



2026 - 2027 UNITED SCORING SYSTEM

Scoring Rubric

Level 3-4 and
6-7 International Coed

The below divisions will utilize the following rubrics:

- L3** U18 Coed
- L4** L4 U16 Coed & U18 Coed
- L6** International Open Small Coed
& International Open Large Coed
- L7** L7 International Open Small Coed
& International Open Large Coed



2026 - 2027 UNITED SCORING SYSTEM - BUILDING - INTERNATIONAL COED 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
	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

	Advanced skill by MOST		Elite skill by MOST
Skill 1		OR	
Skill 2		OR	
Skill 3		OR	
Skill 4		OR	
	Advanced Coed Style		Elite Coed Style
Coed Style Skill		OR	

STUNT MAX PARTICIPATION

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

Level Skill by MAX OR Advanced Skill by MOST	
Advanced Skill by MAX OR 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

COED QUANTITY CHART

ALL LEVEL 3 & 4 TEAMS	
# OF MALES ON TEAM	# OF STUNTS
1 or more	1
ALL LEVEL 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

	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 COED 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. 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		OR

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		OR

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.