



2025 - 2026 UNITED SCORING SYSTEM

FUTURE CHEER - APADTED VERSION

UK Scoring Rubric

Level 3 - 6 International Coed

The below divisions will utilize the following rubrics:

- Allstar Elite Coed & IASF Coed Tumbling
- L3** IASF Open Coed, Senior Coed Allstar
- L4** U16 Coed, U18 Coed, IASF Open Coed, Senior Coed Allstar
- L4.2** Senior Coed
- L5** U16 Coed
- L6** U16 Coed, U18 Coed



2025 - 2026 UNITED SCORING SYSTEM - BUILDING - INTERNATIONAL COED DIVISIONS (UK FUTURE CHEER ADAPTED VERSION)

STUNT DIFFICULTY

Stunt skills will only receive full credit if they show control

3.5	Skills performed do not meet the 4.0 requirement
4.0	4 different level appropriate skills performed by MOST of the team
4.5	2 different level appropriate skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes
5.0	3 different level appropriate skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes
5.5	4 different level appropriate skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes
6.0	4 different level appropriate skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes, plus a coed style stunt. L6 teams - At least 1 being a Level 6 skill L7 teams - At least 2 being Level 7 skills

STUNT DRIVERS

Once a Stunt Difficult score is determined, each stunt skill will be evaluated based on the following criteria: Degree of Difficult & Max Participation. Each category has a maximum number of points, outlined in the charts below for a total of 1.5 points.
L6 teams-At least 1 Stunt Degree of Difficult skill must be Level 6
L7 teams-At least 1 Stunt Degree of Difficult skill must be Level 7

STUNT DEGREE OF DIFFICULTY (0 - 1.0)

	Advanced skill by MOST	Elite skill by MOST	
Skill 1	0.1	OR	0.2
Skill 2	0.1	OR	0.2
Skill 3	0.1	OR	0.2
Skill 4	0.1	OR	0.2
	Advanced Coed Style	Elite Coed Style	
Coed Style Skill	0.1	OR	0.2

STUNT MAX PARTICIPATION (0 - 0.5)

(Rippled or synchronized in the same section without recycling athletes)

Level Skill by MAX OR Advanced Skill by MOST	0.1
Advanced Skill by MAX OR Elite Skill by MOST	0.3
Elite Skill by MAX	0.5

2025-2026 - Building Quantity Chart (FC)				
NUMBER OF ATHLETES	NUMBER OF GROUPS	Majority	Most	Max
5-11	1	1	2	
12-15	1	2	3	
16-19	2	3	4	
20-24	3	4	5	
25-27	4	5	6	
28-30	5	6	7	

COED QUANTITY CHART

ALL LEVEL 3, 4 & 4.2 TEAMS	
# OF MALES ON TEAM	# OF STUNTS
1 or more	1
ALL LEVEL 5 & 6 TEAMS	
# OF MALES ON TEAM	# OF STUNTS
1 - 3	1
4 - 5	2
6 - 7	3
8 - 9	4
10 - 11	5
12 - 13	6
14 - 20	7

COED STYLE

- Based on a group of 3, Consisting of a Base, Top Person and a Spotter.
- Entry must be a Toss or Walk-In.
Toss - Top person starts with both feet on performing surface. Base starts with hands on Top Persons' waist. **Spotter may not assist the toss or contact the stunt until after the Base releases the Top Person.**
Walk-In - Top person and Base start facing each other with one-foot loaded in.
- Base must be directly under the stunt.
- Base and Spotter may not be chest to chest.

DEGREE OF DIFFICULTY COED CREDIT

- Only skills listed under Coed Style will count. Rippled or synchronized in the same section without recycling athletes.
- Stunts must be held for 4 counts. These counts will start once the stunt hits the intended level.
Ex. Toss hands: counts begin when the stunt stops at prep level
Ex. Toss hands press extension: counts begin when the stunt stops at extended level
- Coed Stunts must cradle or dismount to the performance surface to receive full Coed credit.
- Coed Stunts that become a pyramid will not receive coed credit

PYRAMID DIFFICULTY

3.0 - 3.5	Skills performed do not meet the 3.5 - 4.0 range requirement
3.5 - 4.0	2 different level appropriate skills and 2 structures
4.0 - 4.5	3 different level appropriate skills and 2 structures performed by MOST of the team
4.5 - 5.0	4 different level appropriate skills and 2 structures performed by MOST of the team
5.0 - 5.5	5 different level appropriate skills and 2 structures performed by MOST of the team

PYRAMID DIFFICULTY DRIVERS

Degree of Difficulty

- Maximizing the number of groups performing each level appropriate transition
- Utilizing level appropriate stunts into structures/within sequence
- Combination of skills (level and non-level appropriate)
- Pace & Connection of skills performed

TOSS DIFFICULTY

1.0	Less than a MAJORITY of the team performs a toss
1.5	MAJORITY of the team performs a level appropriate toss
2.0	MAJORITY of the team performs a level appropriate toss rippled or synchronized in the same section* without recycling athletes

Same Section - Single portion of the routine where skills from a skill set are performed.

ADDITIONAL INFORMATION

Skills that are not required to be synchronized may be cumulative to meet a difficult requirement.

To receive credit for a structure in Pyramid Difficult , 2 or more stunts must be connected by 2 or more top persons.

L6 - All pyramid skills that are Level Appropriate in L5 will be given Level Appropriate credit.

BODY POSITIONS

- Lib and platform are not considered body positions
- Body positions include: Stretch, bow and arrow, arabesque, scale, scorpion



2025 2026 UNITED SCORING SYSTEM - TUMBLING - INTERNATIONAL COED DIVISIONS (UK FUTURE CHEER ADAPTED VERSION)

JUMP DIFFICULTY

Jumps must use a whip approach to be considered connected.

Whip Approach - Continuous arm movement through swing, connecting 2 or more jumps.

0.5	Skills performed do not meet 1.0 requirement
1.0	MOST of the team performs 1 advanced jump
1.5	MOST of the team performs 2 connected advanced jumps. Must be synchronized and include a variety.
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.

TUMBLING & JUMPS QUANTITY CHART					
TEAM SIZE	MAJORITY	MOST	TEAM SIZE	MAJORITY	MOST
5	3	4	18	10	14
6	3	5	19	10	14
7	4	5	20	11	15
8	4	6	21	12	16
9	5	7	22	12	17
10	6	8	23	13	17
11	6	8	24	13	18
12	7	9	25	14	19
13	7	10	26	14	20
14	8	11	27	15	20
15	8	11	28	15	21
16	9	12	29	16	22
17	9	13	30	17	23

* Majority is based on approx 55% of the team size. Most is based on approx 75% of the team size.

JUMPS

- Variety - at least 2 different jumps. Performing the same jump with different legs doesn't constitute as variety. (i.e. left right hurdler)
- Jump skills must land on feet to be considered level appropriate and receive difficult credit (i.e., jumps that land on knee(s) or seat, etc. would not count).
- Basic Jumps: Spread Eagle, Tuck Jump
- Advanced Jumps: Pike, Right/Left Handlers (front or side), Toe Touch, Double Nine

STANDING TUMBLING DRIVERS

Once a Standing Tumbling Difficult score is determined, each skill/pass will be evaluated based it's on Degree of Difficult . Each category has a maximum number of points, outlined in the charts below for a total of .5 points.

STANDING TUMBLING DEGREE OF DIFFICULTY (0 - 0.5)

(To receive credit each skill/pass must be synchronized and performed by 2 or more athletes)

	Advanced skill by MOST	Elite skill by MOST
Skill/Pass	0.3	OR 0.5

RUNNING TUMBLING DRIVERS

Once a Running Tumbling Difficult score is determined, each skill/pass will be evaluated based it's on Degree of Difficult . This category has a maximum number of points, outlined in the charts below for a total of .5 points.

RUNNING TUMBLING DEGREE OF DIFFICULTY (0 - 0.5)

(To receive credit each skill/pass must be synchronized and performed by 2 or more athletes)

	Advanced skill by MOST	Elite skill by MOST
Skill/Pass	0.3	OR 0.5

STANDING TUMBLING DIFFICULTY

0.5	Skills performed do not meet 1.0 requirement
1.0	Less than a MAJORITY of the team performs a level appropriate pass
1.5	MAJORITY of the team performs a level appropriate pass
2.0	MOST of the team performs a level appropriate pass

RUNNING TUMBLING DIFFICULTY

0.5	Skills performed do not meet 1.0 requirement
1.0	Less than a MAJORITY of the team performs a level appropriate pass
1.5	MAJORITY of the team performs a level appropriate pass
2.0	MOST of the team performs a level appropriate pass

ADDITIONAL INFORMATION

- Standing/Running Tumbling Difficult and the Degree of Difficult driver can be achieved by a cumulative approach.
- Tumbling passes must land on feet to be considered level appropriate and receive difficult credit (i.e., jump 3/4 front flip to seat, back handsprings which lands in a prone position, etc. would not count).
- Jumps within a pass will not break up the pass (i.e., Toe Touch-BHS-Toe Touch-BHS is 1 pass in L3).
- T-Jumps are not considered a jump and will break up a pass into two separate passes.