

2026-27 Cheer Scoring

PREP Master Scoresheet



CATEGORY	DIFFICULTY	TECHNIQUE	SUBTOTAL
Stunt	10.0	15.0	25.0
Pyramid	15.0	15.0	30.0
Standing Tumbling	2.0	2.0	4.0
Running Tumbling	2.0	2.0	4.0
Jumps	2.0	2.0	4.0
Dance	2.0	2.0	4.0
Routine Creativity / Composition	10.0	-	10.0
Formations & Transitions	5.0	-	5.0
Performance	5.0	-	5.0
TOTAL	-	-	91.0

Applies to: SCUK Prep Levels 1, 2, 2.1 and 3.1.

Teams must follow the applicable IASF legality rules and all additional Prep restrictions in the SportCheer UK 2026/27 Competition Divisions and Age Grid.

Official IASF Levels 1-4 deductions apply.

The final ranking score is calculated as a percentage of the 91 available points, less applicable deductions.

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PREP Building



STUNT DIFFICULTY - 10 POINTS

RANGE	STUNT DIFFICULTY - CUMULATIVE THROUGHOUT THE ROUTINE
0	No stunt skills are performed.
1.0-3.0	Less than a Majority performs a level-appropriate stunt skill.
3.0-6.0	A Majority performs a level-appropriate stunt skill.
6.0-10.0	A Majority performs three or more level-appropriate stunt skills.

PYRAMID DIFFICULTY - 15 POINTS

RANGE	PYRAMID DIFFICULTY - CUMULATIVE THROUGHOUT THE ROUTINE
0	No pyramid skills are performed.
1.0-9.0	Fewer than three level-appropriate skills and/or fewer than two structures.
9.0-15.0	At least three level-appropriate skills and two structures.

STUNT & PYRAMID TECHNIQUE

CATEGORY	BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
Stunt Technique - 15	1.0-6.0	6.0-13.0	13.0-15.0
Pyramid Technique - 15	1.0-6.0	6.0-13.0	13.0-15.0

BUILDING ADDITIONAL INFORMATION

Technique considers execution, stability, flexibility, uniformity and synchronisation.
A zero is issued when no skills are performed.
A pyramid structure must meet the IASF definition of a pyramid.
Consecutive transitions alone do not satisfy the requirement for two structures.

BUILDING QUANTITY CHART

ATHLETES	MAJORITY OF GROUPS
5-11	1
12-15	2
16-19	3
20-23	3
24-30	4
31+	5

COMPARATIVE CONSIDERATIONS

Judges Compare:

- difficulty of skills;
- percentage of team participation;
- efficient use of bases;
- range of load-ins, dismounts and transitions;
- pace, additional skills and combinations of skills.

Level appropriate means a skill first permitted at the team's level under the IASF Level Appropriate Skills document.

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PREP Tumbling & Jumps



TUMBLING DIFFICULTY - 2 POINTS EACH

RANGE	STANDING TUMBLING DIFFICULTY	RUNNING TUMBLING DIFFICULTY
0	No skills performed.	No skills performed.
0.1-0.5	Less than a Majority performs a level-appropriate pass, or a Majority performs below-level passes.	Less than a Majority performs a level-appropriate pass, or a Majority performs below-level passes.
0.5-2.0	A Majority performs a level-appropriate synchronised pass.	A Majority performs a level-appropriate synchronised pass.

JUMP DIFFICULTY - 2 POINTS

SCORE	JUMP DIFFICULTY - CUMULATIVE THROUGHOUT THE ROUTINE
0	No jumps performed.
0.5	Fewer than two advanced jumps are performed.
1.5	Most of the team performs two advanced jumps.
2.0	Most performs two advanced jumps, including at least two connected; jumps are synchronised and demonstrate variety.

TECHNIQUE RANGES

CATEGORY	BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
Standing Tumbling Technique	0.1-0.5	0.5-1.5	1.5-2.0
Running Tumbling Technique	0.1-0.5	0.5-1.5	1.5-2.0
Jump Technique	0.1-0.5	0.5-1.5	1.5-2.0

TUMBLING ADDITIONAL INFORMATION

Tumbling technique considers execution, uniformity, body control, landings and synchronisation. Jump technique considers execution, flexibility, uniformity and synchronisation. A zero is issued when no skills are performed. Synchronised passes may be counted cumulatively to reach Majority. Each pass must involve at least two athletes and be intended to start and finish together. Individual passes do not count toward difficulty in Levels 1-4. Advanced jumps: Herkie, Hurdler, Toe Touch, Pike and Double Nine.

TUMBLING & JUMPS QUANTITY CHART

ATHLETES	MAJORITY	MOST
5-7	4	5
8-9	5	6
10-11	6	7
12-13	7	8
14-15	8	9
16-17	9	10
18-19	10	11
20-21	11	12
22-23	12	13
24-25	13	14
26-27	14	15
28-29	15	16
30-31	16	18
32+	17	19

COMPARATIVE CONSIDERATIONS

Judges Compare:

- skill difficulty;
- participation/group size/athlete use;
- synchronisation;
- speciality combinations;
- variety;
- additional legal skills

Level appropriate means a skill first permitted at the team's level under the IASF Level Appropriate Skills document.

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PREP Overall



ROUTINE CREATIVITY / COMPOSITION - 10 POINTS

The routine's consistent use of innovative and visual ideas across all elements, including pace, formation variety and flow.

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
3.0	4.0-9.0	9.0-10.0

FORMATIONS & TRANSITIONS - 5 POINTS

Precise spacing, uniform timing and controlled movement between formations and sections.

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1.0-2.0	2.0-4.5	4.5-5.0

PERFORMANCE - 5 POINTS

Energy, entertainment value, confidence and showmanship sustained throughout the routine.

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
3.0	3.0-4.5	4.5-5.0

DANCE - 4 POINTS

	BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
Dance Difficulty	0.1-0.5	0.5-1.5	1.5-2.0
Dance Technique	0.1-0.5	0.5-1.5	1.5-2.0

A zero is issued when no dance skills or elements are performed.

COMPARATIVE CONSIDERATIONS

For Dance Difficulty, judges compare:

- visual elements;
- variety of levels;
- formation changes;
- pace and intricacy;
- footwork and floorwork;
- partnerwork;
- team participation.

For Dance Technique, judges compare:

- perfection;
- synchronisation;
- precision of spacing;
- uniformity;
- arm and motion placement;
- entertainment value;
- energy level.