

2024-2025 UK SCORING - BUILDING

(IASF U6, U12, U14, U16, U18, OPEN, SENIOR ELITE LEVELS 1-5 and 4.2)

STUNT DIFFICULTY

NO SKILLS	0.0	No Skills performed.
NOVICE	0.1 - 4.0	Skills performed do not meet 4.0 - 8.0 requirement
BELOW	4.0 - 8.0	Majority of the athletes participate in 2 level appropriate skills.
LOW	8.0 - 12.0	Most of the athletes participate in 2 level appropriate skills.
MEDIUM	12.0 - 16.0	Most of the athletes participate in 3 level appropriate skills.
HIGH	16.0 - 20.0	Most of the athletes participate in 4 level appropriate skills.

PYRAMID DIFFICULTY

NO SKILLS	0.0	No Skills performed.
BELOW	0.1 - 8.0	Pyramids that include at least 2 structures and 1 level appropriate transition.
LOW	8.0 - 12.0	Pyramids that include at least 2 structures and 2 level appropriate transitions performed by most of the athletes.
MEDIUM	12.0 - 16.0	Pyramids that include at least 2 structures and 3 level appropriate transitions performed by most of the athletes.
HIGH	16.0 - 20.0	Pyramids that include at least 2 structures and 4 level appropriate transitions performed by most of the athletes.

BUILDING QUANTITY

# OF ATHLETES	NUMBER OF GROUPS		
	MAJORITY	MOST	POSSIBLE
5 - 11	1	1	Divide by 3
12 - 15	1	2	Divide by 3
16 - 19	2	3	Divide by 3
20 - 23	3	4	Divide by 3
24 - 27	4	5	Divide by 3
28 - 30	5	6	Divide by 3

NOTES

Stunt/Pyramid Difficulty based on the following:

- Team participation %
- Degree of difficulty.
- Minimal use of bases and/or usage of single based skills.
- Variety of skills, load-ins, transitions and dismounts (non-level included).
- Pace and combination/connection of skills performed.

TOSS DIFFICULTY

(Level 2)

0.0	No Tosses are performed.
3.0	Less than majority of athletes perform a level appropriate toss.
4.0	Majority of athletes perform a level appropriate toss.
5.0	Majority of athletes perform a level appropriate toss in the same section (rippled or synchronized). *Level 2 tosses will be capped at 5.0 if this requirement is met.

TOSS DIFFICULTY

(Levels 3-7)

0.0	No Tosses are performed.
0.1 - 1.0	Non-Level appropriate tosses are performed.
1.0 - 2.0	Less than majority of athletes perform a level appropriate toss.
2.0 - 3.0	Majority of athletes perform a level appropriate toss.
3.0 - 5.0	Majority of athletes perform a level appropriate toss in the same section (rippled or synchronized).

STUNT/PYRAMID TECHNIQUE

NO SKILLS	0.0	Skills for category are not performed.
NOVICE	0.1 - 8.0	Less than Majority of the skills are performed with EXCELLENT form, flyer flexibility, stability, base foot movement, transitional elements, height of dismounts, control of landings.
INTERMEDIATE	8.0 - 12.0	Majority of the skills are performed with EXCELLENT form, flyer flexibility, stability, base foot movement, transitional elements, height of dismounts, control of landings.
ADVANCED	12.0 - 16.0	Most of the skills are performed with EXCELLENT form, flyer flexibility, stability, base foot movement, transitional elements, height of dismounts, control of landings.
EXCELLENT	16.0 - 20.0	All of the skills are performed with EXCELLENT form, flyer flexibility, stability, base foot movement, transitional elements, height of dismounts, control of landings.

TOSS TECHNIQUE

(Levels 2-7)

NO SKILLS	0.0	Skills for category are not performed.
NOVICE	0.0 - 1.0	Tosses executed with below average technique, flexibility, synchronization and below average height.
INTERMEDIATE	1.0 - 2.0	Toss skills executed with average technique, flexibility, synchronization and average height.
ADVANCED	2.0 - 3.0	Toss skills executed with average technique, flexibility, synchronization and average height.
EXCELLENT	3.0 - 5.0	Toss skills executed with excellent technique, flexibility, synchronization and excellent height.

2024-2025 UK SCORING - COED BUILDING

(IASF U16 LEVELS 4-6, U18 AND SENIOR ELITE LEVELS 3-4)

STUNT DIFFICULTY

NO SKILLS	0.0	No Skills Performed
NOVICE	0.1 - 4.0	Skills performed do not meet 4.0 - 8.0 requirement
BELOW	4.0 - 8.0	Majority of the athletes participate in 2 level appropriate skills.
LOW	8.0 - 12.0	Most of the athletes participate in 2 level appropriate skills
MEDIUM	12.0 - 16.0	Most of the athletes participate in 3 level appropriate skills
HIGH	16.0 - 20.0	Most of the athletes participate in 3 level appropriate skills and required Coed/Single Base Skill

TOSS DIFFICULTY

0.0	No Tosses are performed.
0.1 - 1.0	Non-Level appropriate tosses are performed.
1.0 - 2.0	Less than majority of athletes perform a level appropriate toss.
2.0 - 3.0	Majority of athletes perform a level appropriate toss.
3.0 - 5.0	Majority of athletes perform a level appropriate toss in the same section (rippled or synchronized).

STUNT/PYRAMID TECHNIQUE

NO SKILLS	0.0	Skills for category are not performed.
NOVICE	0.1 - 8.0	Less than Majority of the skills are performed with EXCELLENT form, flyer flexibility, stability, base foot movement, transitional elements, height of dismounts, control of landings.
INTERMEDIATE	8.0 - 12.0	Majority of the skills are performed with EXCELLENT form, flyer flexibility, stability, base foot movement, transitional elements, height of dismounts, control of landings.
ADVANCED	12.0 - 16.0	Most of the skills are performed with EXCELLENT form, flyer flexibility, stability, base foot movement, transitional elements, height of dismounts, control of landings.
EXCELLENT	16.0 - 20.0	All of the skills are performed with EXCELLENT form, flyer flexibility, stability, base foot movement, transitional elements, height of dismounts, control of landings.

PYRAMID DIFFICULTY

NO SKILLS	0.0	No Skills performed.
BELOW	0.1 - 8.0	Pyramids that include at least 2 structures and 1 level appropriate transitions performed by most of the athletes.
LOW	8.0 - 12.0	Pyramids that include at least 2 structures and 2 level appropriate transitions performed by most of the athletes.
MEDIUM	12.0 - 16.0	Pyramids that include at least 2 structures and 3 level appropriate transitions performed by most of the athletes.
HIGH	16.0 - 20.0	Pyramids that include at least 2 structures and 4 level appropriate transitions performed by most of the athletes.

TOSS TECHNIQUE

NO SKILLS	0.0	Skills for category are not performed.
NOVICE	0.0 - 1.0	Tosses executed with below average technique, flexibility, synchronization and below average height.
INTERMEDIATE	1.0 - 2.0	Toss skills executed with average technique, flexibility, synchronization and average height.
ADVANCED	2.0 - 3.0	Toss skills executed with average technique, flexibility, synchronization and average height.
EXCELLENT	3.0 - 5.0	Toss skills executed with excellent technique, flexibility, synchronization and excellent height.

BUILDING QUANTITY

# OF ATHLETES	NUMBER OF GROUPS		
	MAJORITY	MOST	POSSIBLE
5 - 11	1	1	Divide by 3
12 - 15	1	2	Divide by 3
16 - 19	2	3	Divide by 3
20 - 23	3	4	Divide by 3
24 - 27	4	5	Divide by 3
28 - 30	5	6	Divide by 3

COED/SINGLE BASE QUANTITY

ALL LEVEL 3 & 4 TEAMS	
# OF MALE ATHLETES	REQUIRED
1 or more	1
U16 LEVEL 5 & 6	
# OF MALE ATHLETES	REQUIRED
1 - 3	1
4 - 5	2
6 - 7	3
8 - 9	4
10 - 11	5
12 - 13	6
14 - 16	7

NOTES

Stunt/Pyramid/Toss difficulty based on the following:

- Team participation %
- Degree of difficulty.
- Minimal use of bases and/or usage of single based skills.
- Variety of skills, load-ins, transitions and dismounts (non-level included).
- Pace and combination of skills.

* % of Coed/Single Base participation considered.

2024-2025 UK SCORING - TUMBLING

(IASF U6, U12, U14, U16, U18, OPEN, SENIOR ELITE LEVELS 1-5 and 4.2)

STANDING/RUNNING TUMBLING DIFFICULTY (Cumulative)		
NO SKILLS	0.0	No Skills Performed
BELOW	0.1 – 2.9	Skills performed do not meet the 3.0 requirement
LOW	3.0	Less than Majority of the athletes perform 1 level appropriate pass.
MEDIUM	3.5	Majority of the athletes perform 1 level appropriate pass.
HIGH (MINIMUM)	4.0	Most of the athletes performs 1 level appropriate pass.
HIGH (ADVANCED)	4.5	Most of the athletes performs 1 ADVANCED level appropriate pass.
HIGH (ELITE)	5.0	Most of the athletes performs 1 ELITE level appropriate pass.

JUMP DIFFICULTY		
NO SKILLS	0.0	No Skills Performed
BELOW	0.5	Skills performed do not meet 1.0 requirement
LOW	1.0	MOST of the team performs 1 advanced jump
MEDIUM	1.5	MOST of the team performs 2 connected advanced jumps. Must be synchronized and include a variety. TINY/MINI: MOST of the team performs 2 advanced jumps must be synchronized, but DO NOT need to be connected or include a variety.
HIGH	2.0	MOST of the team performs 3 connected advanced jumps or 2 connected advanced jumps, plus 1 additional advanced jump. Must be synchronized and include a variety. TINY/MINI: MOST of the team performs 3 advanced jumps must be synchronized, but DO NOT need to be connected or include a variety.

TUMBLING/JUMP QUANTITY			
# OF ATHLETES	MAJORITY	MOST	POSSIBLE
5 - 6	4	5	100%
7 - 11	6	7	100%
12 - 15	7	9	100%
16 - 19	10	12	100%
20 - 23	13	16	100%
24 - 27	15	19	100%
28 - 30	18	22	100%

TUMBLING EXECUTION/TECHNIQUE		
NO SKILLS	0.0	No Skills Peffermed
LOW	0.1 - 1.0	Tumbling skills/pass(es) executed with below average technique and synchronization
MEDIUM	1.0 - 2.0	Tumbling skills/pass(es) executed with average technique and synchronization.
HIGH	2.0 - 5.0	Tumbling skills/pass(es) executed with above average to excellent technique and synchronization.

JUMP EXECUTION/TECHNIQUE		
NO SKILLS	0.0	No Skills Peffermed
INTERMEDIATE	0.1 - 1.0	Jump skills/pass(es) executed with below average technique and synchronization
ADVANCED	1.0 - 2.0	Jump skills/pass(es) executed with average technique and synchronization.
EXCELLENT	2.0 - 3.0	Tumbling skills/pass(es) executed with above average to excellent technique and synchronization.

NOTES
<ul style="list-style-type: none"> • Basic Jumps: Spread Eagle, Tuck Jump • Advanced Jumps: Pike, Right/Left Hurdlers (front or side), Toe Touch, Double Nine • Variety includes 2 different jumps, opposite legs will constitute variety. • More than 1 step in forward entry tumbling contitutes running. • In some cases skill can be considered either standing or running. • Backward standing tumbling that is initiated from a non-static position will reduce value of execution/technique. • Jump/tuck combination is considered level appropriate in Standing Tumbling for Levels 5.

2024-2025 UK SCORING - OVERALL

ROUTINE CREATIVITY

BELOW AVERAGE	1.0 - 4.0	A team's ability to consistently demonstrate innovative, visual, and creative ideas throughout all routine elements.
AVERAGE	4.0 - 8.0	
ABOVE AVERAGE	8.0 - 10	

FORMATIONS & TRANSITIONS

BELOW AVERAGE	1.0 - 4.0	A team's ability to demonstrate precise spacing, uniform timing, strong pace, and seamless flow between elements.
AVERAGE	4.0 - 8.0	
ABOVE AVERAGE	8.0 - 10	

PERFORMANCE

BELOW AVERAGE	1.0 - 2.0	A team's ability to demonstrate high levels of energy, entertainment value, confidence, and showmanship.
AVERAGE	2.0 - 4.0	
ABOVE AVERAGE	4.0 - 5	

DANCE DIFFICULTY

BELOW AVERAGE	1.0 - 2.0	The following are considered: <ul style="list-style-type: none"> • Visual Elements • Variety Of Levels • Formation Changes • Pace & Intricacy • Footwork & Floorwork • Partnerwork • Team Participation
AVERAGE	2.0 - 4.0	
ABOVE AVERAGE	4.0 - 5.0	

DANCE TECHNIQUE

BELOW AVERAGE	1.0 - 2.0	The following are considered: <ul style="list-style-type: none"> • Perfection • Synchronization • Precision of spacing • Uniformity • Arm/Motion placement • Entertainment value • Energy level
AVERAGE	2.0 - 4.0	
ABOVE AVERAGE	4.0 - 5.0	