



# 2025 - 2026 UNITED SCORING SYSTEM

## Europe Scoring Rubric

Level 3, 4, 6, & 7 International All  
Girl Non-Tumbling

The below divisions will utilize the following rubrics:

- L3** IASF Open NT
- L4** IASF Open NT
- L6** IASF Open NT
- L7** IASF Open NT



# 2025 - 2026 UNITED SCORING SYSTEM - BUILDING - INTERNATIONAL ALL GIRL NT (EUROPE)

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	5 different level appropriate skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes L6 teams - At least 1 being a Level 6 skill L7 teams - At least 2 being Level 7 skills

STUNT DRIVERS
Once a Stunt Difficulty score is determined, each stunt skill will be evaluated based on the following criteria: Degree of Difficulty & 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 Difficulty skill must be Level 6 L7 teams - At least 1 Stunt Degree of Difficulty 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"/>
Skill 5	<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 <b>OR</b> Advanced Skill by MOST	0.1
Advanced Skill by MAX <b>OR</b> Elite Skill by MOST	0.3
Elite Skill by MAX	0.5

BUILDING QUANTITY CHART			
# OF ATHLETES	NUMBER OF GROUPS		
	MAJORITY	MOST	MAX
16 - 24	3	4	6
25 - 30	4	5	6

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:
<ul style="list-style-type: none"> <li>Maximizing the number of groups performing each level appropriate transition</li> <li>Utilizing level appropriate stunts into structures/within sequence</li> <li>Combination of skills (level and non-level appropriate)</li> <li>Pace &amp; Connection of skills performed</li> </ul>

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
1.8	<i>Please Note: 1.8 applies to L7 teams only.</i> MAJORITY of the team performs a level appropriate toss rippled or synchronized in the same section * without recycling athletes.
2.0	MAJORITY of the team performs a level appropriate toss rippled or synchronized in the same section* without recycling athletes. (L7 teams must perform an elite 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 difficulty requirement.
To receive credit for a structure in Pyramid Difficulty, 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.
<b>BODY POSITIONS</b>
<ul style="list-style-type: none"> <li>Lib and platform are not considered body positions</li> <li>Body positions include: Stretch, bow and arrow, arabesque, scale, scorpion</li> </ul>



# 2025 - 2026 UNITED SCORING SYSTEM - JUMP - INTERNATIONAL ALL GIRL NT (EUROPE)

## 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	<p>MAX 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.</p> <p>For teams with less than 18 athletes: All athletes must perform 3 connected advanced jumps or 2 connected advanced jumps, plus 1 additional advanced jump. Jumps must be synchronized and include a variety.</p>

## JUMP QUANTITY CHART

# OF ATHLETES	MOST	MAX
16 - 24	12	18
25 - 30	15	23

## 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 difficulty 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