



2020 PRE-SEASON EVENT SCORING SYSTEM-BUILDING/TOSSES

STUNT DIFFICULTY

3.5	BELOW	Skills performed do not meet the Low range requirement
4.0	LOW	4 different level appropriate skills performed by most majority of the team

PYRAMID DIFFICULTY

3.5	BELOW	Skills performed do not meet the Low range requirement
4.0	LOW	2 different level appropriate skills, 2 structures performed by most majority of the team

QUANTITY

Most changed to Majority
*refer to scoring grid

TECHNIQUE

3.5 - 5.0	Stunt and Pyramid Drivers: * Top Person/Body Control * Bases/Spotters/Stability of Stunt * Entries/Transitions/Dismounts * Obvious Mistakes * Synchronisation	Toss Drivers: * Top Person * Cradle * Synchronisation/Timing
	Team's ability to execute Stunts, Pyramids and Tosses with excellent precision and form	

TOSSE DIFFICULTY

4.0	Less than a Majority of the team performs a toss
4.5	Majority of the team performs a level appropriate toss
5.0	Majority of the team performs a level appropriate toss rippled or synchronised in the same section

2020 PRE-SEASON EVENT SCORING SYSTEM-JUMPS/TUMBLE

STANDING TUMBLING DIFFICULTY: LEVEL 1 - 5

3.5	BELOW	Skills performed do not meet Low range requirement
4.0	LOW	Most majority of the team performs a level appropriate pass

STANDING TUMBLING DIFFICULTY: LEVEL 6-7

3.5	BELOW	Skills performed do not meet Low range requirement
4.0	LOW	Most majority of the team performs a level appropriate pass

RUNNING TUMBLING DIFFICULTY: LEVEL 1 - 5

3.5	BELOW	Skills performed do not meet Low range requirement
4.0	LOW	Less than a Majority of the team performs a level appropriate pass

RUNNING TUMBLING DIFFICULTY: LEVEL 6-7

3.5	BELOW	Skills performed do not meet Low range requirement
4.0	LOW	Majority of the team performs a level appropriate pass

JUMP DIFFICULTY

3.5	Skills performed do not meet 4.0 requirement
4	Most majority of the team performs 1 advanced jump
4.5	Most majority of the team performs 2 connected advanced jumps. Must be synchronised and must include a variety. Tiny/Mini: Most majority of the team performs 2 advanced jumps must be synchronised, but DO NOT need to be connected or include a variety
5	Most majority of the team performs 3 connected advanced jumps or 2 connected advanced jumps, plus 1 additional advanced jump. Must be synchronised and include a variety. Tiny/Mini: Most majority of the team performs 3 advanced jumps must be synchronised, but DO NOT need to be connected or include a variety.

TECHNIQUE

3.5 - 5.0	Standing/Running Tumbling Drivers: * Approach * Speed * Body Control * Landings * Synchronisation	Jump Drivers: * Arm Placement * Leg Placement * Hyperextension/Height * Landings * Synchronisation
	A team's ability to execute Standing Tumbling, Running Tumbling and Jumps with excellent precision and form.	

QUANTITY

Most changed to Majority
*refer to scoring grid

2020 PRE-SEASON EVENT SCORING SYSTEM-OVERALL

PERFORMANCE

9.0 - 10.0	A team's ability to demonstrate high levels of energy and excitement while maintaining genuine enthusiasm and showmanship. This will include appropriate athletic impression throughout the routine.
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VIRTUAL VIDEO RULES:

<p>We will not be able to police these rules so we are working on the honour system. We believe in our industry and trust that no coach would intentionally cheat.</p> <ol style="list-style-type: none"> 1. Video to be submitted 1 week before the event. 2. We ask that you allow 30mins for filming your routine and you do only two takes. 3. Video must be one continuous take and can not be edited. 4. Video should be filmed within 4 weeks of the event date. 5. Video view must be from a front on elevated camera view (all athletes must be seen)

IMPORTANT NOTES:

RULES USED: IASF 2020-2021

- * 3 out of age athletes allowed on each team.
- * No athlete crossover restrictions.
- * Legalities warned only, deductions will be given.

- * All building skills can be performed before the routine to counts.
- * Routine length max 3:30min