D. Both B and C

10. To receive ranging credit a stunt group must:
 - A. Complete the entire stunt sequence with no mistakes
 - B. Attempt the stunt even if they do not go up
 - C. Complete 50% of the stunt sequence
 - D. Make sure they do not have any bobble

Range the following Basket Toss examples

11. 20 team members / L2 team /executes 3 straight ride baskets
 - A. 25%
 - B. 50%
 - C. 75%
 - D. 100%

12. 18 team members / L3 team / executes 4 toe-touch baskets
 - A. 25%
 - B. 50%
 - C. 75%
 - D. 100%

13. 30 team member / L4 / executes 6 kick full baskets
- A. 25%
 - B. 50%
 - C. 75%
 - D. 100%
14. 32 team member / L5 / executes 8 kick double baskets
- A. 25%
 - B. 50%
 - C. 75%
 - D. 100%
15. 20 team members / L2 / sets up to do 5 straight ride baskets but only 3 of them go up
- A. 25%
 - B. 50%
 - C. 75%
 - D. 100%
16. 24 team members / L3 / executes 3 straight ride baskets and 3 toe-touch baskets
- A. 25%
 - B. 50%
 - C. 75%
 - D. 100%
17. 28 team members / L5 / executes 5 kick double baskets at beginning of routine, 3 kick full baskets at middle of routine, and 2 kick double baskets at end of routine.
- A. 25%
 - B. 50%
 - C. 75%
 - D. 100%
18. 24 team members/ L5/ executes 3 kick double baskets and 3 kick full baskets
- A. 25%
 - B. 50%
 - C. 75%
 - D. 100%

Range the following Partner Stunt Examples

19. 20 team members / L2 team /executes 3 extension

- A. 25%
- B. 50%
- C. 75%
- D. 100%

20. 18 team members / L3 team / executes 4 extended liberty's

- A. 25%
- B. 50%
- C. 75%
- D. 100%

21. 30 team member / L4 / executes 6 full up liberty's with single full dismount

- A. 25%
- B. 50%
- C. 75%
- D. 100%

22 . 32 team member / L5 / executes 8 extended scorpions with double full dismounts

- A. 25%
- B. 50%
- C. 75%
- D. 100%

23. 20 team members / L2 / sets up to do 5 extensions but only 3 of them go up

- A. 25%
- B. 50%
- C. 75%
- D. 100%

24. 24 team members / L3 / executes 3 extensions and 3 extended stretches

- A. 25%
- B. 50%
- C. 75%
- D. 100%

25. 28 team members / L5 / executes 5 Tick Tocks at beginning of routine, 3 full up stretches in middle of routine, and 2 walking liberty's at end of routine.

- A. 25%
- B. 50%
- C. 75%
- D. 100%

26. 24 team members/ L5/ executes 3 extended scorpion with double full dismounts and 3 extended scorpions with single full dismounts.

- A. 25%
- B. 50%
- C. 75%
- D. 100%

Range the following Pyramids

27. 20 team members / L2 / team executes pyramid using 19 team members doing L2 skills

- A. 25%
- B. 50%
- C. 75%
- D. 100%

28. 18 team members / L3 / team executes pyramid using 14 team members doing L3 skills

- A. 25%
- B. 50%
- C. 75%
- D. 100%

29. 30 team member / L4 / team executes pyramid using 25 team members doing L4 skills

- A. 25%
- B. 50%
- C. 75%
- D. 100%

30. 32 team member / L5 / team executes pyramid using 32 team members doing L4 skills

- A. 25%
- B. 50%
- C. 75%
- D. 100%

Range the following Standing Tumbling Examples

31. 20 team members / L2 / team executes 18 back hand springs
- A. 25%
 - B. 50%
 - C. 75%
 - D. 100%
32. 24 team members / L3 / team executes 15 toe touch bhs and 9 bhs
- A. 25%
 - B. 50%
 - C. 75%
 - D. 100%
33. 28 team members / L5 / team executes 23 toe touch back tuck at beginning of routine, 5 standing fulls in middle of routine, and 20 back tucks at the end of routine.
- A. 25%
 - B. 50%
 - C. 75%
 - D. 100%
34. 24 team members / L1 / executes 21 front rolls
- A. 25%
 - B. 50%
 - C. 75%
 - D. 100%

Range the following Running Tumbling Examples

35. 20 team members / L2 / team executes 18 Round off back hand springs
- A. 25%
 - B. 50%
 - C. 75%
 - D. 100%
36. 24 team members / L3 / team executes 15 round off series bhs and 9 round off bhs
- A. 25%
 - B. 50%
 - C. 75%
 - D. 100%

37. 28 team members / L5 / team executes 23 round off bhs double fulls at beginning of routine, 5 round off bhs fulls in middle of routine.
- A. 25%
 - B. 50%
 - C. 75%
 - D. 100%
38. 24 team members/ L1 / team executes 21 cartwheels
- A. 25%
 - B. 50%
 - C. 75%
 - D. 100%

**Read the examples below and choose the team that should score higher.
Assume synchronization, execution, etc are equal.**

39. 20 members on a team: Team 1 VS Team 2
- A. Team 1 – successfully executes 4 or 5 minimal level stunt for their division
 - B. Team 2 – successfully executes 4 or 5 more difficult stunts for their division
40. 20 members on a team:
- A. Team 1 – successfully executes pyramid with 18-20 members and all are executing the minimal level skills for their division
 - B. Team 2 – successfully executes pyramid with 18-20 members composed of more difficult skills
41. 20 members on a team: Team 1 VS Team 2
- A. Team 1 – successfully executes minimal tumbling skills with 18-20 members
 - B. Team 2 – successfully executes a more difficult set tumbling skills with 18-20 members

Deductions

42. A minor fall receives a deduction of:
- A. 0.0
 - B. 0.1
 - C. 0.5
 - D. 1.0

43. A major fall receives a deduction of:
- A. 0.0
 - B. 0.1
 - C. 0.2
 - D. 1.0
44. Bobbles receive a deduction of:
- A. 0.0
 - B. 0.1
 - C. 0.2
 - D. 1.0
45. If a team has bobble in the routine, the bobble should be reflected:
- A. by the deduction judge
 - B. In the judges execution score
 - C. In the judges difficulty score
 - D. None of the above
46. If a L5 team is performing double full dismounts and one group does not complete the double full, yet exceeds a single full position, the attempted skill should be scored as
- A. An incomplete stunt and team should not receive credit
 - B. A complete stunt but incomplete rotation deducted in judges execution score
 - C. A complete stunt but incomplete rotation deducted in difficulty score
 - D. An incomplete stunt and and incomplete rotation is reflected by deduction judge

Choose the typed of deduction for each example

47. Balance Check in a stunt
- A. Minor Fall
 - B. Major Fall
 - C. Bobble
 - D. None of the above
48. Steps in tumbling
- A. Minor Fall
 - B. Major Fall
 - C. Bobble
 - D. None of the above

49. Over rotation to seat while tumbling
- A. Minor Fall
 - B. Major Fall
 - C. Bobble
 - D. None of the above
50. Body falls to ground while tumbling
- A. Minor Fall
 - B. Major Fall
 - C. Bobble
 - D. None of the above
51. Flyer in a stunt dismounts early to cradle position
- A. Minor Fall
 - B. Major Fall
 - C. Bobble
 - D. None of the above
52. Incomplete twist when attempting a double full dismount
- A. Minor Fall
 - B. Major Fall
 - C. Bobble
 - D. None of the above

RANGING CHARTS

Scoring Difficulty

Partner Stunts and Basket Tosses

Scoring Difficulty Part 1: Setting a Teams Scoring Range

The chart below is used to determine a teams difficulty scoring range.

1. Find the # of participants for your team
2. Move right to determine how many stunt/basket groups are needed to score in a particular range

Number of Stunt Groups Required to Score in a Given Range					
Number Team Participants		25%	50%	75%	100%
	5-8	0	0	1	2
	9-12	0	1	2	3
	13-16	0	1	2	3-4
	17-20	1	2	3	4-5
	21-24	2	3	4	5-6
	25-28	1	2-3	3-4	5-7
	29-32	1	2-3	4-5	6-8
	33-36	1-2	3-4	5-6	7-9

Pyramids

Scoring Difficulty Part 1: Setting a Teams Scoring Range

Based on the chart below, teams will be allowed to have a given number of participants that do not need to be involved in pyramid sequence and remain in 100% score range.

The chart below is used to determine a teams difficulty scoring range.

1. Find the # of participants for your team
2. Move right to determine how many participants must execute pyramid to score in a particular range

Number of Participant In Pyramid Sequence Required to Score in a Given Range					
# Participants		25%	50%	75%	100%
	5-10	N/A	½ team members or less	½ + 1 team members	Total team members - 1
	11-20	N/A	½ team members or less	½ + 1 team members	Total team members - 2
	21-30	N/A	½ team members or less	½ + 1 team members	Total team members - 3
	31-36	N/A	½ team members or less	½ + 1 team members	Total team members - 4

Scoring Difficulty

Standing and Running Tumbling

Scoring Difficulty Part 1: Setting a Teams Scoring Range

Based on the chart below, teams will be allowed to have a given number of participants not executing the required tumbling skills and remain in 100% score range.

The chart below is used to determine a teams difficulty scoring range.

1. Find the # of participants for your team
2. Move right to determine how many participants must execute standing/running skills to score in a particular range

Number of Team Members Required to Execute Tumbling Skills to Score in a Given Range					
# Participants		25%	50%	75%	100%
	5-10	N/A	½ team members or less	½ + 1 team members	Total team members - 1
	11-20	N/A	½ team members or less	½ + 1 team members	Total team members - 2
	21-30	N/A	½ team members or less	½ + 1 team members	Total team members - 3
	31-36	N/A	½ team members or less	½ + 1 team members	Total team members - 4

WSA SKILLS CHART LEVEL 1-3

LEVEL OF SKILL DIFFICULTY IN ASCENDING ORDER					
	BASKET TOSSES	STUNTS	PYRAMIDS	STANDING TUMBLING	RUNNING TUMBLING
LEVEL 1	*N/A	*Extension Preps *One Leg Below Prep	*Pyramids at Prep Level and Below *Pyramids With Extended Two Leg Stunts	*Forward / Backward Rolls *Cartwheels *Front / Back Walkovers *Multiple Front/ Back Walkovers	*Cartwheel *Round Off *Round Off Back Walkover *Round Off Back Walkover Series
LEVEL 2	*Straight Ride	*One Leg At Prep *1/4 Turn Cradle From Prep *1/2 Up to Prep Level *1/2 Up to Prep Level Single Leg *Extension *1/2 Up to Extension	*Pyramids with One Leg Stunts *Pyramids with L2 Release Moves *Pyramids with L2 Inversions into Pyramid	*Single BHS *L1 Skill + to BHS	*Round Off BHS *Round Off BHS Step out Series *Front Walkover into Round Off BHS
LEVEL 3	*Toe Touch *Tuck Arch *Single Twist Toss	*Full Up to Prep *Extended One Leg Stunt *1/2 Up to One Leg Stunt *Required Dismount Single Twist From Two Leg	*Pyramids with 1 Leg Extended Stunts *Pyramids with L3 Release Moves *Pyramid with Suspended Front Flips	*Series BHS *Jump to BHS Combination	*Round Off BHS Back Tuck *Round Off Back Tuck *Front Walkover Round Off BHS Back Tuck *Running Punch Front *Punch Front into Round Off BHS Back Tuck

WSA SKILLS CHART LEVEL 4-6

LEVEL OF SKILL DIFFICULTY IN ASCENDING ORDER		BASKET TOSSES	STUNTS	PYRAMIDS	STANDING TUMBLING	RUNNING TUMBLING
LEVEL 4	<ul style="list-style-type: none"> *Kick Fulls *Double Fulls *Single Skill Tosses including Twist 	<ul style="list-style-type: none"> *Advanced Skills (See Attachment) *Required Dismounts Single Twist from One Leg or Double Twist From Two Leg *Elite Skills (See Attachment) *Required Dismounts Single Twist from One Leg or Double Twist From Two Leg *Single Base, Unassisted Stunt 	<ul style="list-style-type: none"> *Pyramids with One Leg Extended Stunts and a Minimum of One Release Move *Pyramids with One Leg Extended Stunts and Multiple Release Moves 	<ul style="list-style-type: none"> *Back Tuck *BHS Back Tuck *BHS Layout *Jump to BHS Back Tuck 	<ul style="list-style-type: none"> *Round Off BHS Layout *Round Off Lay Out *Front Walkover Round Off BHS Lay Out *Boundier Passes *Punch Front into Round Off BHS Lay Out 	
LEVEL 5	<ul style="list-style-type: none"> *Kick Double Full *Kick Double Full Twisting with Speciality Skills 	<ul style="list-style-type: none"> *Advanced Skills (See Attachment) *Required Dismounts Double Twist from One Leg Stunt *Elite Skills (See Attachment) *Required Dismounts Double Twist from One Leg Stunt *Single Base, Unassisted Extended Stunt 	<ul style="list-style-type: none"> *Pyramid with One Leg Extended Stunts and Multiple Release Moves and Multiple extended Structures *Pyramid with Extended One Leg Stunts and a minimum of One Braced Flip Transition *Pyramids with Extended One Leg Stunts and Multiple Braced Flip Transitions and Multiple Extended Structures 	<ul style="list-style-type: none"> *Jump to Back Tuck *Standing Skills with Full Twisting Rotation *Standing Skills with Double Full Twisting Rotation 	<ul style="list-style-type: none"> *Series Tumbling with Single *Full Twisting Flip *Series Tumbling with *Double Full Twisting Flip 	
LEVEL 6	<ul style="list-style-type: none"> *Flipping Tosses *Flipping and Twisting Tosses 	<ul style="list-style-type: none"> *Unassisted Single Base Extended Stunts *Free Flipping Stunts to Extended Position *Full Twist up to an Extended Position 	<ul style="list-style-type: none"> *2 and 1/2 high Collegiate Pyramids 	<ul style="list-style-type: none"> *Same as L5 	<ul style="list-style-type: none"> *Same as L5 	

ADVANCED STUNTING SKILLS INCLUDE: (but not limited too)

- Extended One Leg Stunts
- Minor Releases Landing at Prep Level or Below
- Inverted Transitions to Prep Level or Below
- Walking Stunts
- Turning Stunts
- ½ and Single Twisting Transitions
- Power Presses

ELITE STUNTING SKILLS INCLUDE: (but not limited too)

- Full Up to Extended Position
- Release Moves Landing in Extended Position
- Major Tick Tock Variations
- Inverted Transitions to Extended Position
- 1 ½ and 2 Twisting Transitions
- Toss Extended Stunts

DEDUCTIONS CHART

MINOR FALLS <i>0.1 per incident</i>	TUMBLING	STUNTS / BASKETS PYRAMIDS	BOBBLES (Deducted in Execution Only)
	Over Rotation to seat Over Rotation to Back Roll	Early Dismounts Drops to cradle Drops to pop down position	Stunts / Pyramids almost fall Balance checks in stunts Knee or hand touching in cradles Incomplete twisting cradles Hands Down on tumbling Steps on tumbling
MAJOR FALLS <i>0.2 per incident</i>	Obvious fall to hand or knees Body falls to floor	Failure to Execute Stunt Stunt falls and knee or Tops body falls to ground	Knee down on BHS Tripping during transitions