



2026 - 2027 UNITED SCORING SYSTEM - EXECUTION

EXECUTION - STUNT/PYRAMID & STANDING/RUNNING TUMBLING

4.0

Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill.

- 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 team's Execution score.

EXECUTION - TOSS & JUMPS

2.0

Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill.

- 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 team's Execution score

STUNT/PYRAMID DRIVERS

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

Top Person	• Body control • Uniform flexibility • Legs straight/locked and toes pointed
Bases/Spotters	• Stability of the stunt • Solid stance • Feet stationary
Transitions	• Entries • Dismounts • Control from skill to skill
Synchronization*	• Timing *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.

STANDING/RUNNING TUMBLING DRIVERS

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

Approach	• Arm placement into a pass/skill • Swing/prep • Chest placement
Body Control	• Head placement • Arm/shoulder placement in skills • Hips • Leg placement in skills • Control from skill to skill in a pass • Pointed toes
Landings	• Controlled • Chest placement • Finished pass/skill • Incomplete twisting skills
Synchronization*	• Timing *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.

TOSS DRIVERS

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

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.

Straight ride tosses will ONLY affect a team's execution score in level 2.

Top Person	• Body control • Consistent execution of skill/trick • Legs straight/toes pointed • Arm placement
Bases/Spotters	• Using arms/legs to throw together (Timing) • Solid stance • Controlled • Cradle
Height	• Distance between top persons' feet and hands of the bases (The value deducted will not exceed 0.1)

JUMP DRIVERS

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

Arm Placement	• Approach • Consistent entry • Swing/prep • Arm position within jump(s) • Chest placement
Leg Placement	• Straight legs • Pointed toes • Height • Legs/feet together • Landings • Hip placement/rotation/Hyperextension
Synchronization	• Timing (The value deducted will not exceed 0.1)