2026-2027 UNITED SCORING SYSTEM - WORLDS LEVEL 6

STUNTS

INVERSION STYLE	RELEASE STYLE	TWISTING	COMBINATION/OTHER SKILLS	COED STYLE	DISMOUNT
LEVEL SKILLS					
• Downward inversion from extended stunt • Downward inversion from extended 1-leg stunt • Forward Rotating released inversion (Front Pop) from prep level hand in hand or above to prep level stunt • **Rewind to waist / prep level stunt (L6)**	• Tic toc lib to lib (high to high)	• 1 ¾ twisting transition to / at extension	• Twisting helicopter release moves • Full twisting release from ground level (switch up) to extended lib • 1 ¾ - 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 (L6)** • **¼ - ½ twisting released inversion from prep level or above to prep level or above (L6)** • **¼ - ½ twisting forward rotating released inversion (Front Pop) from prep level hand in hand or above to below prep level stunt (L6)**	Assisted or Unassisted: • Walk in / toss extension • Walk in / toss hands press extended 1-leg stunt • Walk in extended 1-leg stunt	• Double twisting dismount from extended lib to cradle
ADVANCED SKILLS					
• Released inversion from prep level hand in hand to extended 1-leg stunt • 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 • **Rewind to prep stunt (L6)**	• Tic toc lib to body position (high to high)	• Double twisting transition to / at extension • 1 ½ twisting transition to / at extended lib • **1 ¾ twisting transition to / at extended lib (L6)** • **2 ¼ twisting transition to / at extension (L6)**	• Full twisting tic toc to extended lib (low to high) • Full twisting release from waist level (ball up) to extended lib • 1 ½ twisting release from ground level (switch up) to extended lib • 1 - 1 ¼ twisting release from ground level (switch up) to extended body position • **¼ - ½ twisting released inversion from ground level (FHS/BHS, BWO, etc.) to prep stunt or above (L6)** • **¼ - ½ twisting released inversion from prep level or above to extended 1-leg stunt (L6)** • **¼ - ½ twisting released inversion from extended hand in hand to prep stunt (L6)** • **¼ - ½ twisting forward rotating released inversion (Front Pop) from prep level hand in hand or above to prep level stunt (L6)**	Assisted: • Toss extended 1-leg stunt • Toss extended 1-arm stunt • Toss full up to extended stunt • **Rewind to prep stunt or above (L6)** Assisted or Unassisted: • Extended hand in hand to prep stunt • **Rewind to prep stunt (L6)** • **½ twisting released inversion from ground level (FHS Up) to prep stunt (L6)**	• Double twisting dismount from extended body position to cradle
ELITE SKILLS					
• Released inversion from prep level hand in hand 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 • **Rewind to extended stunt (L6)**	• 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 body position (L6)** • **2 - 2 ¼ twisting transition to / at extended 1-leg stunt (L6)**	• Full twisting tic toc to extended 1-leg stunt (high to high) • Full twisting release from waist level (ball up) to extended body position • Full twisting tic toc to extended body position (low to high) • 1 ½ twisting release from ground level (switch up) to extended body position • ¼ - ¾ twisting tic toc extended body position to body position (high to high) • **¼ - ½ twisting released inversion from prep level or above to extended body position (L6)** • **¼ - ½ twisting released inversion from extended hand in hand to extended stunt (L6)** • **¼ twisting released inversion from ground level (FHS/BHS, BWO, etc.) to extended 1-leg stunt (L6)** • **½ twisting released inversion from ground level (FHS/BHS, BWO, etc.) to extended stunt (L6)** • **¼ - ½ twisting forward rotating released inversion (Front Pop) from prep level hand in hand or above to extended stunt (L6)**	Unassisted: • Toss extended 1-leg stunt • Toss extended 1-arm stunt • Toss full up to extended stunt The following skills will receive Coed Style credit as long as the skill is Unassisted from initiation to the dismount to the performance surface or a cradle position Unassisted: • Extended hand in hand to extended stunt • **Rewind to extended stunt (L6)** • **½ twisting released inversion from ground level (FHS Up) to extended stunt (L6)**	• **3 or more trick dismount (must include two twists) to cradle (L6)** • **Kick double twisting dismount to cradle (L6)**

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

2026-2027 UNITED SCORING SYSTEM - WORLDS LEVEL 6

TOSSES

- Ball double full (L6)
- Pike double full (L6)
- Double up toe touch (L6)
- Hitch kick double full (L6)
- Kick double full (L6)
- Toe touch double full (L6)
- Switch kick double full (L6)
- Kick full kick full (L6)
- 3 or more trick toss (must include two twists)

TOSSES: Only the skills listed will receive Toss Difficulty credit.

STANDING TUMBLING

LEVEL SKILLS	ADVANCED SKILLS	ELITE SKILLS
• ADVANCED JUMP - BACK TUCK	• BHS SERIES - FULL • BHS - WHIP - BHS SERIES - FULL • BHS SERIES - WHIP - FULL • BHS - WHIP - TO – FULL • ADVANCED JUMP - BHS SERIES - FULL	• BHS / BHS STEPOUT - FULL • BHS - WHIP - FULL • STANDING FULL • ADVANCED JUMP - BHS - FULL • ADVANCED JUMP - 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 • FWO - TO - FULL • SIDE AERIAL / FRONT AERIAL - FULL • RO - TO - ONODI - TO - FULL • FRONT FULL	• RO - BHS - KICK FULL / FULL STEP OUT • RO - TO - WHIP - TO - FULL • RO - WHIP - FULL • PF STEP OUT- TO - FULL • 1.5 TWISTING FRONT LAYOUT	• RO - BHS - FULL - TO - FULL • RO - TO - FULL - FULL • RO - ARABIAN/HALF STEP OUT - RO - TO - FULL • RO - TO - 1.5 STEP OUT- TO - FULL • 1.5 TWISTING FRONT LAYOUT - TO - FULL / DOUBLE FULL • FHS - PF STEP OUT - RO - TO - FULL • FHS - FRONT FULL • RO - DOUBLE FULL • RO - TO - DOUBLE FULL • COMBINATION PASS INCLUDING DOUBLE FULL

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.