

JUMPS - 5.0

Judges will be evaluating the athlete(s)' presentation of difficulty and technique. Strong fundamental factors would include but not limited to:

- Leg and foot positioning.
- Upper body posture and core positioning.
- Speed, landings, synchronisation.
- Variety.
- Jumps performed in connection with other jumps.

TUMBLING - 5.0

Judges will be evaluating the athlete(s)' presentation of difficulty and technique. Strong fundamental factors would include but not limited to:

- Standing and Running skills.
- Arm, leg, foot, head positioning.
- Level appropriate quantity and variety.
- Speed, landings, synchronisation (if appropriate).
- Skills performed in connection with other tumbling or jump skills.

MOTIONS / DANCE - 5.0

Judges will be evaluating the athlete(s)' presentation of difficulty and technique. Strong fundamental factors would include but not limited to:

- Incorporation into routine.
- Variety and definition of fundamental motion technique.
- Utilisation during jumps, transitions, dance section.
- Placement, sharpness, strength of movement.
- Synchronisation (if appropriate).

SHOWMANSHIP / PROJECTION - 5.0

Judges will be evaluating the athlete(s)' presentation of performance. Strong fundamental factors would include but not

- Natural face expression.
- Memory and confidence.
- Connection with the music and projection of performance enthusiasm to audience.

OVERALL IMPRESSION - 5.0

Judges will be evaluating the athlete(s)' presentation of a true genuine performance. Strong fundamental factors would include but not limited to:

- The feeling the judge is left with because of how the above categories are performed.
- Continuity of transitions between skills.
- Creative combinations of skills.
- Unique use of skills.
- Entertainment value and Wow factor.

Time limit is 1:15 (one minute and fifteen seconds).

Timing begins with the first movement, skill, vocalization, or beat of music.

SCORING SYSTEM

CHEER DUO DEDUCTIONS

UK

2026/2027

ATHLETE FALL - 0.10

0.1 Point deduction for each occurrence.

EXAMPLES:

- Hand, hands, or head down in tumbling or jump skills.
- Knee or knees down in tumbling or jump skills.
- Tumbling transitions in and/or out of a building skill.

IASF OUT OF LEVEL - 0.25

0.25 Point deduction for each occurrence.

SAFETY VIOLATIONS - 0.50

Safety Violations will result in a 0.5 point deduction for each occurrence.

TIME VIOLATIONS - 0.25

0.25 Point deduction for each occurrence.