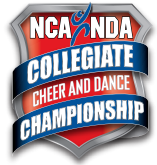




NCA COLLEGE SCORING GUIDELINES

NCA College judges will award scores based on the point ranges below when skills are performed by a majority of the team with a high level of perfection. Skills performed by less than a majority of the team or with less than a high level of perfection will be awarded scores in a lower range.



Partner Stunts	Pyramids	Tosses	Jumps	Tumbling
5-6	5-6	5-6	5-6	5-6
Beginning Stunt Skills (ex: shoulder stands, extensions, chair sits, etc.)	Beginning Pyramid Skills (ex: 2 high, non-transitional)	Non Flipping Tosses (ex: toe touch, tuck arch, bottle rocket, etc.)	Below Level Jumps	Beginning Tumbling Skills (ex: forward rolls, round offs, cartwheels)
6-7	6-7	6-7	6-7	6-7
Intermediate Stunt Skills (ex: liberties, liberty variations, awesomes, etc.) Minimal incorporation of braced inverting/twisting/unique mounts, dismounts and transitions	Intermediate Pyramid Skills (ex: 2 and 1/2 high transitions and 2 high structures) Minimal incorporation of braced inverting/twisting/unique mounts, dismounts and transitions	Non-Flipping Tosses With Single Twisting Skills (ex: toss full twists, kick full twists, etc.)	Level jumps and jump combinations with average execution by the majority of the team	Intermediate Tumbling Skills (ex: standing bhs, round off bhs, etc.)
7-8	7-8	7-8	7-8	7-8
Intermediate Stunt Skills (ex: liberties, liberty variations, awesomes, etc.) Strong incorporation of braced inverting/twisting/unique mounts, dismounts and transitions	Advanced Pyramid Skills (ex: 2 and 1/2 high transitions and 2 high structures) Strong incorporation of inverting/twisting/unique mounts, dismounts, and transitions	Non-Flipping Tosses With Double Full Twisting Skills (ex: toss double full twists, kick double full twists, etc.) <i>Note: a 1/4 positioning move is allowed in twisting skills</i>	Level jumps and jump combinations with above average execution. Must include at least one back handspring combination by the majority of the team	Advanced Tumbling Skills (ex: standing bhs series, round off bhs tucks, layouts, etc.)
INTERMEDIATE MAX SCORE	INTERMEDIATE MAX SCORE	INTERMEDIATE MAX SCORE	INTERMEDIATE MAX SCORE	INTERMEDIATE MAX SCORE
8-9	8-9	8-9	8-9	8-9
Advanced Stunt Skills (ex: toss 1-arm and/or 1-leg stunts, to an extended position, etc.) Strong incorporation of braced and unbraced inverting/twisting mounts and dismounts	Elite Pyramid Skills (ex: 2 and 1/2 high transitions and 2 and 1/2 high structures) Minimal incorporation of inverting/twisting/unique mounts, dismounts, and transitions	Flipping Tosses (ex: back tucks, layouts, x-outs, etc.)	Level jumps and jump combinations with above average execution. Must include at least one jump-to-tuck combination by the majority of the team	Elite Tumbling Skills (ex: standing tucks, bhs tucks, standing fulls, standing bhs fulls, round off bhs fulls, etc.) And numerous running passes consisting of full twists or greater
ALL GIRL MAX SCORE				
9-9.5	9-10	9-10	9-10	9-10
Elite Stunt Skills Unbraced inverting/twisting mounts into 1-leg and/or 1-arm stunts that also include inverting/twisting dismounts (majority are unassisted)	Elite Pyramid Skills (ex: 2 and 1/2 high transitions and 2 and 1/2 high structures) Strong incorporation of inverting/twisting/unique mounts, dismounts, and transitions	Flipping and Twisting Tosses (ex: layout full twist, layout double full twist, x-out full twist, etc.)	Hyper-extended jumps and jump combinations with above average execution. Must include at least one jump-to-bhs-to-tuck or layout variation by the majority of the team	9-10 Requirements above plus at least one synchronized standing OR running skill whereby the majority of the team starts and finished together The synchronized skill must include a minimum back tuck flip
9.5-10				
AT LEAST ONE stunt segment performed by the majority of the team that is completely unassisted. This unassisted segment MUST include an inverting toss into an extended 1-leg AND/OR 1-arm stunt with a flipping or double twisting dismount. Any other stunt segments must be majority unassisted				

"Unassisted" is defined as a stunt being supported by only one base during the majority of the time the stunt is being sustained extended overhead in one position.