



# **2026 - 2027 UNITED SCORING SYSTEM**

## **Scoring Rubric**

**Level 1-4 and  
6-7 International All Girl**

The below divisions will utilize the following rubrics:

- L1** U16 & U18
- L2** U16 & U18
- L3** U16 & U18
- L4** U16 & U18
- L6** International Open
- L7** International Open



# 2026 - 2027 UNITED SCORING SYSTEM - BUILDING - INTERNATIONAL ALL GIRL DIVISIONS

## STUNT DIFFICULTY

Stunt skills will only receive full credit if they show control

|  |                                                                                                                                                                                                                                     |
|--|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  | Skills performed do not meet the 4.0 requirement                                                                                                                                                                                    |
|  | 4 different level appropriate skills performed by MOST of the team                                                                                                                                                                  |
|  | 2 different level appropriate skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes                                                                                              |
|  | 3 different level appropriate skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes                                                                                              |
|  | 4 different level appropriate skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes                                                                                              |
|  | 5 different level appropriate skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes<br>L6 teams - At least 1 being a Level 6 skill<br>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

|         | Advanced skill by MOST |    | Elite skill by MOST  |
|---------|------------------------|----|----------------------|
| Skill 1 | <input type="text"/>   | OR | <input type="text"/> |
| Skill 2 | <input type="text"/>   | OR | <input type="text"/> |
| Skill 3 | <input type="text"/>   | OR | <input type="text"/> |
| Skill 4 | <input type="text"/>   | OR | <input type="text"/> |
| Skill 5 | <input type="text"/>   | OR | <input type="text"/> |

## STUNT MAX PARTICIPATION

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

|                                                     |  |
|-----------------------------------------------------|--|
| Level Skill by MAX <b>OR</b> Advanced Skill by MOST |  |
| Advanced Skill by MAX <b>OR</b> Elite Skill by MOST |  |
| Elite Skill by MAX                                  |  |

## BUILDING QUANTITY CHART

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

## PYRAMID DIFFICULTY

|  |                                                                                     |
|--|-------------------------------------------------------------------------------------|
|  | Skills performed do not meet the 3.5 - 4.0 range requirement                        |
|  | 2 different level appropriate skills and 2 structures                               |
|  | 3 different level appropriate skills and 2 structures performed by MOST of the team |
|  | 4 different level appropriate skills and 2 structures performed by MOST of the team |
|  | 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

|  |                                                                                                                                |
|--|--------------------------------------------------------------------------------------------------------------------------------|
|  | Less than a MAJORITY of the team performs a toss                                                                               |
|  | MAJORITY of the team performs a level appropriate toss                                                                         |
|  | 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



# 2026 - 2027 UNITED SCORING SYSTEM - TUMBLING - INTERNATIONAL ALL GIRL DIVISIONS

## JUMP DIFFICULTY

Jumps must use a whip approach to be considered connected.  
Whip Approach – Continuous arm movement through swing, connecting 2 or more jumps.

|  |                                                                                                                                                                                                                                                                                                                                                                                     |
|--|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  | Skills performed do not meet 1.0 requirement                                                                                                                                                                                                                                                                                                                                        |
|  | MOST of the team performs 1 advanced jump                                                                                                                                                                                                                                                                                                                                           |
|  | MOST of the team performs 2 connected advanced jumps. Must be synchronized and include a variety.                                                                                                                                                                                                                                                                                   |
|  | 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.<br><br>For teams with less than 18 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 |
|---------------|----------|------|-----|
| 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

(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 | <input type="text"/>   | OR <input type="text"/> |

## 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

(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 | <input type="text"/>   | OR <input type="text"/> |

## 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

|  |                                                                    |
|--|--------------------------------------------------------------------|
|  | Skills performed do not meet 1.0 requirement                       |
|  | Less than a MAJORITY of the team performs a level appropriate pass |
|  | MAJORITY of the team performs a level appropriate pass             |
|  | MOST of the team performs a level appropriate pass                 |

## RUNNING TUMBLING DIFFICULTY

|  |                                                                    |
|--|--------------------------------------------------------------------|
|  | Skills performed do not meet 1.0 requirement                       |
|  | Less than a MAJORITY of the team performs a level appropriate pass |
|  | MAJORITY of the team performs a level appropriate pass             |
|  | 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.