2024 - 2025 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 teams' 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 teams' 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.

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)	

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.	

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)
Leg Placement	• Straight legs • Pointed toes • Hip placement/rotation/ Hyperextension • Height • Legs/feet together • Chest placement • Landings	
Synchronization	• Timing (The value deducted will not exceed 0.1)	