

SCORING SYSTEM

GROUP/PARTNER STUNT

UK

2026/2027

BASE TECHNIQUE - 5.0

Judges will be evaluating the bases and back spots technique when scoring this category. Strong fundamental technique would include:

- Leg and foot positioning to include movement during transitions
- Upper body posture and core positioning
- Ease of transitions
- Arm positioning, hand placement at connection with flyer
- Appearance of ease during transitions
- No additional movement utilised for balance
- Recovery, memory of routine, confidence
- Height during toss or release elements as allowed within level
- Dismount technique: High tight cradle/support of flyer back to surface, strength of pop/release for dismount, ease of cradle

FLYER TECHNIQUE - 5.0

Judges will be evaluating the flyers technique when scoring this category. Strong fundamental technique would include:

- Flexibility, motion placement in air, control of body position changes
- Form during "load in"
- Dismount form – body, legs, arms
- Showmanship, core strength
- No additional movement utilised for balance
- Stability of skills and visual appeal of body lines, recovery, memory of routine, confidence

DEGREE OF DIFFICULTY - 5.0

Judges will be evaluating the level of difficulty of stunts performed to include:

- Quantity and variety of level appropriate skills, difficulty of level appropriate dismounts
- Number of bases
- Number of times flyer is set out to floor in transition as opposed to immediate transitional reload (mainly for stunt groups as opposed to partner stunt).

CREATIVITY / FLOW OF ROUTINE - 5.0

Judges will be evaluating the creative use and flow of stunts performed to include:

- Pace and timing of skills and transitions between skills
- Continuity of transitions between skills
- Creative combinations of skills
- Unique use of skills
- Seamless effect of skills performed

OVERALL IMPRESSION - 5.0

Judges will be evaluating the effect of the routine:

- Entertainment value
- Wow factor, confidence
- The feeling the judge is left with because of how the above categories are performed

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

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

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GROUP/PARTNER STUNT DEDUCTIONS

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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.

OBVIOUS MISTAKE - 0.25

0.25 Point deduction for each occurrence.

EXAMPLES:

- Base or spotter drops to the performance surface during a building skill.
- Top person leans and/or bears weight on base/spotter and is pushed back up into the stunt/skill.
- Lowering of a stunt (not timing issues) i.e. extended position to prep level etc.
- Coed style (unassisted or assisted) stunts that drop to a load in position.
- Pyramid skills that would fall without the bracer or bracers support.
- Both feet of the top person come in contact with the performance surface during a cradle (excluding one foot).
- Drops/sliding/stepping/lowering to the performance surface to the performance surface from a nugget, thigh stand and/or waist level style stunt on to their feet (not timing issues and not matching the choreography).

BUILDING FALL - 0.50

0.50 Point deduction for each occurrence.

EXAMPLES:

- Drops to a cradle position.
- Drops to a load in position.
- Coed style (unassisted or assisted) stunts that drop to the performance surface, cradle/prone (not a load in position) with assistance from bases and/or spotter.
- Athlete/base falling to the performance surface during a waist level style stunt (does not include landing on feet).

OUT OF LEVEL VIOLATION - 0.25

Out of Level Safety Violations will result in a 0.25 point deduction for each occurrence.

SAFETY VIOLATION - 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.