



# 2025 - 2026 UNITED SCORING SYSTEM

## Europe Scoring Rubric

Level 3-7 International Coed

The below divisions will utilize the following rubrics:

- L3** U16 Coed, U18 Coed, IASF Open Coed, Open Senior Coed
- L4** U16 Coed, U18 Coed, IASF Open Coed, Open Senior Coed
- L5** U18 Coed, IASF Open Small Coed, IASF Open Large Coed, Open Senior Coed
- L6** IASF Open Small Coed, IASF Open Large Coed, Open Senior Coed
- L7** IASF Open Small Coed, IASF Open Large Coed, Open Senior Coed



# 2025 - 2026 UNITED SCORING SYSTEM - BUILDING - INTERNATIONAL COED (EUROPE)

## STUNT DIFFICULTY

Stunt skills will only receive full credit if they show control

3.5	Skills performed do not meet the 4.0 requirement
4.0	4 different level appropriate skills performed by MOST of the team
4.5	2 different level appropriate skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes
5.0	3 different level appropriate skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes
5.5	4 different level appropriate skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes
6.0	4 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. L6 teams - At least 1 being a Level 6 skill L7 teams - At least 2 being Level 7 skills

## 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.  
L6 teams-At least 1 Stunt Degree of Difficulty skill must be Level 6  
L7 teams-At least 1 Stunt Degree of Difficulty skill must be Level 7

## STUNT DEGREE OF DIFFICULTY (0 - 1.0)

	Advanced skill by MOST	OR	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"/>
Skill 4	<input type="text" value="0.1"/>	OR	<input type="text" value="0.2"/>
	Advanced Coed Style	OR	Elite Coed Style
Coed Style Skill	<input type="text" value="0.1"/>	OR	<input type="text" value="0.2"/>

## STUNT MAX PARTICIPATION (0 - 0.5)

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

Level Skill by MAX <b>OR</b> Advanced Skill by MOST	0.1
Advanced Skill by MAX <b>OR</b> Elite Skill by MOST	0.3
Elite Skill by MAX	0.5

## BUILDING QUANTITY CHART

# OF ATHLETES	NUMBER OF GROUPS		
	MAJORITY	MOST	MAX
10 - 15	2	3	4
16 - 24	3	4	5
25 - 30	4	5	6

## COED QUANTITY CHART

ALL LEVEL 3 & 4 TEAMS	
# OF MALES ON TEAM	# OF STUNTS
1 or more	1
ALL LEVEL 5, 6 & 7 TEAMS	
# 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 - 16	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 assist the
- toss or contact the stunt until after the base
- releases the Top Person.
- 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

3.0 - 3.5	Skills performed do not meet the 3.5 - 4.0 range requirement
3.5 - 4.0	2 different level appropriate skills and 2 structures
4.0 - 4.5	3 different level appropriate skills and 2 structures performed by MOST of the team
4.5 - 5.0	4 different level appropriate skills and 2 structures performed by MOST of the team
5.0 - 5.5	5 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
1.8	<i>Please Note: 1.8 applies to L7 teams only.</i> MAJORITY of the team performs a level appropriate toss rippled or synchronized in the same section * without recycling athletes.
2.0	MAJORITY of the team performs a level appropriate toss rippled or synchronized in the same section* without recycling athletes. (L7 teams must perform an elite 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



# 2025 - 2026 UNITED SCORING SYSTEM - TUMBLING - INTERNATIONAL COED (EUROPE)

## 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.  For teams with less than the MAX # of athletes: All athletes must perform 3 connected advanced jumps or 2 connected advanced jumps, plus 1 additional advanced jump. Jumps must be synchronized and include a variety.

## TUMBLING/JUMP QUANTITY CHART

# OF ATHLETES	MAJORITY	MOST	MAX
10 - 15	8	9	13
16 - 24	11	12	18
25 - 30	14	15	23

## STANDING TUMBLING DRIVERS

Once a Standing Tumbling Difficulty score is determined, each skill/pass will be evaluated based it's on Degree of Difficulty. Each category has a maximum number of points, outlined in the charts below for a total of .5 points.

### STANDING TUMBLING DEGREE OF DIFFICULTY (0 - 0.5) (To receive credit each skill/pass must be synchronized and performed by 2 or more athletes)

	Advanced skill by MOST		Elite skill by MOST
Skill/Pass	0.3	OR	0.5

## RUNNING TUMBLING DRIVERS

Once a Running Tumbling Difficulty score is determined, each skill/pass will be evaluated based it's on Degree of Difficulty. This category has a maximum number of points, outlined in the charts below for a total of .5 points.

### RUNNING TUMBLING DEGREE OF DIFFICULTY (0 - 0.5) (To receive credit each skill/pass must be synchronized and performed by 2 or more athletes)

	Advanced skill by MOST		Elite skill by MOST
Skill/Pass	0.3	OR	0.5

## 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

0.5	Skills performed do not meet 1.0 requirement
1.0	Less than a MAJORITY of the team performs a level appropriate pass
1.5	MAJORITY of the team performs a level appropriate pass
2.0	MOST of the team performs a level appropriate pass

## RUNNING TUMBLING DIFFICULTY

0.5	Skills performed do not meet 1.0 requirement
1.0	Less than a MAJORITY of the team performs a level appropriate pass
1.5	MAJORITY of the team performs a level appropriate pass
2.0	MOST of the team performs a level appropriate pass

## 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.