

AUREX.

How Your Score Is Built

TRANSPARENCY FOR COACHES, TEAMS AND PARENTS

How our judges award points, what they look for
and what you can influence in training

AUREX Event UG (haftungsbeschränkt)

Hamburg · Season 2026/27

Basis: IASF Rulebook 2025–2028

Points follow rules, not gut feeling

Every score at AUREX follows the same system. Our judges work from fixed tables – the very same ones you will see on the following pages.

We know how frustrating it is to receive a score sheet after a competition and not understand how the number came about. That is why we are making our scoring system public. You should be able to follow why one team places ahead of another – and above all, what you can work on in training to improve your score.

Every category is scored in three steps

STEP 1

How **difficult** is what was shown, measured against the level you are registered in?

STEP 2

How **many athletes** perform the element? In stunt divisions: how much was shown in total?

STEP 3

How **clean** was the execution? This moves the score up or down.

THE SENTENCE THAT MATTERS MOST

The level determines how many points are possible at all. The number of athletes determines how many of those you receive. Execution decides the final step.

What this means for you

- **Harder is not automatically better.** An element only two athletes can perform is worth less than an easier one shown cleanly by half the squad.
- **Easier is not better either.** A team registered in Level 4 that consistently shows Level 3 skills cannot achieve a high score – not even if everyone takes part and it looks flawless.
- **Clean execution always pays off.** With identical content and identical participation, execution decides.

How many athletes perform it?

In all team categories, participation counts. It is not estimated but sorted into five fixed levels.

Judges first count how many athletes took the mat. That number is the reference for the entire routine. For each element they then look at how many athletes actually perform it. This determines the level.

LEVEL	8	10	12	14	16	18	20	22	24
Few under 25 % of the athletes	1	1-2	1-2	1-3	1-3	1-4	1-4	1-5	1-5
Some 25 – 49 % of the athletes	2-3	3-4	3-5	4-6	4-7	5-8	5-9	6-10	6-11
Most 50 – 74 % of the athletes	4-5	5-7	6-8	7-10	8-11	9-13	10-14	11-16	12-17
Majority 75 – 89 % of the athletes	6-7	8	9-10	11-12	12-14	14-16	15-17	17-19	18-21
All 90 – 100 % of the athletes	8	9-10	11-12	13-14	15-16	17-18	18-20	20-22	22-24

How to read it: with 18 athletes, an element counts as **Majority** when 14 to 16 athletes perform it. From 17 onwards it is **All**.

WHY THIS MATTERS

Two teams show the same skill. Team A performs it with four of fourteen athletes, Team B with nine of fourteen. Both showed the same difficulty – but Team B receives noticeably more points. That is not chance and not a judge's preference, it is the result of this table.

WHAT YOU CAN TAKE FROM THIS

- A skill more athletes can perform cleanly is almost always more valuable for the score than a harder skill for a few.
- It pays to plan the number of participating athletes deliberately – especially in tumbling and jumps.
- Late additions and drop-outs change the reference number. A team competing with fewer athletes reaches the same levels with fewer people.

Is what you show level-appropriate?

The second question determines which range of points is achievable at all.

You register in a level. The rulebook defines which elements are permitted there. Judges compare what was shown against that expectation – and they do so **before** looking at participation.

CLASSIFICATION	WHAT IT MEANS
Level maximum	The hardest skills your level permits, fully exploited.
Level standard	Level-appropriate: the standard expected in this category.
1 level below	What was shown belongs to the next lower level.
2 levels below	Two levels below the registered category.
3+ levels below	Clearly below what the category requires. This should not occur – it usually means the registration is wrong.

What counts is always the level shown **predominantly**, not a single outlier. One hard skill in an otherwise easy routine does not lift the score.

BOTH HAVE TO COME TOGETHER

A high score only happens when **difficulty and participation work together**. An element that is too easy will not produce a top score even if every athlete takes part. And an element at the level maximum will not produce a top score if only a few perform it. That is exactly what a routine should be built around.

The score sheets at a glance

Every score adds up to exactly 100 points. Which categories exist and how much they weigh depends on your division.

Team · Level 2 – 7

Building 60 · Tumbling 17 · Overall 23

CATEGORY	POINTS
Stunt Difficulty	13.5
Stunt Technique	13.5
Pyramid Difficulty	13.5
Pyramid Technique	13.5
Toss Difficulty	3.5
Toss Technique	2.5
Standing Tumbling	3.5
Running Tumbling	3.5
Tumbling Technique	3.5
Jump Difficulty	3.5
Jump Technique	3.0
Routine Creativity	6.5
Formations / Transitions	6.5
Dance Difficulty	3.5
Dance Technique	3.5
Performance	3.0

Team · Level 0 – 1

Building 60 · Tumbling 17 · Overall 23 – without toss categories, as tosses are not permitted in these levels

CATEGORY	POINTS
Stunt Difficulty	15
Stunt Technique	15
Pyramid Difficulty	15
Pyramid Technique	15
Standing Tumbling	3.5
Running Tumbling	3.5
Tumbling Technique	3.0
Jump Difficulty	3.5
Jump Technique	3.5
Routine Creativity	6.5
Formations / Transitions	6.5
Dance Difficulty	3.5
Dance Technique	3.0
Performance	3.5

Team · Non-Tumbling

Building 70 · Overall 30 – the entire tumbling section is removed

CATEGORY	POINTS
Stunt Difficulty	15.5
Stunt Technique	15.5
Pyramid Difficulty	15.5
Pyramid Technique	15.5
Toss Difficulty	4.5
Toss Technique	3.5
Routine Creativity	8.0
Formations / Transitions	8.0
Dance Difficulty	5.0
Dance Technique	4.5
Performance	4.5

WHAT TO WATCH IN NON-TUMBLING

Because the 17 tumbling points are removed and redistributed across Building and Overall, building carries far more weight here than in the standard divisions. A clean, level-appropriate build decides the placement almost on its own.

What the categories contain

AREA	WHAT JUDGES LOOK FOR
Difficulty	How demanding is what was shown within the level – and how many athletes perform it?
Technique	Body tension and extension, grips and arm positions, timing, landings, synchronisation.
Creativity	Originality of skills and transitions, use of the floor.
Formations / Transitions	Cleanliness of the formations, flowing or separated transitions.
Performance	Energy, projection and presence throughout the routine.

Individual, Groupstunt and Partnerstunt

Here it is not the whole team on the mat. Instead of participation, **volume** counts – and for that there are fixed minimum requirements.

Because one person or a small group can only show a limited amount in one minute, we have defined what has to be shown as a minimum. Anyone falling below that cannot reach a high score – not even with flawless execution.

DIVISION	MINIMUM REQUIREMENT	LEVELS	TIME
Individual	2-3 standing passes · 2-3 running passes · 1-2 jump combinations · a dance section	4, 6, 7	1:00
Groupstunt	3 stunts · 2 tosses within the level · 2 dismounts	2, 3, 4, 6, 7	1:00
Partnerstunt	2-3 stunts within the level · 2 dismounts	7	1:00

HOW VOLUME IS SCORED

Instead of „how many athletes“, judges here ask: below minimum · minimum · target · above target · well above target. Meeting the requirement puts you at „target“. Showing more and above all **different** skills takes you higher.

An example from Groupstunt: two tosses within the level is the target. A third toss adds only marginally – in one minute the build carries the routine, not the number of tosses. Showing only one toss, however, costs significantly.

Individual · 100 points

CATEGORY	POINTS
Standing Difficulty	15
Running Difficulty	15
Technique (Tumbling)	20
Difficulty (Jumps)	10
Technique (Jumps)	10
Creativity	10
Performance	10
Routine Structure	10

Groupstunt · 100 points

CATEGORY	POINTS
Stunt Difficulty	22
Stunt Technique	22
Stability	18
Toss Difficulty	8
Toss Technique	7
Transitions	8
Dismounts	5
Creativity	4
Performance	6

Partnerstunt · 100 points

CATEGORY	POINTS
Difficulty	30
Technique	30
Stability	20
Dismounts	5
Creativity	5
Performance	10

Deductions

Deductions are recorded separately from the performance score and subtracted from the total at the end.

A dedicated legality judge follows every routine and records what happened – including the exact second it happened. The scoring judges know nothing about this; they assess the performance alone. That way a fall is never penalised twice.

Falls

CODE	MEANING	DEDUCTION
AF	Athlete Fall – a single athlete falls, nobody else is affected	1.0
MAF	Major Athlete Fall – several athletes fall or one fall affects others	2.0

Building – stunt or pyramid

CODE	MEANING	DEDUCTION
BB	Building Bobble – the stunt wobbles but just holds	0.5
ABF	Assisted Building Fall – the stunt collapses, the flyer is caught, no contact with the floor	1.5
BF	Building Fall – the stunt collapses completely, the flyer touches the floor uncontrolled	2.5
MBF	Major Building Fall – several stunts or the entire pyramid collapse	3.0

Rule violations

CODE	MEANING	DEDUCTION
LV	Level violation – an element is not permitted in the registered level	1.0
ZU	Time violation – the routine runs longer than permitted	1.0

THE TIME RULE IN DETAIL

A **tolerance of 3 seconds** applies. With a permitted length of 2:30, finishing at 2:33 is still fine; from 2:34 there is a deduction. The deduction is **a single 1.0 point** – not per second, no matter how far over you run. A routine that is too short is not penalised.

How the final score is calculated

SCORING JUDGES

Several judges assess the same routine independently using the score sheet.

AVERAGE

Their results are averaged. Individual outliers therefore carry less weight.

DEDUCTIONS

The deductions recorded by the legality judge are subtracted from the average. That is your final score.

CONTROL WITHIN THE PANEL

If two judges differ noticeably on the same team, this is flagged automatically and reviewed by the head judge. Misunderstandings are caught before they reach the result.

You will receive feedback

Our judges can leave a short written comment on every routine – for example „very good body position in the stunts“ or „work on the height of the tosses“. These comments are collected by the head judge and made available to you after the competition. They are voluntary, but we actively encourage our judges to provide them.

What you can influence in training

- **Build on participation, not on individual standouts.** A skill twelve athletes perform cleanly is worth more than a harder one for three.
- **Register in the right level.** Competing a level lower does not produce better scores – the scale moves with you.
- **Cleanliness before difficulty.** With identical content, execution decides – and falls cost additional deductions.
- **Watch the clock.** A time violation costs a full point and is entirely avoidable.
- **Plan the structure of the routine.** Formations, transitions and performance together account for a substantial share of the overall points.

QUESTIONS?

If anything about your result is unclear after a competition, come and talk to us. We will explain any score. Our judges complete a mandatory training programme with progress tests and a final examination before the season – so that everyone scores by the same standards.