2026 - 2027 UNITED SCORING SYSTEM

Non-US Scoring Rubric

Level 4 International Coed – Non-Tumbling

The below divisions will utilize the following rubrics:

L4 Open Coed NT

VERSION 08.05.26

2026 - 2027 UNITED SCORING SYSTEM - BUILDING - INTERNATIONAL COED NT

STUNT DIFFICULTY
Stunt skills will only recieve full credit if they show control

8.5	Skills performed do not meet the 9.0 requirement
9.0	4 different level appropriate skills performed by MOST of the team
9.5	2 different level appropriate skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes
10.0	3 different level appropriate skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes
10.5	4 different level appropriate skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes
11.0	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 4.0 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 (0-2.5)

	Advanced skill by MOST		Elite skill by MOST
Skill 1	0.3	OR	0.5
Skill 2	0.3	OR	0.5
Skill 3	0.3	OR	0.5
Skill 4	0.3	OR	0.5
	Advanced Coed Style		Elite Coed Style
Coed Style Skill	0.3	OR	0.5

STUNT MAX PARTICIPATION (0-1.5)
(Rippled or synchronized in the same section without recycling athletes)

Level Skill by MAX ***OR*** Advanced Skill by MOST	0.5
Advanced Skill by MAX ***OR*** Elite Skill by MOST	1.0
Elite Skill by MAX	1.5

BUILDING QUANTITY CHART

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

COED QUANTITY CHART

# 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

10.0-11.0	Skills performed do not meet the 11.0 - 12.0 range requirement
11.0-12.0	2 different level appropriate skills and 2 structures
12.0-13.0	3 different level appropriate skills and 2 structures performed by MOST of the team
13.0-14.0	4 different level appropriate skills and 2 structures performed by MOST of the team
14.0-15.0	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
2.0	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 - JUMP - INTERNATIONAL COED NT

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 18 athletes: All athletes must perform 3 connected advanced jumps or 2 connected advanced jumps, plus 1additional advanced jump. Jumps must be synchronized and include a variety.

JUMP QUANTITY CHART

# OF ATHLETES	MOST	MAX
16 - 24	12	18
25 - 30	15	23

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