



2026-2027 UNITED SCORING SYSTEM - JUNIOR LEVEL 6

STUNTS

INVERSION STYLE	RELEASE STYLE	TWISTING	COMBINATION/OTHER SKILLS	DISMOUNT
LEVEL SKILLS				
- Downward inversion from extended stunt - Released inversion from prep level to extension - Forward Rotating released inversion (Front Pop) from prep level hand in hand or above to prep level stunt	Tic toc lib to lib (high to high)	1 ¼ - 1 ½ twisting transition to / at extended stunt	- Twisting helicopter release moves 1 ½ - 2 twists to prone ¼ - ¾ twisting tic toc to extended 1-leg stunt ½ twisting release from ground level (switch up) to extended 1-leg stunt ½ twisting release from waist level (ball up) to extended 1-leg stunt ¼ - ½ twisting released inversion from ground level (FHS/BHS, BWO, etc.) to waist / prep level stunt ¼ - ½ twisting released inversion from prep level or above to prep level or above ¼ - ½ twisting forward rotating released inversion (Front Pop) from prep level hand in hand or above to below prep level stunt	
ADVANCED SKILLS				
- Released inversion from prep level hand in hand to extended stunt - Released inversion from prep level to extended lib - Released inversion from extended hand in hand to prep stunt - Forward Rotating released inversion (Front Pop) from prep level hand in hand or above to extended stunt	Tic toc lib to body position (high to high)	1 ½ twisting transition to / at extended lib 1 ¾ twisting transition to / at extension 2 - 2 ¼ twisting transition to / at prep stunt	- Full twisting tic toc to extended lib (low to high) - Full twisting release from ground level (switch up) to extended lib - Full twisting release from waist level (ball up) to extended lib ¼ - ½ twisting released inversion from ground level (FHS/BHS, BWO, etc.) to prep stunt or above ¼ - ½ twisting released inversion from prep level or above to extension 1 ½ twisting release from ground level (switch up) to extended lib ¼ - ½ twisting release from extended hand in hand to prep stunt ¼ - ½ twisting forward rotating released inversion (Front Pop) from prep level hand in hand or above to prep level stunt	Double twisting dismount from extended lib to cradle
ELITE SKILLS				
- Released inversion from prep level hand in hand to extended 1-leg stunt - Released inversion from prep level or above to extended body position - Released inversion from extended hand in hand to extended stunt - Forward Rotating released inversion (Front Pop) from prep level hand in hand or above to extended 1-leg stunt	Tic toc body position to body position (high to high)	1 ½ twisting transition to / at extended body position 1 ¾ twisting transition to / at extended 1-leg stunt 2 - 2 ¼ twisting transition to / at extended stunt	- Full twisting tic toc to extended body position (low to high) - Full twisting tic toc to extended 1-leg stunt (high to high) - Full twisting release from waist level (ball up) to extended body position ¼ twisting released inversion from ground level (FHS/BHS, BWO, etc.) to extended 1-leg stunt ¼ - ¾ twisting tic toc extended body position to body position (high to high) ¼ - ½ twisting released inversion from extended hand in hand to extended stunt ¼ - ½ twisting released inversion to extended one leg stunt ½ twisting released inversion from ground level (FHS/BHS, BWO, etc.) to extended stunt 1 - 1 ½ twisting release ground level (switch up) to extended body position ¼ - ½ twisting forward rotating released inversion (Front Pop) from prep level hand in hand or above to extended stunt	3 or more trick dismount (must include two twists) to cradle - Double twisting dismount from extended body position to cradle

STUNTS: Only the skills listed as Advanced/Elite will receive Degree of Difficulty credit.

TOSSES

- Switch kick double full - Kick full kick full	- Ball double full - Pike double full	- Double up toe touch - Hitch kick double full	- Kick double full - Toe touch double full	3 or more trick toss (must include two twists)
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TOSSES: Only the skills listed will receive Toss Difficulty credit.

Each skill separated by a bullet will be considered a "different skill" and will not receive credit more than once, even if multiple skills or variations are listed in that bullet.

VERSION 10.15.26



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STANDING TUMBLING

LEVEL SKILLS	ADVANCED SKILLS	ELITE SKILLS
• TUCK - TUCK • ADVANCED JUMP - BACK TUCK • ADVANCED JUMP - FRONT TUCK • BHS / BHS SERIES - WHIP - LAYOUT	• BHS SERIES - FULL • BHS - WHIP - BHS SERIES - FULL • BHS SERIES - WHIP - FULL	• BHS / BHS STEP OUT - FULL • BHS/BHS SERIES - WHIP - TO - FULL • BHS - WHIP - FULL • STANDING FULL • ADVANCED JUMP - FULL • ADVANCED JUMP - BHS / BHS SERIES - FULL • ADVANCED JUMP - BHS - WHIP - FULL • ADVANCED JUMP - BHS SERIES - DOUBLE FULL • ADVANCED JUMP - BHS / BHS SERIES - WHIP - DOUBLE FULL • BHS SERIES - DOUBLE FULL • BHS - WHIP - BHS SERIES - DOUBLE FULL • BHS SERIES - WHIP - DOUBLE FULL • BHS - WHIP - DOUBLE FULL • BHS SERIES - FULL/DOUBLE FULL - WHIP - FULL/DOUBLE FULL

RUNNING TUMBLING

LEVEL SKILLS	ADVANCED SKILLS	ELITE SKILLS
• CW - TO - FULL • RO - FULL • RO - BHS / BHS SERIES - FULL • SIDE AERIAL - FULL	• RO - TO - ONODI - TO - FULL • FWO - TO - FULL • BARANI - TO - FULL • FRONT AERIAL - FULL • FRONT FULL	• RO - BHS - KICK FULL / FULL STEP OUT • RO - TO - WHIP - TO - FULL • RO - WHIP - FULL • BOUNDER/FLYSPRING - TO - FULL • PF STEP OUT - TO - FULL • FHS - FRONT FULL • FHS - PF STEP OUT - RO - TO - FULL • RO - ARABIAN / HALF STEP OUT - RO - TO - FULL • RO - BHS - FULL - TO - FULL • RO - TO - FULL - FULL • RO - TO - 1.5 STEP OUT - TO - FULL • 1.5 TWISTING FRONT LAYOUT • RO - DOUBLE FULL • RO - TO - DOUBLE FULL • COMBINATION PASS INCLUDING DOUBLE FULL