



2025 - 2026 UNITED SCORING SYSTEM

FUTURE CHEER - ADAPTED VERSION

UK Scoring Rubric

Level 3 -7 International Coed – Non-Tumbling
Level 2-7 Uni Coed - Non-Tumbling

The below divisions will utilize the following rubrics:

- L2** Uni Coed NT
- L3** IASF Open Coed NT, Uni Coed NT
- L4** U18 Coed NT, IASF Open Coed NT, Uni Coed NT
- L5** U18 Coed NT, IASF Open Coed NT, Uni Coed NT
- L6** U18 Coed NT, Uni Coed NT
- L7** Uni Coed NT



2025 - 2026 UNITED SCORING SYSTEM - BUILDING - INTERNATIONAL & UNI COED NT (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 | <input type="text" value="0.1"/> | OR | <input type="text" value="0.2"/> | |
| Skill 2 | <input type="text" value="0.1"/> | OR | <input type="text" value="0.2"/> | |
| Skill 3 | <input type="text" value="0.1"/> | OR | <input type="text" value="0.2"/> | |
| Skill 4 | <input type="text" value="0.1"/> | OR | <input type="text" value="0.2"/> | |
| | Advanced Coed Style | | Elite Coed Style | |
| Coed Style Skill | <input type="text" value="0.1"/> | OR | <input type="text" value="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

| # 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 - JUMP - INTERNATIONAL COED & UNI NT (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 Hurdlers (front or side), Toe Touch, Double Nine