# 2025 - 2026 UNITED SCORING SYSTEM - EXECUTION

## EXECUTION · STUNT/PYRAMID & STANDING/RUNNING TUMBLING

| 4.0 | Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill.<br><br>• 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<br>• .1 - Minor technique issues by the team<br>• .2 – Multiple technique issues by the team<br>• .3 – Widespread technique issues by the team<br>• No more than .3 will be taken off for a single driver.<br>• Stylistic differences will not factor into a teams' Execution score. |
|---|---|

## EXECUTION · TOSS & JUMPS

| 2.0 | Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill.<br><br>• 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<br>• .1 - Minor technique issues by the team<br>• .2 – Multiple technique issues by the team<br>• .3 – Widespread technique issues by the team<br>• No more than .3 will be taken off for a single driver.<br>• Stylistic differences will not factor into a teams' Execution score |
|---|---|

## STUNT/PYRAMID DRIVERS
**Each driver may include, but is not limited to, the below examples:**

| Top Person | • Body control<br>• Uniform flexibility<br>• Legs straight/locked and toes pointed |
|---|---|
| Bases/Spotters | • Stability of the stunt<br>• Solid stance<br>• Feet stationary |
| Transitions | • Entries<br>• Dismounts<br>• Control from skill to skill |
| Synchronization* | • Timing<br>*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. |

## 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.

| Top Person | • Body control<br>• Consistent execution of skill/trick | • Legs straight/toes pointed<br>• Arm placement |
|---|---|---|
| Bases/Spotters | • Using arms/legs to throw together (Timing)<br>• Solid stance | • Controlled<br>• Cradle |
| Height | • Distance between top persons' feet and hands of the bases (The value deducted will not exceed 0.1) | |

## STANDING/RUNNING TUMBLING DRIVERS
**Each driver may include, but is not limited to, the below examples:**

| Approach | • Arm placement into a pass/skill<br>• Swing/prep<br>• Chest placement | |
|---|---|---|
| Body Control | • Head placement<br>• Arm/shoulder placement in skills<br>• Hips | • Leg placement in skills<br>• Control from skill to skill in a pass<br>• Pointed toes |
| Landings | • Controlled<br>• Chest placement | • Finished pass/skill<br>• Incomplete twisting skills |
| Synchronization* | • Timing<br>*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. | |

## JUMP DRIVERS
**Each driver may include, but is not limited to, the below examples:**

| Arm Placement | • Approach<br>• Consistent entry | • Swing/prep<br>• Arm position within jump(s) |
|---|---|---|
| Leg Placement | • Straight legs<br>• Pointed toes<br>• Hip placement/rotation/ Hyperextension<br>• Height<br>• Legs/feet together<br>• Chest placement<br>• Landings | |
| Synchronization | • Timing (The value deducted will not exceed 0.1) | |