

2024-2025 UK SCORING - NON TUMBLE BUILDING

(UNIVERSITY NT LEVELS 2-7)

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	Most of the athletes participate in 1 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.

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 2 level appropriate transitions performed by most of the athletes.
LOW	8.0 - 12.0	Pyramids that include at least 2 structures and 3 level appropriate transitions performed by most of the athletes.
MEDIUM	12.0 - 16.0	Pyramids that include at least 2 structures and 4 level appropriate transitions performed by most of the athletes.
HIGH	16.0 - 20.0	Pyramids that include at least 2 structures and 5 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
31-38	6	7	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 of skills.
 - Additional skills and combination of skills (non-level appropriate included) may increase your score within a range

2024-2025 UK SCORING - JUMPS

(UNIVERSITY NT LEVELS 2-7)

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.
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.

JUMP EXECUTION/TECHNIQUE

NO SKILLS	0.0	No Skills Peformed
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.

JUMP QUANTITY

# OF ATHLETES	MAJORITY	MOST	POSSIBLE
5 - 6	3	4	100%
7 - 11	4	5	100%
12 - 15	6	7	100%
16 - 19	8	10	100%
20 - 23	10	13	100%
24 - 27	12	15	100%
28 - 30	14	18	100%
31 - 35	16	20	100%
36 - 38	28	22	100%

NOTES

Difficulty based on the following:

- Team participation %
- Degree of difficulty
- Variety and combination of skills
- 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.

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	