

## 2023 - 2024 UNITED SCORING SYSTEM - WORLDS LEVEL 6

STUNTS						
INVERSION STYLE	RELEASE STYLE	TWISTING	COMBINATION/OTHER SKILLS	COED STYLE	DISMOUNT	
LEVEL APPROPRIATE						
<ul> <li>DOWNWARD INVERSION FROM EXTENDED STUNT</li> <li>DOWNWARD INVERSION FROM EXTENDED 1 LEG STUNT</li> <li>RELEASED INVERSION FROM PREP LEVEL OR ABOVE TO EXTENSION</li> <li>RELEASED INVERSION FROM PREP LEVEL OR ABOVE TO LIB</li> </ul>	<ul> <li>TIC TOC LIB TO LIB (HIGH TO HIGH)</li> <li>TIC TOC LIB TO LIB (LOW TO HIGH)</li> <li>TIC TOC LIB TO BODY POSITION (LOW TO HIGH)</li> </ul>	<ul> <li>FULL TWISTING TRANSITION TO EXTENDED BODY POSITION</li> <li>1/4 - 1 3/4 TWISTING TRANSITION TO EXTENSION</li> <li>DOUBLE TWISTING TRANSITION TO EXTENSION</li> </ul>	<ul> <li>1 12 - 2 TWIST TO PRONE</li> <li>TWISTING HELICOPTER RELEASE MOVES</li> <li>1⁄4 - 3⁄4 TWISTING TIC TOC TO EXTENDED 1 LEG STUNT</li> <li>1⁄2 TWISTING RELEASE FROM GROUND LEVEL (SWITCH UP) TO EXTENDED 1 LEG STUNT</li> <li>1⁄2 TWISTING RELEASE FROM WAIST LEVEL (BALL UP) TO EXTENDED 1 LEG STUNT</li> </ul>	ASSISTED OR UNASSISTED: • WALK IN/TOSS EXTENSION • WALK IN/TOSS HANDS PRESS EXTENDED 1 LEG STUNT • WALK IN/TOSS EXTENDED 1 LEG STUNT	DOUBLE DOWN FROM EXTENDED LIB	
		ADVANCED LEVEL A	PPROPRIATE		·	
PREP LEVEL HAND IN HAND TO EXTENSION     RELEASED INVERSION FROM PREP LEVEL     OR ABOVE TO EXTENDED BODY POSITION     REWIND TO PREP	TIC TOC LIB TO BODY POSITION (HIGH TO HIGH)	<ul> <li>DOUBLE TWISTING TRANSITION TO/AT EXTENDED LIB</li> <li>1 1/2 - 1 3/4 TWISTING TRANSITION TO/AT EXTENDED LIB</li> </ul>	FULL TWISTING TIC TOC TO EXTENDED LIB (LOW TO HIGH)     FULL TWISTING RELEASE FROM GROUND LEVEL     (SWITCH UP) TO EXTENDED LIB     1/4 TWISTING RELEASE INVERSION FROM PREP LEVEL     OR ABOVE TO EXTENDED BODY POSITION     1/4 TWISTING RELEASE INVERSION TO EXTENDED LIB     11/2 TWISTING RELEASE FROM GROUND LEVEL     (SWITCH UP) TO EXTENDED LIB	ASSISTED: TOSS EXTENDED 1 LEG STUNT TOSS EXTENDED 1 ARM STUNT TOSS FULL UP TO EXTENDED STUNT TOSS FRONT HANDSPRING 1/2 UP TO EXTENDED STUNT REWIND TO EXTENDED STUNT REWIND TO PREP	DOUBLE DOWN FROM EXTENDED BODY POSITION	
		ELITE LEVEL APP	ROPRIATE			
PREP LEVEL HAND IN HAND TO EXTENDED LIB     EXTENDED HAND IN HAND TO EXTENSION     REWIND TO EXTENDED STUNT	TIC TOC BODY POSITION TO BODY POSITION (HIGH TO HIGH)	1 12 TWISTING TRANSITION TO/AT EXTENDED BODY POSITION     1 3/4 TWISTING TRANSITION TO/AT EXTENDED BODY POSITION     DOUBLE TWISTING TRANSITION TO/AT EXTENDED BODY POSITION	<ul> <li>1/4 TWISTING BACK HANDSPRING UP TO EXTENDED BODY POSITION</li> <li>1/4 - 3/4 TWISTING TIC TOC EXTENDED BODY POSITION TO BODY POSITION (HIGH TO HIGH)</li> <li>FULL TWISTING RIC TOC TO EXTENDED LIB (HIGH TO HIGH)</li> <li>1/2 TWISTING RELEASED INVERSION TO EXTENDED STUNT</li> <li>ULL TWISTING RENONT HANDSPRING UP TO EXTENDED STUNT</li> <li>FULL TWISTING RELEASE FROM GROUND LEVEL (SWITCH UP) TO EXTENDED BODY POSITION</li> <li>FULL TWISTING RELEASE FROM GROUND LEVEL (SWITCH UP) TO EXTENDED BODY POSITION</li> <li>1 1/2 TWISTING RELEASE FROM GROUND LEVEL (SWITCH UP) TO EXTENDED BODY POSITION</li> <li>1 1/2 TWISTING RELEASE FROM GROUND LEVEL (SWITCH UP) TO EXTENDED BODY POSITION</li> <li>FULL TWISTING RELEASE FROM WAIST LEVEL (BALL UP) TO EXTENDED BODY POSITION</li> </ul>	UNASSISTED: • TOSS EXTENDED 1 LEG STUNT • TOSS EXTENDED 1 ARM STUNT • TOSS FULL UP TO EXTENDED STUNT • TOSS FRONT HANDSPRING 1/2 UP TO EXTENDED STUNT • REWIND TO EXTENDED STUNT • REWIND TO PREP	FULL KICK FULL DISMOUNT     KICK DOUBLE TWISTING DISMOUNT	

TOSSES					
NON - TWISTING	TWISTING				
PIKE HITCH KICK • PIKE KICK PRETTY GIRL • PIKE SWITCH KICK • HITCH KICK KICK	BALL DOUBLE FULL • PIKE DOUBLE FULL • KICK DOUBLE FULL TOE TOUCH DOUBLE FULL • DOUBLE UP TOE TOUCH • HITCH KICK DOUBLE FULL • SWITCH KICK DOUBLE FULL KICK FULL KICK FULL				



## 2023 - 2024 UNITED SCORING SYSTEM - WORLDS LEVEL 6 & 7

VERSION: 01.17.2024

## STANDING TUMBLING

	LEVEL APPROPRIATE ADVANCED LEVEL APPROPRIATE		ELITE LEVEL APPROPRIATE			
	ADVANCED JUMP BACK TUCK	<ul> <li>BHS SERIES - FULL</li> <li>ADVANCED JUMP - BHS SERIES - FULL</li> <li>BHS - WHIP - BHS SERIES - FULL</li> <li>BHS SERIES - WHIP - FULL</li> <li>BHS - WHIP - TO - FULL</li> </ul>	<ul> <li>BHS - FULL</li> <li>ADVANCED JUMP - BHS - FULL</li> <li>STANDING FULL</li> <li>ADVANCED JUMP - FULL</li> <li>BHS - WHIP - FULL</li> <li>ADVANCED JUMP - BHS - WHIP - FULL</li> </ul>	<ul> <li>BHS SERIES - DOUBLE FULL</li> <li>ADVANCED JUMP - BHS SERIES - DOUBLE FULL</li> <li>BHS - WHIP - BHS SERIES - DOUBLE FULL</li> <li>BHS SERIES - WHIP - DOUBLE FULL</li> <li>BHS - WHIP - DOUBLE FULL</li> <li>ADVANCED JUMP - BHS/BHS SERIES - WHIP - DOUBLE FULL</li> <li>BHS SERIES - FULL/DOUBLE FULL - WHIP - FULL/DOUBLE FULL</li> </ul>		
-	RUNNING TUMBLING					
LEVEL APPROPRIATE ADVANCED LEVEL APPROPRIATE		ELITE LEVEL APPROPRIATE				
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<ul> <li>CARTWHEEL - FULL</li> <li>RO - FULL</li> <li>RO - BHS/BHS SERIES - FULL</li> <li>FWO - TO - FULL</li> <li>SIDE AERIAL/FRONT AERIAL - FULL</li> <li>RO - TO - ONODI - TO - FULL</li> <li>FRONT FULL</li> </ul>	<ul> <li>RO - BHS - KICK FULL/FULL STEP OUT</li> <li>PUNCH FRONT STEP OUT - TO - FULL</li> <li>RO - WHIP - FULL</li> <li>RO - TO - WHIP - TO - FULL</li> <li>1.5 TWISTING FRONT LAYOUT</li> </ul>	<ul> <li>RO - ARABIAN/HALF STEP OUT - RO - TO - FULL</li> <li>FRONT HANDSPRING - FRONT FULL</li> <li>FRONT HANDSPRING - PF - RO - TO - FULL</li> <li>RO - BHS - FULL - TO - FULL</li> <li>RO - TO - FULL - FULL</li> <li>RO - TO - I.5 STEP OUT - TO - FULL</li> <li>1.5 TWISTING FRONT LAYOUT - TO - FULL/DOUBLE FULL</li> <li>RO - DOUBLE FULL</li> <li>RO - TO - DOUBLE FULL</li> <li>FRONT WALKOVER - TO - DOUBLE FULL</li> </ul>	<ul> <li>PF STEP OUT - TO - DOUBLE FULL</li> <li>RO - TO - WHIP - TO - DOUBLE FULL</li> <li>RO - WHIP - DOUBLE FULL</li> <li>RO - ARABIAN - TO - DOUBLE FULL</li> <li>RO - TO - FULL - TO - DOUBLE FULL</li> <li>RO - TO - 1.5 STEP OUT - TO - DOUBLE FULL</li> <li>RO - TO - DOUBLE - BHS SERIES - TO - DOUBLE FULL</li> <li>RO - TO - FULL - TO - WHIP - DOUBLE FULL</li> <li>PF STEP OUT - RO - TO - WHIP - DOUBLE FULL</li> <li>RO - TO - DOUBLE FULL - WHIP - DOUBLE FULL</li> <li>PF STEP OUT - RO - ARABIAN - RO - TO - WHIP - DOUBLE FULL</li> </ul>
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Each skill separated by a bullet will be considered a "different skill" and will not receive credit more than once, even if multiple skills or variations are listed in that bullet.