



Execution Scoring Guideline 2025-2026

2025/2026 Execution scoring Guideline				
	Below	Low	Moderate	High
Jumps/Tumbling Stunts/Pyramids	1.0-2.0	2.1-3.0	3.1-4.0	4.1-5.0
Timing*	3.0-5.5	5.6-7.0	7.1-8.5	8.6-10
	Errors occurring across <u>all</u> participating athletes/groups	Widespread errors across <u>many</u> athletes With frequent errors within <u>many</u> stunt groups or across many stunts	<u>Multiple</u> athlete errors where the majority of stunt groups do not have severe errors or <u>several</u> errors are minimal	<u>Few/single</u> athletes have minor or minimal errors. <u>Minimal</u> athlete/stunt errors throughout.
Athletes/Teams are expected to display excellent technique when performing all skills. Criteria considered for each execution score is included but not limited to the items in the tables below. *Where applicable for all categories				
Execution Criteria				
	Stunts/Pyramid			
Top Person	● Body Control ● Uniform Flexibility ● Legs locked/pointed toes			
Bases/Spotters	● Stunt stability ● Solid stance ● Feet stationary			
Transitions	● Entries ● Dismounts ● Control from skill to skill			

	Tumbling
Approach	• Arm placement into a pass/skill • Swing/prep • Chest Placement
Body Control	• Head Placement • Arm/shoulder placement • Control between skills in a pass • Leg placement • Hips • Pointed toes
Landings	• Controlled • Chest placement • Finished pass/skill/incomplete twisting skills
	Jumps
Arm Placement	• Approach • Consistent Entry • Swing/prep
Landings	• Straight legs • Chest placement • Pointed toes • Height • Hip placement/rotation • Legs/feet together