

# 2024-2025 UK SCORING - BUILDING

## (UNIVERSITY/SCHOOLS)

### 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	Skills performed do not meet LOW requirement
LOW	8.0 - 12.0	Most of the athletes participate in 1 level appropriate skills.
MEDIUM	12.0 - 16.0	Most of the athletes participate in 2 level appropriate skills.
HIGH	16.0 - 20.0	Most of the athletes participate in 3 level appropriate skills.

### PYRAMID DIFFICULTY

NO SKILLS	0.0	No Skills performed.
BELOW	0.1 - 8.0	Pyramids that include at least <b>2</b> structures and 1 level appropriate transitions performed by <b>most</b> of the athletes.
LOW	8.0 - 12.0	Pyramids that include at least <b>2</b> structures and 2 level appropriate transitions performed by <b>most</b> of the athletes.
MEDIUM	12.0 - 16.0	Pyramids that include at least <b>2</b> structures and 3 level appropriate transitions performed by <b>most</b> of the athletes.
HIGH	16.0 - 20.0	Pyramids that include at least <b>2</b> structures and 4 level appropriate transitions performed by <b>most</b> 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 - 30	4	5	Divide by 3
31 - 38	5	6	Divide by 3

### TOSS DIFFICULTY (Level 2)

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

### TOSS QUANTITY CHART

# OF ATHLETES	NUMBER OF GROUPS
	MAJORITY
5 - 9	1
10 - 19	2
20-29	3
30 - 32	4

### 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.

### 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.

### 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.
- Additional skills and combination of skills (non-level appropriate included) may increase your score within a range

Majority for Tosses: 1/2 of groups + 1 additional group, based on 5-person stunt group. Round down for decimal.

# 2024-2025 UK SCORING - TUMBLING

## (UNIVERSITY/SCHOOLS)

### 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
HIGH (MINIMUM)	3.0	Less than Majority of the athletes perform 1 level appropriate pass.
HIGH (ADVANCED)	4.0	<b>Majority</b> of the athletes performs 1 level appropriate pass.
HIGH (ELITE)	5.0	<b>Most</b> of the athletes performs 1 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	<b>MOST</b> of the team performs 1 advanced jump
MEDIUM	1.5	<b>MOST</b> of the team performs 2 connected advanced jumps. Must be synchronized and include a variety. <b>TINY/MINI: MOST</b> of the team performs 2 advanced 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 3 connected advanced jumps or 2 connected advanced jumps, plus 1 additional advanced jump. Must be synchronized and include a variety. <b>TINY/MINI: MOST</b> 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 - 30	15	19	100%
31 - 38	18	22	100%

### NOTES

#### Difficulty based on the following:

- Team participation %
  - Degree of difficulty
  - Variety and combination of skills
  - Usage of synchronized passes
  - Number of athletes per synchronized pass
- 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 constitutes 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 5-7.

### TUMBLING EXECUTION/TECHNIQUE

NO SKILLS	0.0	No Skills Performed
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 Performed
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.

# 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	