



UNITED SCORING

GLOSSARY OF TERMS

TERM	DEFINITION
Assisted (Stunt - Coed Style)	A coed style stunt becomes assisted if at any point the spotter touches the base and/or top person, including the dip for the dismount.
Combination Pass (Tumbling)	Multiple skills that are continuous and do not involve elements that would break it up into multiple passes. <u>Example:</u> Level 1 – Back Walkover Series or FWO - CW - BWO
Combination Skills (Stunt)	Two or more skills are simultaneously performed to make one transitional style skill. <u>Example:</u> Full Twisting Tic-Toc
Connected Pass (Tumbling)	Two or more passes that are broken up by; step(s), chasse/sashay, rebound step, a pause, etc. This does not include a jump within a pass. <u>Example:</u> Level 3 – Punch Front Chasse or Step FWO - RO - BHS - Tuck
Connected Skills (Stunt)	Two or more skills are performed in sequence to each other.
Cumulative (General)	Multiple skills performed throughout the routine.
Dismount (Stunt)	The ending movement from a stunt or pyramid that is released to a cradle or released to the performance surface.
Extension (Stunt)	A stunt at the extended level where the top person is held in a standing vertical position.
Hands (Stunt - Coed Style)	A single-based stunt at prep level where the top person is supported under both feet and is held in a standing vertical position by 1 base, who is standing on the performance surface.
Inversion Style (Stunt)	An athlete has at least one foot above the waist/hips, and the head/shoulders are below the waist/hips at the initiation (bottom of the dip) of the skill.



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Lib (Stunt)	<p>A single-leg stunt in which the base(s) hold 1 foot of the top person's supported leg while the top person's unsupported leg is bent, and the foot is placed next to the knee.</p> <p><u>Clarification:</u> Both knees of the top person are facing forward/same direction.</p>
Load Position (Stunt - Coed Style)	<p>A position where the top person has both feet on the performance surface, hands on the base's wrists, and the base has hands on the top person's waist.</p>
Prep Stunt (Stunt)	<p>A stunt at prep level where the top person is held in a standing vertical position. This would NOT include the following: flat back, straddle sit, T-lift, shoulder stand/sit, or other similar variations at prep level.</p>
Release Style (Stunt)	<p>Top person and bases break contact to execute a building skill. Release skills need to release from and return to the same base/bases. In levels 1, 2, and 3, skills will resemble a released skill where a spotter may maintain contact except for on the foot.</p> <p><u>Clarification:</u> For release style skills combined with twisting skills where the bases cannot fully release the top person, a base may start under the foot of the top person if that foot is in the lib position and the skill still resembles the look of a release style stunt.</p>
Ripple (Stunt and Toss Difficulty)	<p>Two or more groups perform a skill(s) in pattern, sequential order, on pre-determined counts.</p> <p><u>Clarification:</u> A single group cannot count more than once in a ripple.</p>
Same Section (General)	<p>A single portion of the routine where skills from a skill set are performed.</p>
Structure (Pyramid)	<p>Two or more top people in stunts connect, pause, and show a defined position. This is also commonly referred to as a "picture."</p>
Synchronized (General)	<p>The same skill is performed at the same time by two or more athletes/groups.</p>
Twisting (Stunt)	<p>Transitions that twist into, during, or out of a stunt – based upon the hip rotation of the top person at the initiation (bottom of the dip) of the skill. After the skill initiates, movement of the bases is allowed.</p>
Unassisted (Stunt - Coed Style)	<p>Top person and base perform a coed style stunt without any assistance, including the dip for the dismount.</p> <p><u>Clarification:</u> Assisting with the catch of the dismount is allowed.</p>