

# The WORLDCDF Scoring System



*A comprehensive guide  
to understanding the  
WorldCDF Scoring system*

World Country Dance Federation

# The WorldCDF Scoring system

- The scoring system used by the WorldCDF is based on the “**Skating System**” that was first introduced in Ballroom dancing in 1937 by the British Dance Council.
- It has been modified to meet the needs of our dance sport and consists of **13 rules** to help determine Individual Dance placements & Overall placements.



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What do you need to know about the Skating System ?

- Once a rule allows you to determine a unique rank, the following rules are not applied.
- Individual Dance placements are based on the **“Majority Value”**



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- There are **13** rules in the **WorldCDF** system
  - Rules **1 & 2** – General rules (Prelims & Rank)
  - Rules **3 to 7** – Individual dance placements
  - Rules **8 to 13** – Overall placement





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## Rule 1 – Prelim rounds

- Finals should not contain more than 10 competitors.  
In case of more competitors it can be decided to implement Prelim Rounds and/or Semi Finals to bring down the number of finalists to 8 (7 if tie) or 10 (9 if tie).  
For Prelim Rounds, in first Prelims only 4 or 5 best are selected for finals. In second Prelims all non-selected dancers return on the dance floor after which again the 4 or 5 best are selected for finals.  
For Semi Finals, the 10 best dancers are immediately selected for finals.
  - Results from Prelims and/or Semi Finals are not used at all during finals judging & scoring. It is only used to select the best dancers for finals.
- ***For Finals, judging starts as described in following rules.***



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## Rule 2 – Group & Rank to assign placements to all competitors

- Competitors are assigned a unique placement by each individual judge. A judge is not allowed to assign the same placement for two or more competitors.  
If 8 competitors are on the floor, each judge ranks the competitors based on their own judgment from 1<sup>st</sup> till 8<sup>th</sup> place.
  - Group & Rank is a more detailed methodology to come to final placements for all competitors.  
In first instance a judge assigns a group to each competitor (4 groups: A, B, C, D with A being best and D being worst). All competitors within the same group are then ranked by the judge.
- ***It is not allowed to assign the same rank to two or more competitors within the same group.***



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## Rule 3 – Rank on Mark with Majority Value

- First of all determine what is the majority of judges. In a judge panel of 5 judges, a majority vote is reached at 3. In a judge panel of 7 judges, a majority vote is reached at 4.  
Then determine per competitor the majority placement and rank ascending.



➤ Lowest value wins

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## Rule 3 – Rank on Mark with Majority Value

- What is the mark you have received by a majority of judges?*

Dance A						Places								Result
Competitor	J1	J2	J3	J4	J5	1	1-2	1-3	1-4	1-5	1-6	1-7	1-8	
51	1	1	1	2	1	4								1
52	4	2	2	1	2	1	4							2
53	3	3	3	5	4			3						3
54	2	4	5	4	3		1	2	4					4
55	5	6	4	3	5			1	2	4				5
56	6	5	6	6	6					1	5			6

➤ Lowest value wins





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## Rule 4 – Rank on Total number of marks with same or better Majority Value

- In case of competitors with same Mark with Majority Value (rule 3) this rule determines the total number of marks with the same or better Majority Value.

➤ Highest value wins



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## Rule 4 – Rank on Total number of marks with same or better Majority Value

Example								Places								Result
Competitor	J1	J2	J3	J4	J5	J6	J7	1	1-2	1-3	1-4	1-5	1-6	1-7	1-8	
61	1	1	2	1	4	2	1	4								1
62	6	2	1	5	2	1	2	2	5							2
63	2	4	3	3	6	3	3		1	5						3
64	3	3	5	2	1	5	4	1	2	4						4
65	4	5	6	4	3	6	5				2	5				5
66	5	6	4	6	5	4	6				2	4				6

➤ Highest value wins



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## **Rule 5 – Rank on Aggregate value of marks with same or better Majority Value**

- In case of competitors with same result coming from Rule 4, this rule determines the aggregate value of marks with same or better Majority Values.

➤ **Lowest value wins**



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## Rule 5 – Rank on Aggregate value of marks with same or better Majority Value

Example								Places								Result
Competitor	J1	J2	J3	J4	J5	J6	J7	1	1-2	1-3	1-4	1-5	1-6	1-7	1-8	
71	3	1	6	1	1	2	1	4								1
72	2	2	1	5	3	1	3	2	4 (6)							2
73	1	5	4	2	2	6	2	1	4 (7)							3
74	5	4	2	4	6	5	4		1	1	4 (14)	6				4
75	4	6	3	3	5	4	6			2	4 (14)	5				5
76	6	3	5	6	4	3	5			2	3	5				6

➤ Lowest value wins





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## Rule 6 – Look Ahead Values

- In case of competitors with same result coming from Rule 5, this rule determines the total number of marks with same or better Value based on the next higher position from the original majority mark. This can be repeated in case of a tie.

➤ Highest value wins



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## Rule 6 – Look Ahead Values

competitor	A	B	C	D	E	F	G	1	1-2	1-3	1-4	1-5	1-6	1-7	1-8	
71	5	3	3	2	6	6	4		1	3	4					4
72	6	8	8	6	7	7	8						2	4(26)	7	7
73	8	6	7	7	8	8	6						2	4(26)	7	7
74	7	5	5	4	4	2	7		1		3	5(20)	5			6
75	4	2	4	3	5	3	3		1	4						3
76	2	7	6	5	3	5	5		1	2		5(20)	6			5
77	1	1	1	8	1	1	1	6								1
78	3	4	2	1	2	4	2	1	4							2

➤ Highest value wins



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## Rule 7 – Look Back Values

- In case of competitors with same result coming from Rule 6, this rule determines the total number of marks with same or better Majority Value based on the next lower position from the original majority mark. This can be repeated in case of a tie.

➤ Highest value wins



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## Rule 7 – Look Back Values

competitor	J1	J2	J3	J4	J5	J6	J7	1	1-2	1-3	1-4	1-5	1-6	1-7	1-8	
71	5	3	3	2	6	6	4		1	3	4					4
72	6	8	8	6	7	7	8						2	4(26)	7	7
73	8	6	7	7	8	8	6						2	4(26)	7	7
74	7	5	5	4	4	2	7		1		3	5(20)		7		6
75	4	2	4	3	5	3	3		1	4						3
76	2	7	6	5	3	5	5		1	2		5(20)	6			5
77	1	1	1	8	1	1	1	6								1
78	3	4	2	1	2	4	2	1	4							2

➤ Highest value wins





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## Tied Positions

- In case of competitors with same end result coming from rule 1 till 7 → **these competitors are assigned the same tied position.**

Rules 3 to 7 are then applied to all the other individual dances before we apply **rules 8 to 13 to determine the Overall placement.**



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**Rule 8 – For overall qualification, competitors need to compete in at least five (5) dances**

- Exception: Social, Modern and Wheelchair division where three (3) dances are needed



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## Rule 9 – Rank on Aggregate value of five best dance placement values

- First we determine the aggregate value of the five best dance placements.

➤ Lowest value wins



# The WorldCDF Scoring system

## Rule 9 – Rank on Aggregate value of five best dance placement values

Competitor	Individual Judge Marks and Final Dance Placements (sorted ascending)						Rule 9 Aggregate value of five best Dance placement values
	Lilt	Smooth	Rise & Fall	Cuban	Funky	Novelty	Lowest Value Wins
207	2 1 1 2 3 4	1 1 1 2 2 3	1 1 2 2 2 4	1 1 1 2 3 4	6 5 5 5 5 5	4 1 3 3 4 6	9
116	3 1 3 4 4 6	3 1 2 3 3 5	2 1 1 2 4 5	3 1 1 3 3 5	1 1 1 1 4 6	2 1 2 3 5 5	11
123	1 1 1 2 2 4	2 1 1 2 4 4	4 1 4 4 4 5	4 2 3 4 4 5	2 1 1 2 3 4	3 2 2 3 4 5	12
89	4 3 3 4 5 5	5 3 4 5 6 6	3 1 2 3 3 6	5 1 3 4 5 6	4 2 3 4 6 6	1 1 1 2 4 5	17
155	6 2 6 6 7 7	4 2 3 4 6 6	5 3 3 5 5 7	6 5 5 6 6 7	3 2 2 2 3 3	5 1 3 4 4 5	23
117	5 2 3 5 6 7	6 5 5 5 6 7	6 3 5 6 7 7	2 2 2 2 4 6	5 3 4 4 6 6	6 2 6 6 6 6	24
17	7 5 5 6 7 7	7 4 7 7 7 7	7 6 6 6 7 7	7 6 7 7 7 7	7 7 7 7 7 7	7 7 7 7 7 7	35





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## Rule 9 – Rank on Aggregate value of five best dance placement values

Competitor	Individual Judge Marks and Final Dance Placements (sorted ascending)								Rule 9 Aggregate value of five best Dance placement values
	Triple Two	Polka	Night Club	Cha Cha	Waltz	Two Step	East Coast Swing	West Coast Swing	Lowest Value Wins
106	– 1 1 1 1 1	2 1 1 2 2 3	1 1 1 1 2 2	1 1 1 1 1 2	1 1 1 1 2 2	1 1 1 1 1 2	1 1 1 1 1 2	1 1 1 1 1 2	5
14	– 1 1 1 1 1	1 1 1 1 2 3	2 1 1 2 3 3	3 2 2 3 3 4	2 1 2 2 3 4	2 1 2 2 4 4	4 1 2 4 4 4	3 2 3 3 3 4	10
56	1 1 1 1 1 1	3 2 2 3 3 3	3 2 2 3 4 4	2 1 2 2 3 4	3 2 3 3 3 4	3 2 2 3 3 4	2 2 2 3 3 4	2 2 2 2 4 5	11
100	– 1 1 1 1 1	4 4 4 4 4 4	4 3 3 4 4 4	4 3 3 4 4 4	4 1 3 4 4 4	4 3 3 3 4 5	3 2 3 3 3 4	4 1 3 3 4 4	19



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## Rule 10 – Rank on 6<sup>th</sup> dance placement

- In case of competitors with same result coming from Rule 9, this rule determines the value based on the 6<sup>th</sup> dance.
- If a dancer does not compete in the 6th dance, he will be ranked after the last ranked competitor

➤ **Lowest value wins**



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## Rule 10 – Rank on 6<sup>th</sup> dance placement

Competitor	Individual Judge Marks and Final Dance Placements (sorted ascending)						Rule 9 Aggregate value of five best Dance placement values	Rule 10 6th Dance Comparison
	Lilt	Smooth	Rise & Fall	Cuban	Funky	Novelty	Lowest Value Wins	Lowest Value Wins
1	1 1 2 2 2 4	3 2 2 3 4 6	1 1 1 1 2 2	1 1 1 1 1 2	4 2 2 4 5 6	1 1 1 2 2 5	7	
32	2 1 1 2 3 7	4 1 2 4 4 8	2 1 2 3 4 4	2 1 2 2 3 4	3 2 2 3 4 4	3 2 3 3 3 4	12	4
							12	
41	3 1 2 3 3 6	2 1 3 3 3 5	6 2 2 6 6 9	3 2 3 3 3 3	2 1 2 3 5 7	2 1 1 2 5 8	12	6
							12	



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## Rule 10 – Rank on 6<sup>th</sup> dance placement

Competitor	Individual Judge Marks and Final Dance Placements (sorted ascending)						Rule 9 Aggregate value of five best Dance placement values	Rule 10 6th Dance Comparison
	Lilt	Smooth	Rise & Fall	Cuban	Funky	Novelty	Lowest Value Wins	Lowest Value Wins
28	3 1 1 3 5 8	1 1 1 3 3 5	1 1 2 2 2 2	1 1 1 1 1 2	1 1 1 2 2 3	1 1 1 2 2 3	5	
145	1 1 2 2 2 5	2 2 2 3 3 5	2 1 1 2 3 4	4 2 3 4 5 6	2 1 1 3 5 5	5 1 4 5 5 7	11	
101	2 1 1 3 3 4	5 2 5 5 7 8	4 1 5 5 6 7	2 2 2 3 4 5	3 2 3 4 5 6	2 1 1 3 5 6	13	
228	8 2 6 7 8 8	4 1 3 4 4 6	5 4 5 5 6 6	3 3 3 3 4 7	5 2 3 5 5 6	7 4 6 6 7 8	24	
148	5 4 5 5 6 6	6 2 5 6 6 8	8 4 6 7 8 8	5 1 4 5 6 6	6 2 3 6 7 7	3 2 2 3 4 6	25	8
							25	
223	— 1 1 1 1 1	3 1 1 4 4 4	3 1 3 3 3 4	6 2 4 5 6 7	7 4 4 7 7 8	6 2 5 6 7 8	25	—
							25	





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## Rule 11 – Rank on aggregate value of all common dance placement values

- In case of competitors with same result coming from Rule 10, this rule determines the aggregate value of all common dance placements

➤ Lowest value wins



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## Rule 11 – Rank on aggregate value of all common dance placement values

Competitor	Individual Judge Marks and Final Dance Placements (sorted ascending)						Rule 9 Aggregate value of five best Dance placement values	Rule 10 6th Dance Comparison	Rule 11 Aggregate value of all Common Dance placement values
	Lift	Smooth	Rise & Fall	Cuban	Funky	Novelty	Lowest Value Wins	Lowest Value Wins	Lowest Value Wins
19	1 1 1 1 1 2	2 1 2 2 2 2	2 1 1 2 2 2	1 1 1 1 2 2	2 1 2 2 2 2	1 1 1 1 1 2	7 7	2 2	 9
224	2 1 2 2 2 2	1 1 1 1 1 2	1 1 1 1 2 2	2 1 1 2 2 2	1 1 1 1 1 2	2 1 2 2 2 2	7 7	2 2	 9



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## Rule 12 – Rank on aggregate value of all individual Judge marks

- Previously rule 12 determined the aggregate value of first two common dance placements.
- **This rule was changed in April 2013** to: in case of competitors with same result coming from Rule 11, this rule determines the aggregate value of all individual Judge marks.



➤ **Lowest value wins**

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## Rule 12 – Rank on aggregate value of all individual Judge marks

Competitor	Individual Judge Marks and Final Dance Placements (sorted ascending)						Rule 9 Aggregate value of five best Dance placement values	Rule 10 6th Dance Comparison	Rule 11 Aggregate value of all Common Dance placement values	Rule 12 Aggregate value of all individual marks
	Lilt	Smooth	Rise & Fall	Cuban	Funky	Novelty	Lowest Value Wins	Lowest Value Wins	Lowest Value Wins	Lowest Value Wins
19	1 1 1 1 1 2	2 1 2 2 2 2	2 1 1 2 2 2	1 1 1 1 2 2	2 1 2 2 2 2	1 1 1 1 1 2	7 7	2 2	9	45
224	2 1 2 2 2 2	1 1 1 1 1 2	1 1 1 1 2 2	2 1 1 2 2 2	1 1 1 1 1 2	2 1 2 2 2 2	7 7	2 2	9	45





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## Rule 13 – Rank on number of 1<sup>st</sup> place individual Judge marks

- Previously rule 13 determined Rank on dance placement value of first common dance (= Lilt or Tripple Two).
- **This rule was changed in April 2013** to: In case of competitors with same result coming from Rule 12, this rule determines the number of 1<sup>st</sup> place individual Judge marks.



➤ **Highest value wins**

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## Rule 13 – Rank on number of 1<sup>st</sup> place individual Judge marks

Competitor	Individual Judge Marks and Final Dance Placements (sorted ascending)						Rule 9 Aggregate value of five best Dance placement values	Rule 10 6th Dance Comparison	Rule 11 Aggregate value of all Common Dance placement values	Rule 12 Aggregate value of all individual marks	Rule 13 Aggregate value of 1st place individual marks	Tied Place
	Lilt	Smooth	Rise & Fall	Cuban	Funky	Novelty	Lowest Value Wins	Lowest Value Wins	Lowest Value Wins	Lowest Value Wins	Highest Value Wins	
19	1 1: 1: 1: 1: 2	2 1: 2: 2: 2: 2	2 1: 1: 2: 2: 2	1 1: 1: 1: 2: 2	2 1: 2: 2: 2: 2	1 1: 1: 1: 1: 2	7	2				1
							7	2	9	45	15	1
224	2 1: 2: 2: 2: 2	1 1: 1: 1: 1: 2	1 1: 1: 1: 2: 2	2 1: 1: 2: 2: 2	1 1: 1: 1: 1: 2	2 1: 2: 2: 2: 2	7	2				1
							7	2	9	45	15	1



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## Tied positions

- **Since April 2013**, overall tied placements are possible if all previous rules do not determine an outright winner.
- Any placement can be tied if both or more competitors have exactly the same aggregate value of judges marks and the same number of 1<sup>st</sup> places.



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## Penalties

- Some penalties will result in a single lower placement while others can result in a last place for a specific judge. These are Non-Conference penalty codes.
- Some penalties will result in a single lower placement or a last overall placement. These are Conference penalty codes.
- Conference penalty codes can also result in a Full Disqualification or Expulsion.

