



2022 - 2023 UNITED SCORING SYSTEM

Scoring Rubric

The below divisions will utilize the following rubrics:

- L1 Tiny, Mini, Youth, Junior & Senior
 International: U16 & U18
- L2 Mini, Youth, Junior & Senior
 International: U16 & U18
- L3 Youth, Junior & Senior
 International: U16 & U18
- L4 Youth, Junior, Senior & Senior Open
 International: U16, U16 Coed, U18 & Open
- L4.2 Senior
- L5 Youth, Junior, Senior & Senior Open
- L6 Junior



2022 - 2023 UNITED SCORING SYSTEM - BUILDING

Version: 8.24.2022

STUNT DIFFICULTY

STUNT SKILLS WILL ONLY RECEIVE FULL CREDIT IF THEY SHOW CONTROL

2.5	Skills performed do not meet 3.0 requirement
3.0	4 different level appropriate skills performed by MOST of the team
3.5	2 different level appropriate skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes
4.0	3 different level appropriate skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes
4.5	4 different level appropriate skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes

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, Pace and Connection. Each category has a maximum number of points, outlined in the charts below for a total of 1.5 points.

DEGREE OF DIFFICULTY (0 - 0.8)

	Advanced skill by MOST	OR	Elite skill by MOST
Skill 1	0.1	OR	0.2
Skill 2	0.1	OR	0.2
Skill 3	0.1	OR	0.2
Skill 4	0.1	OR	0.2

MAX PARTICIPATION (0 - 0.6)

(RIPPLED OR SYNCHRONIZED IN THE SAME SECTION WITHOUT RECYCLING ATHLETES)

Level Appropriate Skill by MAX OR Advanced Skill by MOST	0.4
Advanced Skill by MAX OR Elite Skill by MOST	0.5
Elite Skill by MAX	0.6

PACE & CONNECTION (0 - 0.1)

Majority of the sequence has a consistent/quick pace & connection	0.1
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BUILDING QUANTITY CHART

# OF ATH-LETES	NUMBER OF GROUPS		
	MAJORITY	MOST	MAX
5 - 11	1	1	2
12 - 15	1	2	3
16 - 19	2	3	4
20 - 23	3	4	5
24 - 27	4	5	6
28 - 31	5	6	7
32 - 38	6	7	8

PYRAMID DIFFICULTY

2.0 - 2.5	BELOW	Skills performed do not meet Low range requirement
2.5 - 3.0	LOW	2 different level appropriate skills and 2 structures
3.0 - 3.5	MID	3 different level appropriate skills and 2 structures performed by MOST of the team
3.5 - 4.0	HIGH	4 different level appropriate skills and 2 structures performed by MOST of the team

PYRAMID DIFFICULTY DRIVERS

Degree of Difficulty:

- Maximizing the number of groups performing each level appropriate transition
- Utilizing level appropriate stunts into structures/within sequence
- Combination of skills (level and non-level appropriate)
- Pace & Connection of skills performed

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
2.0	MAJORITY of the team performs a level appropriate 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.

Structure - Two or more stunts connected to one another

L6- All pyramid skills that are Level Appropriate in L5 will be given Level Appropriate credit.

BODY POSITIONS

- Lib and platform are not considered body positions
- Body positions include: Stretch, bow and arrow, arabesque, scale, scorpion



2022 - 2023 UNITED SCORING SYSTEM - TUMBLING

Version: 8.24.2022

JUMP DIFFICULTY

JUMPS MUST USE A WHIP APPROACH TO BE CONSIDERED CONNECTED.
WHIP APPROACH- CONTINUOUS 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. Tiny/Mini: MOST of the team performs 2 advanced jumps must be synchronized, but DO NOT need to be connected or include a variety.
2.0	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. Tiny/Mini: MAX of the team performs 3 advanced jumps must be synchronized, but DO NOT need to be connected or include a variety.

TUMBLING/JUMP QUANTITY CHART

# OF ATHLETES	MAJORITY	MOST	MAX
5 - 11	5	6	7
12 - 15	6	7	9
16 - 19	8	10	12
20 - 23	10	13	16
24 - 27	12	15	19
28 - 31	14	18	22
32 - 38	16	20	25

ADDITIONAL INFORMATION

- Same Section*: Single portion of the routine where skills from a skill set are performed. Standing and running tumbling skills/passes may be performed together and still be considered same section.
- Standing/Running Tumbling Difficulty and the Degree of Difficulty driver can be achieved by a cumulative approach.
- Tumbling passes must land on feet to be considered level appropriate and receive difficulty credit (i.e., jump 3/4 front flip to seat, back handsprings which lands in a prone position, etc. would not count).
- Jumps within a pass will not break up the pass (i.e., Toe Touch-BHS-Toe Touch-BHS is 1 pass in L3).
- T-Jumps are not considered a jump and will break up a pass into two separate passes.
- L2- No skills out of a RO that are ILLEGAL in L1 will count for level appropriate credit (i.e., RO - Backward Roll).
- L3- No skills out of a BHS step out 1/2 turn that are ILLEGAL in L2 will count for level appropriate credit (i.e., RO - BHS step out 1/2 turn - RO).
- L4- Punch front forward roll will not count for level appropriate credit.
- L5- No skills out of a Tuck, in Standing Tumbling, that are ILLEGAL in L4 will count for level appropriate credit (i.e., BHS-Tuck-BHS or Tuck-BHS).
- L6 & L7- Standing Tumbling skills ending in a layout that are LEGAL in L5 will not receive level appropriate credit (i.e., BHS-BHS-Layout).

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

STANDING TUMBLING DIFFICULTY

1.5	Skills performed do not meet 2.0 requirement
2.0	MAJORITY of the team performs a level appropriate pass
2.5	MOST of the team performs a level appropriate pass
3.0	MOST of the team performs an Advanced and/or Elite level appropriate pass

RUNNING TUMBLING DIFFICULTY

1.5	Skills performed do not meet 2.0 requirement
2.0	MAJORITY of the team performs a level appropriate pass
2.5	MOST of the team performs a level appropriate pass
3.0	MOST of the team performs an Advanced and/or Elite level appropriate pass

TUMBLING DRIVERS

Once a Standing and/or Running Tumbling Difficulty score is determined, each skill/pass 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 point.

DEGREE OF DIFFICULTY (0 - 0.6)

(To receive credit for each Skill/Pass section below the skills performed must be DIFFERENT)

	Level Appropriate by MAJORITY	Advanced/Elite by MAJORITY
Skill/Pass	0.1	OR 0.2
	Advanced by MOST	Elite by MOST
Skill/Pass	0.3	OR 0.4

MAX PARTICIPATION IN THE SAME SECTION* (0 - 0.4)

Athletes may be recycled within the same section

Level Appropriate - Skill/Pass by MOST	0.1
Level Appropriate - Skill/Pass by MAX	0.2
Advanced/Elite Level Appropriate - Skill/Pass by MOST	0.3
Advanced/Elite Level Appropriate - Skill/Pass by MAX	0.4



2022 - 2023 UNITED SCORING SYSTEM - TUMBLING LEVEL 6 & 7

Version: 1.30.2023

JUMP DIFFICULTY

JUMPS MUST USE A WHIP APPROACH TO BE CONSIDERED CONNECTED.
WHIP APPROACH- CONTINUOUS 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. Tiny/Mini: MOST of the team performs 2 advanced jumps must be synchronized, but DO NOT need to be connected or include a variety.
2.0	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. Tiny/Mini: MAX of the team performs 3 advanced jumps must be synchronized, but DO NOT need to be connected or include a variety.

TUMBLING/JUMP QUANTITY CHART

# OF ATHLETES	MAJORITY	MOST	MAX
5 - 11	4	5	6
12 - 15	5	6	8
16 - 19	7	9	11
20 - 23	9	12	14
24 - 27	11	14	17
28 - 31	13	16	20
32 - 38	14	18	22

ADDITIONAL INFORMATION

- Same Section*: Single portion of the routine where skills from a skill set are performed. Standing and running tumbling skills/passes may be performed together and still be considered same section.
- Standing/Running Tumbling Difficulty and the Degree of Difficulty driver can be achieved by a cumulative approach.
- Tumbling passes must land on feet to be considered level appropriate and receive difficulty credit (i.e., jump 3/4 front flip to seat, back handsprings which lands in a prone position, etc. would not count).
- Jumps within a pass will not break up the pass (i.e., Toe Touch-BHS-Toe Touch-BHS is 1 pass in L3).
- T-Jumps are not considered a jump and will break up a pass into two separate passes.
- L2- No skills out of a RO that are ILLEGAL in L1 will count for level appropriate credit (i.e., RO - Backward Roll).
- L3- No skills out of a BHS step out 1/2 turn that are ILLEGAL in L2 will count for level appropriate credit (i.e., RO - BHS step out 1/2 turn - RO).
- L4- Punch front forward roll will not count for level appropriate credit.
- L5- No skills out of a Tuck, in Standing Tumbling, that are ILLEGAL in L4 will count for level appropriate credit (i.e., BHS-Tuck-BHS or Tuck-BHS).
- L6 & L7- Standing Tumbling skills ending in a layout that are LEGAL in L5 will not receive level appropriate credit (i.e., BHS-BHS-Layout).

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

STANDING TUMBLING DIFFICULTY

1.5	Skills performed do not meet 2.0 requirement
2.0	MAJORITY of the team performs a level appropriate pass
2.5	MOST of the team performs a level appropriate pass
3.0	MOST of the team performs an Advanced and/or Elite level appropriate pass

RUNNING TUMBLING DIFFICULTY

1.5	Skills performed do not meet 2.0 requirement
2.0	MAJORITY of the team performs a level appropriate pass
2.5	MOST of the team performs a level appropriate pass
3.0	MOST of the team performs an Advanced and/or Elite level appropriate pass

TUMBLING DRIVERS

Once a Standing and/or Running Tumbling Difficulty score is determined, each skill/pass 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 point.

DEGREE OF DIFFICULTY (0 - 0.6)

(To receive credit for each Skill/Pass section below the skills performed must be DIFFERENT)

	Level Appropriate by MAJORITY	OR	Advanced/Elite by MAJORITY
Skill/Pass	0.1		0.2
	Advanced by MOST	OR	Elite by MOST
Skill/Pass	0.3		0.4

MAX PARTICIPATION IN THE SAME SECTION* (0 - 0.4)

Athletes may be recycled within the same section

Level Appropriate - Skill/Pass by MOST	0.1
Level Appropriate - Skill/Pass by MAX	0.2
Advanced/Elite Level Appropriate - Skill/Pass by MOST	0.3
Advanced/Elite Level Appropriate - Skill/Pass by MAX	0.4



2022 - 2023 UNITED SCORING SYSTEM - EXECUTION

EXECUTION - STUNT/PYRAMID & STANDING/RUNNING TUMBLING

4.0	<p>Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill.</p> <ul style="list-style-type: none"> • Scores will start at a 4.0 and may be reduced by .1, .2 or .3 based on the lack of technical execution of each driver • .1 - Minor technique issues by the team, not just 1 athlete in Tumbling or 1 athlete in Stunts/Pyramid • .2 - Multiple technique issues by the team • .3 - Widespread technique issues by the team • No more than .3 will be taken off for a single driver. • Stylistic differences will not factor into a teams' Execution score.
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EXECUTION - TOSS & JUMPS

2.0	<p>Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill.</p> <ul style="list-style-type: none"> • Scores will start at a 2.0 and may be reduced by .1, .2 or .3 based on the lack of technical execution of each driver • .1 - Minor technique issues by the team, not just 1 athlete in Jumps or 1 athlete in Tosses • .2 - Multiple technique issues by the team • .3 - Widespread technique issues by the team • No more than .3 will be taken off for a single driver. • Stylistic differences will not factor into a teams' Execution score.
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STUNT/PYRAMID DRIVERS

Each driver may include, but is not limited to, the below examples:

Top Person	<ul style="list-style-type: none"> • Body control • Uniform flexibility • Legs straight/locked and toes pointed
Bases/Spotters	<ul style="list-style-type: none"> • Stability of the stunt • Solid stance • Feet stationary
Transitions	<ul style="list-style-type: none"> • Entries • Dismounts • Control from skill to skill
Synchronization*	<ul style="list-style-type: none"> • Timing <p>*Teams that do not perform at least 1 level appropriate skill/transition by 2 or more groups in Stunts and Pyramids will automatically receive .3 off for Synchronization.</p>

TOSS DRIVERS

Each driver may include, but is not limited to, the below examples:

Teams that only perform 1 toss will automatically receive .3 off for any driver that constitutes a reduction, regardless of the severity of the issue.	
Straight ride tosses will ONLY affect a team's execution score in level 2.	
Top Person	<ul style="list-style-type: none"> • Body control • Consistent execution of skill/trick • Legs straight/toes pointed • Arm placement
Bases/Spotters	<ul style="list-style-type: none"> • Using arms/legs to throw together (Timing) • Solid stance • Controlled • Cradle
Height	<ul style="list-style-type: none"> • Distance between top persons' feet and hands of the bases (The value deducted will not exceed 0.1)

STANDING/RUNNING TUMBLING DRIVERS

Each driver may include, but is not limited to, the below examples:

Approach	<ul style="list-style-type: none"> • Arm placement into a pass/skill • Swing/prep • Chest placement
Body Control	<ul style="list-style-type: none"> • Head placement • Arm/shoulder placement in skills • Hips • Leg placement in skills • Control from skill to skill in a pass • Pointed toes
Landings	<ul style="list-style-type: none"> • Controlled • Chest placement • Finished pass/skill • Incomplete twisting skills
Synchronization*	<ul style="list-style-type: none"> • Timing <p>*Teams that do not perform at least 1 level appropriate pass synchronized in a group (two or more athletes) will automatically receive .3 off for Synchronization.</p>

JUMP DRIVERS

Each driver may include, but is not limited to, the below examples:

Arm Placement	<ul style="list-style-type: none"> • Approach • Consistent entry • Swing/prep • Arm position within jump(s)
Leg Placement	<ul style="list-style-type: none"> • Straight legs • Pointed toes • Hip placement/rotation/Hyperextension • Height • Legs/feet together • Chest placement • Landings
Synchronization	<ul style="list-style-type: none"> • Timing (The value deducted will not exceed 0.1)



2022 - 2023 UNITED SCORING SYSTEM - OVERALL

Version: 8.24.2022

FORMATIONS & TRANSITIONS

1.0 - 2.0

A team's ability to demonstrate precise spacing, formations, and transitions.

The Formations & Transitions score will start at 2.0 and will be reduced .1 for EACH formation, spacing and/or transition that lacks precision.

ROUTINE CREATIVITY

1.5 - 2.0

Routine Creativity is the average of 3 opinions supplied by the Building, Tumbling, and Overall Judge and is based on the team's incorporation of innovative, visual, and intricate ideas throughout the routine. Each judge is looking specifically at the skill sections that pertain to their respective categories as defined below.

Overall Judge: Innovative, visual, and intricate ideas as well as any additional skills performed that enhance the overall appeal and flow of the routine. Overall judges scores encapsulate the entire routine from start to finish.

Building Judge: Incorporation of creative, innovative, and visual elements in the Entries, Transitions, and Dismounts of all Building skills. This includes both level and non-level appropriate skills.

Tumbling Judge: Incorporation of clear visual tumbling patterns that enhance the skills performed.

DANCE

Dance will be evaluated as a team's ability to demonstrate a high level of energy and entertainment value while incorporating a variety of difficulty elements and demonstrating strong execution (based on the elements below).

0.5 - 1.0

DIFFICULTY ELEMENTS

Visual elements • Variety of levels • Formation changes • Footwork • Floorwork • Partner work • Pace

0.5 - 1.0

EXECUTION

Technique • Perfection • Motion Strength/Placement • Synchronization

SHOWMANSHIP

1.0 - 2.0

Showmanship is an average of 3 scores provided by the Building, Tumbling, and Overall Judges based on the panel's impression of the entire performance encompassing all category areas focusing on the team's energy, genuine enthusiasm, showmanship, eye contact, and facial expression.

This category is not skill based but will take into consideration appropriate athletic impression throughout the routine.

CHEER (GLOBAL DIVISIONS ONLY TO REPLACE SHOWMANSHIP)

1.0 - 2.0

The Cheer portion of the routine MUST be completed before the music section of the routine.

Cheer Criteria: Crowd Leading – Ability to lead the crowd • Crowd Effectiveness – Voice, Pace & Flow • Proper use of signs, poms, megaphones, flags & motion technique • Practical use of stunts/pyramids to lead the crowd • Execution