

2024 - 2025 UNITED SCORING SYSTEM - WORLDS LEVEL 7

STUNTS

STUNTS							
INVERSION STYLE	RELEASE STYLE	TWISTING	COMBINATION/OTHER SKILLS	COED STYLE	DISMOUNT		
LEVEL SKILLS							
FREE FLIPPING FROM GROUND LEVEL TO CRADLE (LT) FLIPPING FROM GROUND LEVEL TO PREP LEVEL (LT) (EXCLUDING REWIND) FLIPPING FROM GROUND LEVEL TO EXTENSION (LT) DOWNWARD INVERSION FROM EXTENDED STUNT DOWNWARD INVERSION FROM EXTENDED 1 LEG STUNT RELEASED INVERSION FROM PREP LEVEL OR ABOVE TO EXTENSION RELEASED INVERSION FROM PREP LEVEL OR ABOVE TO LIB 11/4 FLIPPING REWIND (LT)	TIC TOC LIB TO LIB (HIGH TO HIGH) TIC TOC LIB TO LIB (LOW TO HIGH) TIC TOC LIB TO BODY POSITION (LOW TO HIGH) HIGH)	1 1/4 - 1 3/4 TWISTING TRANSITION TO EXTENSION DOUBLE TWISTING TRANSITION TO EXTENSION	1 1/2 - 2 TWIST TO PRONE TWISTING HELICOPTER RELEASE MOVES 1/2 TWISTING FRONT HANDSPRING UP TO EXTENSION 1/4 - 3/4 TWISTING TIC TOC TO EXTENDED 1 LEG STUNT 1/2 TWISTING RELEASE FROM GROUND LEVEL (SWITCH UP) TO EXTENDED 1 LEG STUNT FREE FLIPPING WITH TWISTING FROM GROUND LEVEL TO CRADLE (L7) 1/2 TWISTING RELEASE FROM WAIST LEVEL (BALL UP) TO EXTENDED 1 LEG STUNT	ASSISTED OR UNASSISTED:: • WALK IN/TOSS EXTENDED EXTENSION • WALK IN/TOSS HANDS PRESS EXTENDED 1 LEG STUNT • WALK IN/TOSS EXTENDED 1 LEG STUNT	FRONT FREE FLIPPING DISMOUNT TO GROUND LEVEL (LT) FREE FLIPPING DISMOUNT FROM PREP LEVEL OR BELOW TO CRADLE (LT) DOUBLE TWISTING DISMOUNT FROM EXTENDED 1 LEG STUNT TO CRADLE		
ADVANCED SKILLS							
REWIND TO PREP BHS REWIND TO PREP LEVEL STUNT (L7) CW/RO REWIND TO PREP LEVEL STUNT (L7) RELEASE FROM WAIST LEVEL TO PREP LEVEL INVERTED STUNT (L7)	TIC TOC LIB TO BODY POSITION (HIGH TO HIGH)	1 1/2 - TWISTING TRANSITION TO/AT EXTENDED LIB 1 3/4 TWISTING TRANSITION TO/AT EXTENDED LIB DOUBLE TWISTING TRANSITION TO/AT EXTENSION 2 1/4 TWISTING TRANSITION TO/AT EXTENSION	FULL TWISTING TIC TOC TO EXTENDED LIB (LOW TO HIGH) FULL TWISTING RELEASE FROM GROUND LEVEL (SWITCH UP) TO EXTENDED LIB 1/4 TWISTING BEACK HANDSPRING UP TO BODY POSITION 1/4 TWISTING RELEASED INVERSION FROM PREP LEVEL OR ABOVE TO EXTENDED SINGLE LEG STUNT 1/2 TWISTING RELEASE FROM GROUND LEVEL (SWITCH UP) TO EXTENDED 1 LEG STUNT 1-LIP TWISTING RELEASE FROM GROUND LEVEL TO PREP LEVEL (LT) 1/4 - 1/4 TWISTING FROM GROUND LEVEL STUNT (LT) FULL TWISTING BACKHANDSPRING UP TO PREP LEVEL STUNT (LT)	ASSISTED:: • TOSS EXTENDED 1 LEG STUNT • TOSS EXTENDED 1 ARM STUNT • TOSS FULL UP TO EXTENDED STUNT			
RELEASED PREP LEVEL HAND IN HAND TO EXTENDED BODY POSITION RELEASED TO EXTENDED STUNT REWIND TO EXTENDED STUNT BHS REWIND TO EXTENDED STUNT (L7) CW/RO REWIND TO EXTENDED STUNT (L7) RELEASE AT PREP LEVEL TO PREP LEVEL INVERTED STUNT (L7)	TIC TOC BODY POSITION TO BODY POSITION (HIGH TO HIGH)	1 1/2 TWISTING TRANSITION TO/AT EXTENDED BODY POSITION 1 3/4 TWISTING TRANSITION TO/AT EXTENDED BODY POSITION DOUBLE TWISTING TRANSITION TO/AT EXTENDED SINGLE LEG STUNT	FULL TWISTING TIC TOC TO EXTENDED LIB (HIGH TO HIGH) FULL TWISTING RELEASE FROM GROUND LEVEL (SWITCH UP) TO EXTENDED BODY POSITION FULL TWISTING BACK HANDSPRING UP TO EXTENDED STUNT (L7) 1/2 TWISTING RELEASED INVERSION FROM PREP LEVEL OR ABOVE TO EXTENDED BODY POSITION 11/2 TWISTING FRONT HANDSPRING UP TO EXTENSION (L7) 11/2 TWISTING RELEASE FROM GROUND LEVEL (SWITCH UP) TO EXTENDED BODY POSITION 1/4 - 3/4 TWISTING TIC TOC EXTENDED BODY POSITION TO BODY POSITION (HIGH TO HIGH) FULL TWISTING RELEASE FROM WAIST LEVEL (BALL UP) TO EXTENDED BODY POSITION FULL TWISTING RELEASE FROM WAIST LEVEL (BALL UP) TO EXTENDED BODY POSITION FULL TWISTING TIC TOC TO EXTENDED BODY POSITION (LOW TO HIGH) FULL TWISTING TIC TOC TO EXTENDED BODY POSITION (LOW TO HIGH) FULL TWISTING WITH TWISTING FROM GROUND LEVEL TO EXTENDED STUNT (L7) 1/4 - 11/4 TWISTING REWIND TO EXTENDED STUNT (L7)	UNASSISTED:: • TOSS EXTENDED 1 LEG STUNT • TOSS EXTENDED 1 ARM STUNT • TOSS FULL UP TO EXTENDED STUNT ASSISTED OR UNASSISTED:: • TOSS REWIND TO EXTENDED STUNT • TOSS FRONT HANDSPRING 1/2 UP TO EXTENDED STUNT • TOSS BACKHANDSPRING FULL UP TO EXTENDED STUNT • TOSS BACKHANDSPRING FULL UP TO EXTENDED STUNT (L7)	FULL KICK FULL TWISTING DISMOUNT TO CRADLE KICK DOUBLE TWISTING DISMOUNT TO CRADLE FREE FLIPPING WITH 1/2 TWIST DISMOUNT FROM PREP LEVEL TO CRADLE (L7)		

TOSSES

NON - TWISTING	TWISTING
TUCK • X-OUT • PIKE • LAYOUT	LAYOUT FULL • LAYOUT DOUBLE FULL • X-OUT FULL • SPLIT FULL • ARABIAN 1 1/2 PIKE OPEN DOUBLE FULL



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STANDING TUMBLING

LEVEL SKILLS ADVANCED SKILLS		ELITE SKILLS	
ADVANCED JUMP BACK TUCK	BHS SERIES - FULL ADVANCED JUMP - BHS SERIES - FULL BHS - WHIP - BHS SERIES - FULL BHS SERIES - WHIP - FULL BHS - WHIP - TO - FULL	BHS - FULL ADVANCED JUMP - BHS - FULL STANDING FULL ADVANCED JUMP - FULL BHS - WHIP - FULL ADVANCED JUMP - BHS - WHIP - FULL	BHS SERIES - DOUBLE FULL ADVANCED JUMP - BHS SERIES - DOUBLE FULL BHS - WHIP - BHS SERIES - DOUBLE FULL BHS SERIES - WHIP - DOUBLE FULL BHS - WHIP - DOUBLE FULL ADVANCED JUMP - BHS/BHS SERIES - WHIP - DOUBLE FULL BHS SERIES - FULL/DOUBLE FULL - WHIP - FULL/DOUBLE FULL

RUNNING TUMBLING

LEVEL SKILLS	ADVANCED SKILLS		ELITE SKILLS
CARTWHEEL - FULL RO - FULL RO - BHS/BHS SERIES - FULL FWO - TO - FULL SIDE AERIAL/FRONT AERIAL - FULL RO - TO - ONODI - TO - FULL FRONT FULL	RO - BHS - KICK FULL/FULL STEP OUT PUNCH FRONT STEP OUT - TO - FULL RO - WHIP - FULL RO - TO - WHIP - TO - FULL 1.5 TWISTING FRONT LAYOUT	RO - ARABIAN/HALF STEP OUT - RO - TO - FULL FRONT HANDSPRING - FRONT FULL FRONT HANDSPRING - PF - RO - TO - FULL RO - BHS - FULL - TO - FULL RO - TO - FULL - FULL RO - TO - 1.5 STEP OUT - TO - FULL 1.5 TWISTING FRONT LAYOUT - TO - FULL/DOUBLE FULL RO - DOUBLE FULL RO - TO - DOUBLE FULL FRONT WALKOVER - TO - DOUBLE FULL	PF STEP OUT - TO - DOUBLE FULL RO - TO - WHIP - TO - DOUBLE FULL RO - WHIP - DOUBLE FULL RO - ARABIAN - TO - DOUBLE FULL RO - TO - FULL - TO - DOUBLE FULL RO - TO - 1.5 STEP OUT - TO - DOUBLE FULL RO - TO - DOUBLE - BHS SERIES - TO - DOUBLE FULL RO - TO - FULL - TO - WHIP - DOUBLE FULL PF STEP OUT - RO - TO - WHIP - TO - DOUBLE FULL RO - TO - DOUBLE FULL - WHIP - DOUBLE FULL PF STEP OUT - RO - ARABIAN - RO - TO - WHIP - DOUBLE FULL

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.