



2026-2027 UNITED SCORING SYSTEM - EXECUTION

EXECUTION - STUNT/PYRAMID & STANDING/RUNNING TUMBLING

4.0	<p>Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill.</p> <ul style="list-style-type: none"> • 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 • .1 - Minor technique issues by the team • .2 - Multiple technique issues by the team • .3 - Widespread technique issues by the team • No more than .3 will be taken off for a single driver. • Stylistic differences will not factor into a teams' Execution score.
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EXECUTION - TOSS & JUMPS

2.0	<p>Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill.</p> <ul style="list-style-type: none"> • 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 • .1 - Minor technique issues by the team • .2 - Multiple technique issues by the team • .3 - Widespread technique issues by the team • No more than .3 will be taken off for a single driver. • Stylistic differences will not factor into a teams' Execution score
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STUNT/PYRAMID DRIVERS

Each driver may include, but is not limited to, the below examples:

Top Person	<ul style="list-style-type: none"> • Body control • Uniform flexibility • Legs straight/locked and toes pointed
Bases/Spotters	<ul style="list-style-type: none"> • Stability of the stunt • Solid stance • Feet stationary
Transitions	<ul style="list-style-type: none"> • Entries • Dismounts • Control from skill to skill
Synchronization*	<ul style="list-style-type: none"> • Timing <p>*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.</p>

TOSS DRIVERS

Each driver may include, but is not limited to, the below examples:

<p>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.</p> <p>Straight ride tosses will ONLY affect a team's execution score in level 2.</p>	
Top Person	<ul style="list-style-type: none"> • Body control • Consistent execution of skill/trick • Legs straight/toes pointed • Arm placement
Bases/Spotters	<ul style="list-style-type: none"> • Using arms/legs to throw together (Timing) • Solid stance • Controlled • Cradle
Height	<ul style="list-style-type: none"> • 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	<ul style="list-style-type: none"> • Arm placement into a pass/skill • Swing/prep • Chest placement
Body Control	<ul style="list-style-type: none"> • Head placement • Arm/shoulder placement in skills • Hips • Leg placement in skills • Control from skill to skill in a pass • Pointed toes
Landings	<ul style="list-style-type: none"> • Controlled • Chest placement • Finished pass/skill • Incomplete twisting skills
Synchronization*	<ul style="list-style-type: none"> • Timing <p>*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.</p>

JUMP DRIVERS

Each driver may include, but is not limited to, the below examples:

Arm Placement	<ul style="list-style-type: none"> • Approach • Consistent entry • Swing/prep • Arm position within jump(s)
Leg Placement	<ul style="list-style-type: none"> • Straight legs • Pointed toes • Hip placement/rotation/Hyperextension • Height • Legs/feet together • Chest placement • Landings
Synchronization	<ul style="list-style-type: none"> • Timing (The value deducted will not exceed 0.1)