

2024-2025 UK SCORING - TINY NOVICE

JUMPS/OVERALL EXECUTION

Athletes should be presenting skills that are well practiced and within their skill ability whilst demonstrating proper jump skill technical execution. Spacing and synchronisation of skills will also be evaluated.

NO SKILLS	0.0	Skills for category are not performed.
NOVICE	1.0 - 2.0	Skills performed need strong focus on improvement in the areas of body form, speed, power, control and landings.
INTERMEDIATE	2.0 - 3.0	Less than majority of the athletes performed the skills with excellence in the areas of body form, speed, power, control and landings.
ADVANCED	3.0 - 4.0	Majority of the athletes performed the skills with excellence in the areas of body form, speed, power, control and landings.
EXCELLENT	4.0 - 5.0	Most of the athletes performed the skills with excellence in the areas of body form, speed, power, control and landings.

TOTAL POSSIBLE SCORE - EVALUATION EQUIVALENT

<u>OUTSTANDING</u> 0.0 - 9.9	<u>EXCELLENT</u> 10.0 - 14.9	<u>SUPERIOR</u> 15.0 - 20.0
Percentage of Perfection 0% - 49.9%	Percentage of Perfection 50% - 74.9%	Percentage of Perfection 75% - 100%

OVERALL ROUTINE

0.0 - 5.0	MOTIONS / DANCE Proper presentation of fundamental motion technique in both the dance and throughout the routine. The dance should include strong visual elements to include formation changes and level changes, footwork and floorwork whilst maintaining a strong clear pace with outstanding synchronisation.
0.0 - 5.0	ROUTINE COMPOSITION Utilisation of skills that display outstanding use of innovation, visual appeal, uniqueness, formation/spacing uniformity, floor transitions and wow factor.
0.0 - 5.0	OVERALL PERFORMANCE The team's presentation of a routine that demonstrates a strong level of athleticism, memory.

ADDITIONAL NOTES

Routine Time Limit 1:30 (1-minute 30-seconds)

NO BUILDING SKILLS permitted (includes tosses, stunts & pyramids).

The **ONLY TWO TUMBLING** skills allowed are cartwheels & forward rolls. Handstands, backbends/bridges, etc are not allowed.

Team performances will be evaluated and receive banners according to their total score against the scoresheet.

2024-2025 UK SCORING - MINI/YOUTH/JUNIOR NOVICE

BUILDING SKILLS

Presentation of strong level appropriate fundamental stunt and pyramid skills. Difficulty and Technique are combined in this category. Athletes should be presenting skills that are well practiced and within their skill ability. Spacing and synchronisation of skills will also be evaluated.

0.0 - 5.0	STUNTS (Difficulty/Execution)
0.0 - 5.0	PYRAMIDS (Difficulty/Execution)

JUMPS

Difficulty and Technique are combined in this category. Athletes should be presenting skills that are well practiced and within their skill ability. Spacing and synchronisation of skills will also be evaluated.

0.0 - 5.0	JUMPS (Difficulty/Execution)
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TOTAL POSSIBLE SCORE - EVALUATION EQUIVALENT

<u>OUTSTANDING</u> 0.0 - 14.9	<u>EXCELLENT</u> 15.0 - 22.4	<u>SUPERIOR</u> 22.5 - 30.0
Percentage of Perfection 0% - 49.9%	Percentage of Perfection 50% - 74.9%	Percentage of Perfection 75% - 100%

OVERALL ROUTINE

0.0 - 5.0	MOTIONS / DANCE Proper presentation of fundamental motion technique in both the dance and throughout the routine. The dance should include strong visual elements to include formation changes and level changes, footwork and floorwork whilst maintaining a strong clear pace with outstanding synchronisation.
0.0 - 5.0	ROUTINE COMPOSITION Utilisation of skills that display outstanding use of innovation, visual appeal, uniqueness, formation/spacing uniformity, floor transitions and wow factor.
0.0 - 5.0	OVERALL PERFORMANCE The team's presentation of a routine that demonstrates a strong level of athleticism, memory.

ADDITIONAL NOTES

Routine Time Limit 1:30 (1-minute 30-seconds)

Tumbling skills are allowed and will follow the level rules for that level but will not be rated/required. The rules are referenced below in relation to the IASF Rule they correspond with.

Level 1 Additional Rules:

STUNTS B1 - Two leg stunts MAY NOT immediately pass through an extended position

STUNTS B1 - Single leg stunts are ONLY allowed at waist level. *CLARIFICATION:* Prep level single leg stunts with additional base with hand/arm connection to top person prior to initiation and walk up shoulder stands are NOT ALLOWED

STUNTS C1 - Transitions IQ prone position are NOT ALLOWED.

STUNTS D1 - Up to a 1/4 twist allowed. *CLARIFICATION:* The following skills are NOT ALLOWED: Rebound 1/2 turn to prone; Wrap around; Up to 1/2 twist starts & ends on performing surface and only supported at the waist

DISMOUNTS B1 - Straight pop down dismounts are NOT ALLOWED.

Team performances will be evaluated and receive banners according to their total score against the scoresheet.