

# WSA Score System

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## **WSA Score System – Overview**

WSA believes that the ordinal rank is of great importance to coaches, participants, and parents. WSA's score system is focused on creating the correct ordinal rank.

WSA judging panels and head judges are required to create an ordinal rank of each division they score. The judges totaled scores and their ordinal rank must be the same. Judges reserve the right to recall an entire divisions score sheets to review their scores.

Total score will be derived from two different areas.

### **1. Difficulty (50% of final score)**

- a. This score is determined in two parts:
  - i. The percentage of athletes executing the minimal required skill for their level of competition
  - ii. The difficulty of the skill being performed.
- b. Teams receive difficulty score in 5 division
  - i. Basket Tosses
  - ii. Partner Stunts
  - iii. Pyramids
  - iv. Standing Tumbling
  - v. Running Tumbling

### **2. Execution (50% of final score)**

- a. Execution is score is subjective to each judge.
- b. The team completing the cleanest, most synchronized, and most exciting, routine will score higher in execution
- c. Teams receive execution score in 10 divisions
  - i. Basket Tosses
  - ii. Partner Stunts
  - iii. Pyramids
  - iv. Standing Tumbling
  - v. Running Tumbling
  - vi. Jumps
  - vii. Dance/Motions
  - viii. Formation/Transitions
  - ix. Synchronization
  - x. Overall Impression

## 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	3-4	5-7
	29-32	1	2-3	4-5	6-8
	33-36	1-2	3-4	5-6	7-9

- A Team must execute the minimal required skill for the level they are competing in to receive credit. EX: If you are doing L2 skills and competing in L3, you will not receive credit for those skills.
- Judges set ranges by counting the number of skills performed at one given time.
  - EX: 1 basket/stunt at the beginning of the routine, 3 baskets/stunts in the middle, and 1 basket/stunt at the end, will count at 3 baskets/stunts total, NOT 5 baskets/stunts total.
- Ranging Examples:
  - 20 members on team- team must have 4 or 5 stunt groups performing the minimal skill level set by the USASF to score in the 100% range.
  - 32 members on team - team must have 7 or 8 stunt groups performing the minimal skill level set by the USASF to score in the 100% range.

## **Scoring Difficulty Part 2: Determining a Teams Score With in Their Set Range**

- Once a team's scoring range has been established, judges must score the team in a 2 point spread. Judges will score a team performing harder skills higher within the established range.
  - Example:
    - 20 members on a team: Team 1 VS Team 2
      - Team 1 – successfully executes 4 or 5 minimal level stunt for their division
      - Team 2 – successfully executes 4 or 5 more difficult stunts for their division
      - Result - Judges will score team 2 higher in the 2 point range than they will Team 1 to insure correct ordinal ranking

## **Scoring Partner Stunt and Basket Toss Execution:**

- Execution score is subjective to each judge. The team completing the cleanest, most synchronized, and most exciting, routine will score higher in execution

# 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%
	<b>5-10</b>	N/A	½ team members or less	½ + 1 team members	Total team members - 1
	<b>11-20</b>	N/A	½ team members or less	½ + 1 team members	Total team members - 2
	<b>21-30</b>	N/A	½ team members or less	½ + 1 team members	Total team members - 3
	<b>31-36</b>	N/A	½ team members or less	½ + 1 team members	Total team members - 4

- A Team must execute the minimal required skill for the level they are competing in to receive credit. EX: If you are doing L2 skills and competing in L3, you will not receive credit for those skills.
- Judges set ranges by counting the number of team members involved in the pyramid.
- Ranging Examples:
  - 20 members on team- team must have 18-20 members involved in pyramid sequence, performing the minimal skill level set by the USASF to score in the 100% range.
  - 32 members on team - team must have 28-32 members involved in pyramid sequence performing the minimal skill level set by the USASF to score in the 100% range.

## **Scoring Difficulty Part 2: Determining a Teams Score With in Their Set Range**

- Once a team's scoring range has been established, judges must score the team in a 3 point spread. Judges will score a team performing harder skills higher within the established range.
  - Example:
    - 20 members on a team:
      - Team 1 – successfully executes pyramid with 18-20 members and all are executing the minimal level skills for their division
      - Team 2 – successfully executes pyramid with 18-20 members composed of more difficult skills
      - Judges will score team 2 higher in the 3 point range than they will Team 1

## **Scoring Pyramid Execution:**

- Execution score is subjective to each judge. The team completing the cleanest, most synchronized, and most exciting, routine will score higher in execution

# 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 executed the required tumbling skill 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

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

- A Team must execute the minimal required skill for the level they are competing in to receive credit. EX: If you are doing L2 skills and competing in L3, you will not receive credit for those skills.
- Judges set ranges by counting the number of skills performed at one given time.
  - EX : 5 standing /running skills at the beginning of the routine, 10 standing/running skills in the middle, and 5 standing /running skills at the end, will count at 10 standing /running skills total, NOT 20 standing /running skill total.
- Ranging Examples:
  - 20 members on team- team must have 18-20 standing /running members performing the minimal skill level set by the USASF to score in the 100% range.
  - 32 members on team - team must have 28-32 standing /running members performing the minimal skill level set by the USASF to score in the 100% range.

## **Scoring Difficulty Part 2: Determining a Teams Score With in Their Set Range**

- Once a team's scoring range has been established, judges must score the team in a 2 point spread. Judges will score a team performing harder skills higher within the established range.
  - Example:
    - 20 members on a team: Team 1 VS Team 2
      - Team 1 – successfully executes minimal tumbling skills with 18-20 members
      - Team 2 – successfully executes a more difficult set tumbling skills with 18-20 members
      - Result - Judges will score team 2 higher in the 2 point range than they will Team 1 to insure correct ordinal ranking

## **Scoring Tumbling Execution:**

- Execution score is subjective to each judge. The team completing the cleanest, most synchronized, and most exciting, routine will score higher in execution

## Execution Scores Only

### Execution Scores only

The following divisions will receive judges execution score only. Execution score are the subjectivity of individual Judges.

- Jumps
- Dance / Motion
- Formation / Transitions
- Synchronization
- Overall impression

## WSA Points Deduction System

<b>MINOR FALLS</b> <i>0.1 per incident</i>	<b>TUMBLING</b>	<b>STUNTS / BASKETS PYRAMIDS</b>	<b>BOBBLES</b> <i>(Deducted in Execution Only)</i>
	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
<b>MAJOR FALLS</b> <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

## **Totaling your Score Sheet**

**Final score will be realized on a 10 point scale. See Below**

**Final Score = 50% difficulty / 50% execution**

### **Part 1: Totaling your difficulty score**

- Each judge will give you a difficulty score in 5 separate categories.
  - Basket Tosses                      Standing Tumbling
  - Partner Stunts                      Running Tumbling
  - Pyramids
- Doing the Math
  1. Add score from each judge
  2. Divide this total by 5 (*this will put you on a 10 point scale*)

### **Part 2: Totaling your Execution Score**

- Each judge will give you a difficulty score in 10 separate categories. Add these 10 score together to determine your teams total execution score
  - Basket Tosses                      Jumps
  - Partner Stunts                      Dance / Motion
  - Pyramids                              Formation/Transitions
  - Standing Tumbling                  Synchronization
  - Running Tumbling                  Overall Impression
- Doing the Math
  1. Add score from each judge
  2. Divide this total by 10 (*this will put you on a 10 point scale*)

### **Part 3: Totaling Each Judges Score Sheet**

1. Difficulty + Execution Score = Total Individual Judge Score
2. Individual Judge Score / 2 = Final Judge Score on 10 point Scale

### **Part 4: Final Score on 10 Point Scale**

1. Add each judge final score together and divide by 3

### **Possible Score Range for Each Level**

	<b>Possible Low</b>	<b>Possible High</b>
<b>Level 1</b>	<b>2.0</b>	<b>6.0</b>
<b>Level 2</b>	<b>3.0</b>	<b>7.0</b>
<b>Level 3</b>	<b>4.0</b>	<b>8.0</b>
<b>Level 4.2</b>	<b>4.2</b>	<b>8.4</b>
<b>Level 4</b>	<b>5.0</b>	<b>9.0</b>
<b>Level 5-6</b>	<b>9.0</b>	<b>10.0</b>

# **IMPORTANT NOTES**

## **Delivery of Score Sheets**

- WSA will provide team with judges decisions in two stages
  - Stage 1: Team will be provided a deductions sheet and ranging sheet upon completion of teams routine
  - Stage 2: Team will be provided actual score sheet at the end of their awards ceremony

## **Posting of Results**

- WSA will post event results and team scores at [www.wsacheer.com](http://www.wsacheer.com)

## **Judges**

- **Head Judge**
  - WSA provides a head judges at every event. Responsibilities include.
    - Successful completion of WSA head judge training course
    - Oversee 1 judging panel per event
    - Ordinarily rank teams along with panel in an effort to check and double check outcome
    - Range teams in along with panel in an effort to check and double check outcome
    - Converse with coaches if questions or concerns should arise.
- **Judging Panel**
  - WSA judges are chosen from separate pools of available personnel.
    - Choice #1 – Program owners and directors that are currently involved with an all star program today
    - Choice #2 – Knowledgeable individuals such as former coaches, program directors, etc., that are not actively involved with an all star program today.
  - Judges must complete a pre-event training course in order to qualify for active judging status.

## **Industry Responsibility**

- WSA ownership considers WSA job to be an “event producer”. Our job is to Provide:
  - Outstanding customer service
  - Organized Event
  - On Time Event
  - EMT’s at all event to guarantee participant safety
  - Proper Performance Equipment and Warm Up Area
  - Fun and Entertaining Environment for Participants, Coaches, and Families
  - Qualified Judging Panel
- WSA will always announce the judging panels results exactly the way they are handed down. This must be done without any bias what so ever, financial or otherwise.