

# 2024-2025 UK SCORING - BUILDING

## (PREP/MASTERS)

### STUNT DIFFICULTY

BELOW	0.0 - 4.0	Skills performed do not meet Low range requirement.
LOW	4.0 - 8.0	<b>Most</b> of the athletes participate in 1 level appropriate skills.
MEDIUM	8.0 - 12.0	<b>Most</b> of the athletes participate in 2 level appropriate skills.
HIGH	12.0 - 16.0	<b>Most</b> of the athletes participate in 3 level appropriate skills.

### PYRAMID DIFFICULTY

BELOW	0.0 - 4.0	Skills performed do not meet Low range requirement.
LOW	4.0 - 8.0	Pyramids that include at least <b>2</b> structures and <b>1</b> level appropriate transitions performed by <b>most</b> of the athletes.
MEDIUM	8.0 - 12.0	Pyramids that include at least <b>2</b> structures and <b>2</b> level appropriate transitions performed by <b>most</b> of the athletes.
HIGH	12.0 - 16.0	Pyramids that include at least <b>2</b> structures and <b>3</b> level appropriate transitions performed by <b>most</b> of the athletes.

### STUNT QUANTITY

# OF ATHLETES	NUMBER OF GROUPS	
	MAJORITY	MOST
5 - 11	1	1
12 - 15	1	2
16 - 19	2	3
20 - 23	3	4
24 - 31	4	5
32 - 35	5	6
36 - 38	6	7

### STUNT/PYRAMID TECHNIQUE

NO SKILLS	0.0	Skills for category are not performed.
NOVICE	0.1 - 8.0	<b>Less than Majority</b> 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	<b>Majority</b> 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	<b>Most</b> 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	<b>ALL</b> of the skills are performed with EXCELLENT form, flyer flexibility, stability, base foot movement, transitional elements, height of dismounts, control of landings.

### NOTES

**Stunt/Pyramid difficulty based on the following:**

- Team participation % (÷ 4).
- 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.

# 2024-2025 UK SCORING - TUMBLING

## (PREP/MASTERS)

STANDING TUMBLING DIFFICULTY (CUMULATIVE)		
BELOW	0.0 – 1.0	Skills performed do not meet Low range requirement.
LOW	2.0	<b>Less than Majority</b> of the athletes perform 1 level appropriate pass.
MEDIUM	3.0	<b>Majority</b> of the athletes perform 1 level appropriate pass.
HIGH	4.0	<b>Most</b> of the athletes performs 1 level appropriate pass.

RUNNING TUMBLING DIFFICULTY (CUMULATIVE)		
BELOW	0.0 – 1.0	Skills performed do not meet Low range requirement.
LOW	2.0	<b>Less than Majority</b> of the athletes perform 1 level appropriate pass non-cumulative.
MEDIUM	3.0	<b>Majority</b> of the athletes perform 1 level appropriate pass.
HIGH	4.0	<b>Most</b> of the athletes performs 1 level appropriate pass .

TUMBLING EXECUTION/TECHNIQUE		
BELOW	0.0	Skills performed do not meet Low range requirement.
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 DIFFICULTY		
NO SKILLS	0.0	No Skills Performed
BELOW	0.5	Skills performed do not meet 1.0 requirement
LOW	1.0	<b>Majority</b> of the team performs 1 <b>ADVANCED</b> jump
MEDIUM	1.5	<b>Most</b> of the team performs 2 jumps must be synchronized, but DO NOT need to be connected or include a variety.
HIGH	2.0	<b>Most</b> of the team performs 2 <b>ADVANCED</b> jumps must be synchronized, but DO NOT need to be connected or include a variety.

JUMP EXECUTION/TECHNIQUE		
NO SKILLS	0.0	No Skills Peformed
INTERMEDIAT	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.

TUMBLING QUANTITY		
# OF ATHLETES	NUMBER OF GROUPS	
	MAJORITY	MOST
5 - 7	3	4
8 - 11	5	6
12 - 15	6	7
16 - 19	8	10
20 - 23	10	13
24 - 30	12	15

NOTES
<ul style="list-style-type: none"> <li>• Basic Jumps: Spread Eagle, Tuck Jump</li> <li>• Advanced Jumps: Pike, Right/Left Hurdlers (front or side), Toe Touch, Double Nine</li> <li>• Variety includes 2 different jumps, opposite legs will constitute variety.</li> <li>• MORE THAN 1 STEP in forward entry tumbling contitutes running skills.</li> <li>• Skills with ONLY 1 STEP forward can be considered either standing or running.</li> <li>• If the Standing Ratio is met, additional skills with only one ste entry can qualify for "Running" Quantities.</li> </ul>

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

## DANCE TECHNIQUE

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