



# 2022 - 2023 UNITED SCORING SYSTEM

## Scoring Rubric

The below divisions will utilize the following rubrics:

- L6      Senior XSmall Coed, Senior Small Coed,  
Senior Medium Coed, Senior Large Coed,  
Senior Open Small Coed,  
Senior Open Large Coed,  
International Open Small Coed,  
International Open Large Coed, &  
International Global Coed
  
- L7      International Open Small Coed &  
International Open Large Coed



# 2022 - 2023 UNITED SCORING SYSTEM - BUILDING LEVEL 6 & 7 WORLDS - COED

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	3 different level appropriate skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes, plus a Coed Style Stunt (refer to Coed Quantity chart) <i>L7 teams - At least 2 being Level 7 skills</i>

## 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		0.2
Skill 2	0.1		0.2
Skill 3	0.1		0.2
	Advanced Coed Style	OR	Elite Coed Style
Coed Style Skill	0.1		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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## ADDITIONAL INFORMATION

Skills that are not required to be synchronized may be cumulative to meet a difficulty requirement.

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

Structure - Two or more stunts connected to one another

BODY POSITIONS

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

## BUILDING QUANTITY CHART

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

## MAX QUANTITY CHART

DIVISION	# OF STUNTS
X-Small (5-16)	3
Small (17-22)	5
Medium (23-30)	7
Large (31-38)	9
Int. Open/Global (10-24)	5
Senior Open (5-24)	5

## COED QUANTITY CHART

# OF MALES ON TEAM	# OF STUNTS
1 - 3	1
4 - 5	2
6 - 7	3
8 - 9	4
10 - 11	5
12 - 13	6
14 - 19	7

## 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.

## COED STYLE

- Based on a group of 3, Consisting of a Base, Top Person and Spotter.
- Entry must be a Toss or Walk-In.
  - Toss - Top person starts with both feet on performing surface. Base starts with hands on Top Persons' waist. Spotter may not start under the Top Persons foot.
  - Walk-In - Top person and Base start facing each other with one-foot loaded in.
- Base must be directly under the stunt.
- Base and Spotter may not be chest to chest.

## DEGREE OF DIFFICULTY COED CREDIT

- Only skills listed under Coed Style will count.
- Rippled or synchronized in the same section without recycling athletes.
- Stunts must be held for 4 counts. These counts will start once the stunt hits the intended level.
  - Ex. Toss hands: counts begin when the stunt stops at prep level
  - Ex. Toss hands press extension: counts begin when the stunt stops at extended level
- Coed stunts must dismount /pop off to the performance surface to receive full Coed credit.
- Coed Stunts that become a pyramid will not receive coed credit.



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

## 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"> <li>• 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</li> <li>• .1 - Minor technique issues by the team, not just 1 athlete in Tumbling or 1 athlete in Stunts/Pyramid</li> <li>• .2 - Multiple technique issues by the team</li> <li>• .3 - Widespread technique issues by the team</li> <li>• No more than .3 will be taken off for a single driver.</li> <li>• Stylistic differences will not factor into a teams' Execution score.</li> </ul>
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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"> <li>• 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</li> <li>• .1 - Minor technique issues by the team, not just 1 athlete in Jumps or 1 athlete in Tosses</li> <li>• .2 - Multiple technique issues by the team</li> <li>• .3 - Widespread technique issues by the team</li> <li>• No more than .3 will be taken off for a single driver.</li> <li>• Stylistic differences will not factor into a teams' Execution score.</li> </ul>
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## STUNT/PYRAMID DRIVERS

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

<b>Top Person</b>	<ul style="list-style-type: none"> <li>• Body control</li> <li>• Uniform flexibility</li> <li>• Legs straight/locked and toes pointed</li> </ul>
<b>Bases/Spotters</b>	<ul style="list-style-type: none"> <li>• Stability of the stunt</li> <li>• Solid stance</li> <li>• Feet stationary</li> </ul>
<b>Transitions</b>	<ul style="list-style-type: none"> <li>• Entries</li> <li>• Dismounts</li> <li>• Control from skill to skill</li> </ul>
<b>Synchronization*</b>	<ul style="list-style-type: none"> <li>• Timing</li> </ul> <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.	
<b>Top Person</b>	<ul style="list-style-type: none"> <li>• Body control</li> <li>• Consistent execution of skill/trick</li> <li>• Legs straight/toes pointed</li> <li>• Arm placement</li> </ul>
<b>Bases/Spotters</b>	<ul style="list-style-type: none"> <li>• Using arms/legs to throw together (Timing)</li> <li>• Solid stance</li> <li>• Controlled</li> <li>• Cradle</li> </ul>
<b>Height</b>	<ul style="list-style-type: none"> <li>• Distance between top persons' feet and hands of the bases (The value deducted will not exceed 0.1)</li> </ul>

## STANDING/RUNNING TUMBLING DRIVERS

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

<b>Approach</b>	<ul style="list-style-type: none"> <li>• Arm placement into a pass/skill</li> <li>• Swing/prep</li> <li>• Chest placement</li> </ul>
<b>Body Control</b>	<ul style="list-style-type: none"> <li>• Head placement</li> <li>• Arm/shoulder placement in skills</li> <li>• Hips</li> <li>• Leg placement in skills</li> <li>• Control from skill to skill in a pass</li> <li>• Pointed toes</li> </ul>
<b>Landings</b>	<ul style="list-style-type: none"> <li>• Controlled</li> <li>• Chest placement</li> <li>• Finished pass/skill</li> <li>• Incomplete twisting skills</li> </ul>
<b>Synchronization*</b>	<ul style="list-style-type: none"> <li>• Timing</li> </ul> <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:

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



# 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