



2024 - 2025 UNITED SCORING SYSTEM

Scoring Rubric

Level 6 Senior Coed

The below divisions will utilize the following rubrics:

- L6** Senior XSmall Coed, Limited XSmall Coed, Senior Small Coed, Limited Small Coed, Senior Medium Coed & Senior Large Coed



2024 - 2025 UNITED SCORING SYSTEM - BUILDING - LEVEL 6 SENIOR COED

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. At least 1 being a Level 6 skill.

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. Each category has a maximum number of points, outlined in the charts below for a total of 1.5 points. At least 1 Stunt Degree of Difficulty skill must be Level 6.

DEGREE OF DIFFICULTY (0 - 0.8)

	Advanced skill by MOST		Elite skill by MOST
Skill 1	<input type="text" value="0.1"/>	OR	<input type="text" value="0.2"/>
Skill 2	<input type="text" value="0.1"/>	OR	<input type="text" value="0.2"/>
Skill 3	<input type="text" value="0.1"/>	OR	<input type="text" value="0.2"/>
	Advanced Coed Style		Elite Coed Style
Coed Style Skill	<input type="text" value="0.1"/>	OR	<input type="text" value="0.2"/>

STUNT MAX PARTICIPATION (0 - 0.7)

(Rippled or synchronized in the same section without recycling athletes)

Level Skill by MAX OR Advanced Skill by MOST	0.3
Advanced Skill by MAX OR Elite Skill by MOST	0.5
Elite Skill by MAX	0.7

BUILDING QUANTITY CHART

# OF ATHLETES	NUMBER OF GROUPS		
	MAJORITY	MOST	MAX
5 - 11	1	2	3
12 - 16	2	3	4
17 - 22	3	4	5
23 - 30	4	5	6
31 - 38	5	6	7

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

COED STYLE

- Based on a group of 3, Consisting of a Base, Top Person and a 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 cradle or dismount to the performance surface to receive full Coed credit.
- Coed Stunts that become a pyramid will not receive coed credit

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.

To receive credit for a structure in Pyramid Difficulty, 2 or more stunts must be connected by 2 or more top persons.

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



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JUMP DIFFICULTY

Jumps must use a whip approach to be considered connected.
Whip Approach – Continuous arm 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.
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.

TUMBLING/JUMP QUANTITY CHART

# OF ATHLETES	MAJORITY	MOST	MAX
5 - 11	5	6	10
12 - 16	6	7	12
17 - 22	8	9	16
23 - 30	11	12	22
31 - 38	15	16	30

STANDING TUMBLING DRIVERS

Once a Standing Tumbling Difficulty score is determined, each skill/pass will be evaluated based on it's Degree of Difficulty. Each category has a maximum number of points, outlined in the charts below for a total of 1 point.

STANDING TUMBLING DEGREE OF DIFFICULTY (0 - 1.0) (To receive credit for each Skill/Pass section below the skills performed must be DIFFERENT)

	Level skill by MAJORITY	OR	Advanced/Elite skill by MAJORITY
Skill/Pass 1	<input type="text" value="0.2"/>		<input type="text" value="0.4"/>
	Advanced skill by MOST	OR	Elite skill by MOST
Skill/Pass 2	<input type="text" value="0.4"/>		<input type="text" value="0.6"/>

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	Less than a MAJORITY of the team performs a level appropriate pass
2.5	MAJORITY of the team performs a level appropriate pass
3.0	MOST of the team performs a level appropriate pass

RUNNING TUMBLING DIFFICULTY

1.5	Skills performed do not meet 2.0 requirement
2.0	Less than a MAJORITY of the team performs a level appropriate pass
2.5	MAJORITY of the team performs a level appropriate pass
3.0	MOST of the team performs a level appropriate pass

RUNNING TUMBLING DRIVERS

Once a Running Tumbling Difficulty score is determined, each skill/pass will be evaluated based it's Degree of Difficulty and Max Participation. Each category has a maximum number of points, outlined in the charts below for a total of 1 point.

RUNNING TUMBLING DEGREE OF DIFFICULTY (0 - 0.5)

	Advanced skill by MOST	OR	Elite skill by MOST
Skill/Pass	<input type="text" value="0.3"/>		<input type="text" value="0.5"/>

RUNNING TUMBLING MAX PARTICIPATION (0 - 0.5) Skills/Passes are cumulative throughout the routine.

Level Skill/Pass by MAX	0.3
Advanced/Elite Level Skill/Pass by MAX	0.5

ADDITIONAL INFORMATION

- 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.