

COLLEGE SCORING RULES

The following grid outlines the point ranges for specific skill sets performed by a MAJORITY of the team with a high level of perfection. Skills performed with LESS than a high level of perfection or by LESS than a majority of the team will move the score into a lower range.

Stunts	Pyramids	Tosses or Jumps		Tumbling	Motions/Girls' Dance
5-7	5-7	5-7		5-7	1-2
Beginning Partner Stunt Skills (ex: shoulder stands, extensions, chairs)	Beginning Pyramid Skills (ex: 2 high, non-transitional)	Non Flipping Tosses (ex: toe touch, tuck arch, etc.)	Beginning Jumps (ex: spread eagle, tuck, etc.) or Below Level Jumps	Beginning Tumbling Skills (ex: forward rolls, cartwheels, round offs)	Beginning motion skills at a slow pace with low/average technique Girls' Dance executed at slow pace with minimal levels and/or transitions
7-9	7-9	7-9		7-9	2-3
Advanced Partner Stunt Skills (ex: liberty & awesome variations) Performed using standard mounts and dismounts (no flipping or twisting)	Advanced Pyramid Skills (ex: 2 and 2-1/2 high transitional, with mounting and dismounting variations)	Flipping Tosses (ex: back tuck, layouts, fronts)	Level toe-touch jumps or combination jumps with average execution and no tumbling	Advanced Tumbling Skills (ex: back handsprings, round off back tucks)	Advanced motion skills at an average to good pace with average to good technique Girls' Dance executed at good pace with moderate levels and/or transitions
9-10	9-11	9-11		9-10	3-5
Elite Partner Stunt Skills (ex: toss 1-arm stunts, flipping or twisting stunts, unique transitions, mounts and or dismounts) Majority of stunts in each segment must be unassisted (All Girl teams excluded)	Elits Pyramid Skills (ex: 2-1/2 high pyramids, flipping/twisting/unique mounts, dismounts and transitions)	Flipping/Twisting Tosses (ex: full twists, double full twists, pike fulls, x-out fulls)	Hyperextended toe-touch jumps or well executed combination jumps Jumps that include tumbling skills (ex: Toe-touch handspring or tuck) will be awarded if executed cleanly	Elite Tumbling Skills (ex: standing back tucks, standing back handspring back tucks, round off back handspring back tucks) Numerous specialty passes	Elite motion skills at a fast pace with strong technique Girls' Dance executed at a fast pace with multiple levels and/or transitions Transitions are seamless and include footwork and body movement
Elite Partner Stunt Skills as described above but whereby ALL stunts are performed "unassisted" (see definition of "unassisted")				9-10 requirements plus at least one synchronized standing or running tumbling pass whereby the majority of the team starts and finished together	
Intermediate Division Maximum Score	Intermediate Division Maximum Score	Intermediate Division Maximum Score		Intermediate Division Maximum Score	Intermediate Division Maximum Score

"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.