



UK SCORING SYSTEM

2025 - 2026

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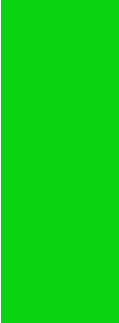
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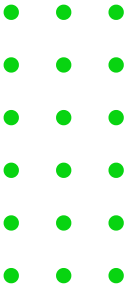




Revision Information



Version	Date	Changes
2	30/7/2025	a. Addition of further participating EP logo
3	08/08/2025	a. Addition of further participating EP logo





Introduction

Purpose of this document

This Document has been created to present all the information needed for the adapted United Scoring System Rubrics in the UK.

The information contained in this document is taken directly for the United Scoring System UK rubrics, and only slight alterations have been made to the required rubric numbers in order to improve accessibility and competitive achievement for smaller UK teams.

The ethos behind the United Scoring System is unchanged in this document, and coaches are encouraged to review updates from the USS periodically throughout the year.

Judges using this scoring are encouraged to attend the United Scoring system in person or online training programmes to improve application and judgement of the skills being demonstrated in a competition environment.



Execution and Overall Scoring

Divisions Scored on this Rubric

ALL UK Scoring divisions

This scoresheet is used ALONGSIDE all UK Scoring rubrics excluding Novice and Tiny Novice divisions

Building Execution

Stunt and Pyramid Execution	
4.0	Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill. • Scores will start at a 4.0 and may be reduced by .1, .2 or .3 based on the lack of technical execution of each driver • .1 - Minor technique issues by the team • .2 - Multiple technique issues by the team • .3 - Widespread technique issues by the team • No more than .3 will be taken off for a single driver. Stylistic differences will not factor into a teams' Execution score.

STUNT/PYRAMID DRIVERS Each driver may include, but is not limited to, the below examples:	
Top Person	• Body control • Uniform flexibility • Legs straight/locked and toes pointed
Bases/ Spotters	• Stability of the stunt • Solid stance • Feet stationary
Transitions	• Entries • Dismounts • Control from skill to skill
Synchronization*	• Timing *Teams that do not perform at least 1 level appropriate skill transition by 2 or more groups in Stunts and Pyramids will automatically receive .3 off for Synchronization.

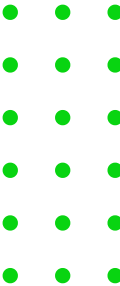


Execution and Overall Scoring

Building Execution

Toss Execution	
2.0	Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill. • Scores will start at a 2.0 and may be reduced by .1, .2 or .3 based on the lack of technical execution of each driver • .1 - Minor technique issues by the team • .2 - Multiple technique issues by the team • .3 - Widespread technique issues by the team • No more than .3 will be taken off for a single driver. Stylistic differences will not factor into a teams' Execution score

TOSS DRIVERS Each driver may include, but is not limited to, the below examples:	
Teams that only perform 1 toss will automatically receive .3 off for any driver that constitutes a reduction, regardless of the severity of the issue. Straight ride tosses will ONLY affect a team's execution score in level 2.	
Top Person	• Body control • Legs straight/toes pointed • Consistent execution of skill/trick • Arm placement
Bases/Spotters	• Using arms/legs to throw together (Timing) • Controlled • Solid stance • Cradle
Height	• Distance between top persons' feet and hands of the bases (The value deducted will not exceed 0.1)



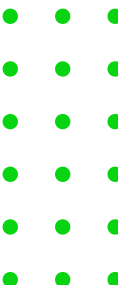


Execution and Overall Scoring

Tumble & Jump Execution

Standing / Running Tumbling Execution	
4.0	Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill. • Scores will start at a 4.0 and may be reduced by .1, .2 or .3 based on the lack of technical execution of each driver • .1 - Minor technique issues by the team • .2 - Multiple technique issues by the team • .3 - Widespread technique issues by the team • No more than .3 will be taken off for a single driver. Stylistic differences will not factor into a teams' Execution score.

Standing / Running Drivers Each driver may include, but is not limited to, the below examples:	
Approach	• Arm placement into a pass/skill • Swing/prep • Chest placement
Body Control	• Head placement • Arm/shoulder placement in skills • Hips • Leg placement in skills • Control from skill to skill in a pass • Pointed toes
Landings	• Controlled • Chest placement • Finished pass/skill • Incomplete twisting skills
Synchronization*	• Timing *Teams that do not perform at least 1 group (two or more athletes) will automatically receive .3 off for Synchronization.



Execution and Overall Scoring

Tumble & Jump Execution

Jump Execution	
2.0	Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill. • Scores will start at a 2.0 and may be reduced by .1, .2 or .3 based on the lack of technical execution of each driver • .1 - Minor technique issues by the team • .2 - Multiple technique issues by the team • .3 - Widespread technique issues by the team • No more than .3 will be taken off for a single driver. Stylistic differences will not factor into a teams' Execution score

JUMP DRIVERS Each driver may include, but is not limited to, the below examples:	
Arm Placement	• Approach • Consistent entry • Swing/prep • Arm position within jump(s)
Leg Placement	• Straight legs • Pointed toes • Hip placement/rotation/ Hyperextension • Height • Legs/feet together • Chest placement • Landings
Synchronization	• Timing (The value deducted will not exceed 0.1)

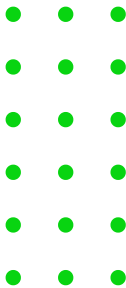


Execution and Overall Scoring

OVERALL SCORING

FORMATIONS AND TRANSITIONS	
1.0 - 2.0	A team's ability to demonstrate precise spacing and uniform movement. The Formations & Transitions score will start at 2.0 and will be reduced .1 for EACH formation and transition that lacks precision.

DANCE		
Dance will be evaluated as a team's ability to demonstrate a variety of difficulty elements with strong execution, based on the elements below.		
0.5-1.0	Difficulty Elements	• Visual elements • Floorwork • Variety of levels • Partner work • Formation changes • Pace • Footwork
0.5-1.0	Execution	• Technique • Synchronization • Perfection • Energy/Entertainment Value • Motion Strength/Placement





Execution and Overall Scoring

OVERALL SCORING - AVERAGED SCORES

ROUTINE CREATIVITY averaged score	
1.5 - 2.0	Routine Creativity is the average of 3 opinions supplied by the Building, Tumbling, and Overall Judge and is based on the team's incorporation of innovative, visual, and intricate ideas throughout the routine. Each judge is looking specifically at the skill sections that pertain to their respective categories and how they are composed, as defined below. Overall Judge: Innovative, visual, and intricate ideas as well as any additional skills performed that enhance the overall appeal and flow of the routine. Overall judges scores encapsulate the entire routine from start to finish. Building Judge: Incorporation of creative, innovative, and visual elements in the Entries, Transitions, and Dismounts of all Building skills. This includes both level and non-level appropriate skills. Pace/ connection of skills will be considered. Tumbling Judge: Incorporation of clear visual tumbling patterns that enhance the skills performed.

SHOWMANSHIP	
1.0 - 2.0	Showmanship is an average of 3 scores provided by the Building, Tumbling, and Overall Judges based on the panel's impression of the entire performance encompassing all category areas focusing on the team's energy, genuine enthusiasm, confidence, eye contact, and facial expression. This category is not skill based but will take into consideration appropriate athletic impression throughout the routine.

