



2026-2027 UNITED SCORING SYSTEM - OVERALL

FORMATIONS & TRANSITIONS

1.0 - 2.0	<p>A team's ability to demonstrate precise spacing and uniform movement.</p> <p>The Formations & Transitions score will start at 2.0 and will be reduced .1 for EACH formation and transition that lacks precision.</p>
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ROUTINE CREATIVITY

1.5 - 2.0	<p>Routine Creativity is the average of 3 opinions supplied by the Building, Tumbling, and Overall Judge. It is based on the team's incorporation of innovative, visual, and intricate ideas throughout the routine. Each judge is looking specifically at the skill sections that pertain to their respective category, and how they are composed, as defined below.</p> <p>Overall Judge: Innovative, visual, and intricate ideas, as well as any additional skills performed, that enhance the overall appeal and flow of the routine. The Overall judge's score encapsulates the entire routine from start to finish.</p> <p>Building Judge: Incorporation of creative, innovative, and visual elements in the Entries, Transitions, and Dismounts of all Building skills. This includes both level and non-level appropriate skills. Pace/connection of skills will be considered.</p> <p>Tumbling Judge: Incorporation of clear visual tumbling patterns that enhance the skills performed.</p>
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DANCE

Dance will be evaluated as a team's ability to demonstrate a variety of difficulty elements, with strong execution, based on the elements below:

0.5 - 1.0	Difficulty Elements	<ul style="list-style-type: none"> • Visual Effects • Variety of Levels • Formation Changes • Footwork 	<ul style="list-style-type: none"> • Floor Work/Use of Floor • Partner Work • Pace
0.5 - 1.0	Execution	<ul style="list-style-type: none"> • Technique • Perfection • Motion Strength/Placement 	<ul style="list-style-type: none"> • Synchronization • Uniformity • Energy/Entertainment Value

SHOWMANSHIP

1.0 - 2.0	<p>Showmanship is an average of 3 scores provided by the Building, Tumbling, and Overall Judges. It is based on the panel's impression of the entire performance, encompassing all category areas, and focusing on the team's energy, genuine enthusiasm, confidence, eye contact, and facial expression.</p> <p>This category is not skill based but will take into consideration appropriate athletic impression throughout the routine.</p>
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