



2026 - 2027 TOP FOUNDATIONS SCORING SYSTEM

ROUTINE & DANCE

Updated 08/17/2026

ROUTINE COMPOSITION/PRESENTATION - MAX POINTS: 2

Not Shown	Low	Average	High	Exceptional	Specific Drivers
0.0	0.2	0.3	0.4	0.5	Continuous flow in transitions
0.0	0.2	0.3	0.4	0.5	Visual, engaging and entertaining
0.0	0.2	0.3	0.4	0.5	Confidence in execution of routine
0.0	0.2	0.3	0.4	0.5	Precise spacing and formations
Points combined to reach maximum score.					

DANCE - MAX POINTS: 2

Not Shown	Low	Average	High	Exceptional	Specific Drivers
0.0	0.2	0.3	0.4	0.5	Pace, flow and transitions
0.0	0.2	0.3	0.4	0.5	Performance and engagement
0.0	0.2	0.3	0.4	0.5	Level changes and intricate movements
0.0	0.2	0.3	0.4	0.5	Precise motions and synchronization
Points combined to reach maximum score.					

TINY NOVICE RANKING SYSTEM - DOES NOT INCLUDE ANY BUILDING SKILL SCORES

OUTSTANDING 13.0 - BELOW 59% - BELOW	EXCELLENT 13.1 - 17.4 60% - 79%	SUPERIOR 17.5 - 22 80% - 100%
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NOVICE RANKING SYSTEM

OUTSTANDING 27.3 - BELOW 59% - BELOW	EXCELLENT 27.4 - 36.5 60% - 79%	SUPERIOR 36.6 - 46 80% - 100%
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TECHNIQUE

Updated 08/17/2026

STUNT / PYRAMID TECHNIQUE DRIVERS - MAX POINTS: 10

**Stunt & Pyramid Technique are two separate scoring categories. Each category has a max of 10 points.

Exceptional	Good	Average	Needs Work	Specific Drivers
0.0	0.2	0.4	0.8	Flyer
0.0	0.2	0.4	0.8	Bases / Support Persons
0.0	0.2	0.4	0.8	Transitions
0.0	0.2	0.4	0.8	Timing & Synchronization
Points are based on occurrence and removed from the maximum possible score.				

STUNT/PYRAMID TECHNIQUE DRIVER DEFINITIONS

Including but not limited to

Flyer	• Body control • Flexibility of body positions • Motion placement/accuracy • Uniformity among flyers	Bases/Support Persons	• Body control • Stability of the stunt • Technique in lifts and catches • Uniformity among groups
Transitions	• Entry • Dismount • Control throughout	Timing & Synchronization	• Timing of skills performed in groups or by the team at the same time

TUMBLING TECHNIQUE DRIVERS - MAX POINTS: 10

Exceptional	Good	Average	Needs Work	Specific Drivers
0.0	0.2	0.4	0.6	Approach
0.0	0.2	0.4	0.6	Landings
0.0	0.2	0.4	0.6	Body Control
0.0	0.2	0.4	0.6	Timing & Synchronization
Points are based on occurrence and removed from the maximum possible score.				

TUMBLING TECHNIQUE DRIVER DEFINITIONS

Including but not limited to

Approach	• Arm placement into a pass/skill • Body positioning at initiation of skill • Chest placement • Connection of pass/skills	Landings	• Controlled • Legs/feet together • Chest placement • Completion of skills
Body Control	• Head placement • Arm/shoulder placement in skills • Hips • Leg placement in skills • Absorbing appropriately between skills	Timing & Synchronization	• Timing of skills performed in groups or by the team at the same time

JUMP TECHNIQUE DRIVERS - MAX POINTS: 4

Exceptional	Good	Average	Needs Work	Specific Drivers
0.0	0.1	0.2	0.3	Approach (Swing)
0.0	0.1	0.2	0.3	Landings
0.0	0.1	0.2	0.3	Body Control
0.0	0.1	0.2	0.3	Timing & Synchronization
Points are based on occurrence and removed from the maximum possible score.				

JUMP TECHNIQUE DRIVER DEFINITIONS

Including but not limited to

Approach	• Arm placement into a jump • Swing/prep • Chest placement • Flow of connected jumps	Landings	• Controlled • Legs/feet together • Chest placement • Jump completion • Landing on feet
Body Control	• Head placement • Arm/shoulder placement • Hips/Height • Leg placement/positioning/height • Pointed toes	Timing & Synchronization	• Timing of skills performed in groups or by the team at the same time

BUILDING CHOREOGRAPHY/PRESENTATION - MAX POINTS: 4

Not Shown	Low	Moderate	High	Specific Drivers
0.0	1.0 - 1.3	1.4 - 1.7	1.8 - 2.0	Use of visual and creative elements in building skills/transitions
0.0	1.0 - 1.3	1.4 - 1.7	1.8 - 2.0	Confident performance/entertainment value during building skills and transitions

TUMBLING CHOREOGRAPHY/PRESENTATION - MAX POINTS 4

Not Shown	Low	Moderate	High	Specific Drivers
0.0	1.0 - 1.3	1.4 - 1.7	1.8 - 2.0	Use of visual and creative elements in building skills/transitions
0.0	1.0 - 1.3	1.4 - 1.7	1.8 - 2.0	Confident performance/entertainment value during building skills and transitions