# SCORING SYSTEM

IASF Cheerleading Worlds - Bid Qualifying Events

## Qualifying season requirement

All qualifying events taking place on or after September 1, 2026 are required to use the IASF score sheet in its comparative format for IASF Cheer divisions awarding bids to the 2027 IASF Cheerleading World Championship.

This requirement gives teams the opportunity to experience the IASF Worlds score sheet before competing at the championship, allows global scoring leads to collaborate and provide feedback throughout the season, and helps set the 2027 event up for success by building on the collective experience and insight gained during qualifying competitions.

## Milestones

- *Now available* - Official Score Sheet Release
- *July 2026* — Release of benchmarking guide and educational materials
- *September 1, 2026* — Qualifying events begin requiring use of the IASF comparative score sheet
- *September 2026 – March 2027* — Regular scoring updates and clarifications released throughout the qualifying season

## Stay informed

The IASF anticipates releasing scoring updates and clarifications on a regular cadence from September 2026 through March 2027. To stay up to date on all score sheet developments, join the IASF mailing list.

Questions: scoring@iasfworlds.com

# SCORING SYSTEM

The new score sheet transitions to a 100-point scale while retaining the established weighting framework that reflects long-standing sport governance models. This ensures All Star cheerleading maintains its distinct identity even as it evolves alongside other global sports.

The move to a 100-point system is a deliberate, strategic step designed to reflect how the sport is evolving and how it's experienced globally.

**Global clarity & accessibility**
A 100-point scale provides a universally recognized framework, improving understanding for athletes, coaches, audiences, and emerging markets around the world.

**Alignment with international sport systems**
This shift reflects the evolving All Star landscape, creating a more seamless experience for teams competing across both All Star and international cheer pathways that already use 100-point scales.

**Flexibility across markets**
The score sheet continues to support a range of competitive strategies, remaining accessible to both developing and highly competitive All Star markets. It maintains the core principles of the IASF comparative framework, supporting strategic choice and allowing teams to build routines that showcase their unique strengths.

**Improved understanding of comparative scoring**
Additional resources will help coaches and athletes better understand how scores are applied within the context of their level and division.

Questions: scoring@iasfworlds.co

# IASF SCORING SYSTEM

## MASTER SCORE SHEET

### INTERNATIONAL LEVELS 2-7 DIVISIONS

| Category | Technique | Difficulty | Subtotal |
|---|---|---|---|
| Stunt | 15.0 | 15.0 | 30.0 |
| Pyramid | 15.0 | 15.0 | 30.0 |
| Tosses | 2.0 | 2.0 | 4.0 |
| Standing Tumbling | 2.0 | 2.0 | 4.0 |
| Running Tumbling | 2.0 | 2.0 | 4.0 |
| Jumps | 2.0 | 2.0 | 4.0 |
| Dance | 2.0 | 2.0 | 4.0 |
| Routine Creativity/Composition | | 10.0 | 10.0 |
| Formations & Transitions | | 5.0 | 5.0 |
| Performance | | 5.0 | 5.0 |

| TOTAL | 100.0 |
|---|---|

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# SCORING SYSTEM
## INTERNATIONAL L5-L7 DIVISIONS

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### STUNT DIFFICULTY - ALL GIRL DIVISIONS (cumulative throughout the routine)

| | |
|---|---|
| 0 | No skills performed |
| 1.0 - 6.0 | Less than a Majority of the team performs a level appropriate skill |
| 6.0 - 15.0 | A Majority of the team performs a level appropriate skills |

### STUNT DIFFICULTY - COED DIVISIONS (cumulative throughout the routine)

| | |
|---|---|
| 0 | No skills performed |
| 1.0 - 6.0 | Less than a Majority of the team performs a level appropriate skill. No single based (assisted or unassisted) skill performed. |
| 6.0 - 12.0 | A Majority of the team performs a level appropriate skill and a minimum of 1 single based (assisted or unassisted) skill. |
| 6.0 - 15.0 | A Majority of the team performs a level appropriate skill and a Majority of the team performs single based (assisted or unassisted) skill. |
| Transitional skills will NOT count towards the Single Based (assisted or unassisted) requirement | |

### PYRAMID DIFFICULTY (cumulative throughout the routine)

| | |
|---|---|
| 0 | No skills performed |
| 1.0 - 9.0 | No level appropriate skills and/or less than 2 structures |
| 9.0 - 15.0 | A minimum of 1 level appropriate skill and 2 structures |
| PYRAMID - MINIMUM TWO STRUCTURES | |
| Consecutive transitions within a pyramid will not meet the minimum requirement of hitting a structure. Structures must meet the definition of a "pyramid" in the IASF rules/glossary | |

| ADDITIONAL INFORMATION |
|---|
| Level Appropriate: any skill that is first allowed at that level, according to the IASF Legality Cheer Rules |

### STUNT & PYRAMID TECHNIQUE
Stunt: 15-points & Pyramid: 15-points

Execution • Stability • Flexibility • Uniformity • Sync

| BELOW AVERAGE | AVERAGE | ABOVE AVERAGE |
|---|---|---|
| 1.0 - 6.0 | 6.0 - 13.0 | 13.0 - 15.0 |
| *A zero is issued when no skills are performed* | | |

### STUNT - TEAM GROUP CHART (ALL GIRL & COED)

| # ATHLETES | MAJORITY |
|---|---|
| 15 & Under | 2 |
| 16 – 19 | 3 |
| 20 – 23 | 3 |
| 24 – 30 | 4 |

### STUNT & PYRAMID DIFFICULTY CONSIDERATIONS

**The following are considered when COMPARING teams:**

- Degree of difficulty of skills
- Percentage of team participation
- Minimal use of bases
- Variety of load-ins, dismounts and transitions
- Pace, additional skills, and combination of skills (non-level appropriate included)

### TOSS - TEAM GROUP CHART

| # ATHLETES | MAJORITY |
|---|---|
| 15 & Under | 1 |
| 16 – 19 | 2 |
| 20 – 29 | 3 |
| 30 | 4 |

### TOSS DIFFICULTY

| | |
|---|---|
| 0 | No skills performed |
| 0.1 - 0.5 | Less than a Majority of the team performs a level appropriate toss |
| 0.5 - 2.0 | A Majority of the team performs a level appropriate toss |

### TOSS DIFFICULTY CONSIDERATIONS

**The following are considered when COMPARING teams:**

- Degree of difficulty of tosses
- Percentage of team participation
- Variety
- Additional tosses (non-level appropriate included)
- Height

### TOSS TECHNIQUE

Execution • Flexibility • Uniformity • Sync

| BELOW AVERAGE | AVERAGE | ABOVE AVERAGE |
|---|---|---|
| 0.1 - 0.5 | 0.5 - 1.5 | 1.5 - 2.0 |
| *A zero is issued when no skills are performed* | | |

# SCORING SYSTEM
## INTERNATIONAL L5-L7 DIVISIONS

### STANDING TUMBLING DIFFICULTY (cumulative throughout the routine)

| | |
|---|---|
| 0 | No skills performed |
| 0.1 - 0.5 | Less than a Majority of the team performs a level appropriate pass or a Majority perform below level appropriate passes |
| 0.5 - 2.0 | A Majority of the team performs a level appropriate pass including passes with multiple athletes and multiple synchronized passes |

**STANDING TUMBLING**

In levels 5-7, Jump/Tuck combination will be considered level appropriate

In levels 6-7, all single and double twisting skills will count as level appropriate

### RUNNING TUMBLING DIFFICULTY (cumulative throughout the routine)

| | |
|---|---|
| 0 | No skills performed |
| 0.1 - 0.5 | Less than a Majority of the team performs a level appropriate pass or a Majority perform below level appropriate passes |
| 0.5 - 2.0 | A Majority of the team performs a level appropriate pass including passes with multiple athletes and multiple synchronized passes |

**RUNNING TUMBLING**

In levels 6-7, all single and double twisting skills will count as level appropriate

### TUMBLING DIFFICULTY CONSIDERATIONS

**The following are considered when COMPARING teams:**

- Degree of difficulty of skills/passes
- Percentage of team participation
- Use of groups/size of groups
- Use of recyled athletes/unique athletes
- Synchronization of difficult passes
- Specialty combination
- Variety
- Additional skills and combination of skills (non-level appropriate included)

### TUMBLING TECHNIQUE
Standing: 2-points & Running: 2-points

Execution • Uniformity • Body Control • Landings • Sync

| BELOW AVERAGE | AVERAGE | ABOVE AVERAGE |
|---|---|---|
| 0.1 - 0.5 | 0.5 - 1.5 | 1.5 - 2.0 |

*A zero is issued when no skills are performed*

### TUMBLING & JUMP - TEAM COUNT

| # ATHLETES | MAJORITY | MOST |
|---|---|---|
| 15 & Below | 8 | 9 |
| 16 – 17 | 9 | 10 |
| 18 – 19 | 10 | 11 |
| 20 – 21 | 11 | 12 |
| 22 – 23 | 12 | 13 |
| 24 – 25 | 13 | 14 |
| 26 – 27 | 14 | 15 |
| 28 – 29 | 15 | 16 |
| 30 | 16 | 18 |

### JUMP DIFFICULTY (cumulative throughout the routine)

| | |
|---|---|
| 0 | No skills performed |
| 0.5 | Less than 3 advanced jumps performed |
| 1.5 | Most of the team performs 3 advanced jumps |
| 2.0 | Most of the team performs 3 advanced jumps, with a minimum of 2 connected advanced jumps; the jumps must be synchronized and include variety |

**ADVANCED JUMPS**

Herkie • Hurdler • Toe Touch • Pike • Double Nine

**ADDITIONAL INFORMATION**

Synchronized tumbling: passes that are intended to start and finish at the same time with more than one athlete

Level Appropriate: any skill that is first allowed at that level, according to the IASF Legality Cheer Rules

In levels 5-7, individual tumbling passes (tumbling passes by a single person) will be considered in the scoring process

### JUMP TECHNIQUE

Execution • Flexibility • Uniformity • Sync

| BELOW AVERAGE | AVERAGE | ABOVE AVERAGE |
|---|---|---|
| 0.1 - 0.5 | 0.5 - 1.5 | 1.5 - 2.0 |

*A zero is issued when no skills are performed*

# SCORING SYSTEM
## INTERNATIONAL L1-L7 DIVISIONS

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## ROUTINE CREATIVITY/COMPOSITION

A team's ability to consistently demonstrate innovative, visual, and creative ideas throughout all routine elements including strong pace, variety of formations and seamless flow between elements.

| BELOW | AVERAGE | ABOVE AVERAGE |
|---|---|---|
| 3.0 | 4.0 - 9.0 | 9.0 - 10.0 |

## FORMATIONS & TRANSITIONS

A team's ability to demonstrate precise spacing and uniform timing.

| BELOW | AVERAGE | ABOVE AVERAGE |
|---|---|---|
| 1.0 - 2.0 | 2.0 - 4.5 | 4.5 - 5.0 |

## DANCE DIFFICULTY

**The following are considered:**

- Visual Elements
- Variety Of Levels
- Formation Changes
- Pace & Intricacy
- Footwork & Floorwork
- Partnerwork
- Team Participation

| BELOW | AVERAGE | ABOVE AVERAGE |
|---|---|---|
| 0.1 - 0.5 | 0.5 - 1.5 | 1.5 - 2.0 |
| *A zero is issued when no skills/elements are performed* | | |

## DANCE TECHNIQUE

**The following are considered:**

- Perfection
- Synchronization
- Precision of spacing
- Uniformity
- Arm/Motion placement
- Entertainment value
- Energy level

| BELOW | AVERAGE | ABOVE AVERAGE |
|---|---|---|
| 0.1 - 0.5 | 0.5 - 1.5 | 1.5 - 2.0 |
| *A zero is issued when no skills/elements are performed* | | |

## PERFORMANCE

A team's ability to demonstrate high levels of energy, entertainment value, confidence, and showmanship.

| BELOW | AVERAGE | ABOVE AVERAGE |
|---|---|---|
| 3.0 | 3.0 - 4.5 | 4.5 - 5.0 |