

COLLEGE JUMPS - SCORING RANGES

If 75% or "most" of team do not perform synchronized skill, score drops into lower range.

Jump Combination - Jumps connected with continuous movement, using either a whip or prep approach (NO PAUSE BETWEEN JUMPS)

Synchronized Jumps - same skill at the same time.

POINT RANGES

2.0

Synchronized single jump

3.0

Synchronized double jump combination
with no variety

4.0

Synchronized double jump combination with variety
OR
Synchronized triple jump combination with no variety

5.0

Synchronized triple jump combination with variety
OR
Synchronized triple jump combination with no
variety +1 additional synchronized jump

TECHNIQUE RANGES

3.5 – 4.0

Less than 50% of skills were executed
with excellent precision and form.

4.0 – 4.5

50% of skills were executed with
excellent precision and form.

4.5 – 5.0

75% or more of skills were executed
with excellent precision and form.

DRIVERS

Difficulty

Percentage of Team Participation

Combination of Skills/Variety

Pace and Speed

Creativity

COLLEGE PYRAMID - SCORING RANGES

Basic pyramid - includes limited complex transitions, structures, entrance and/or dismount variety.
(Ex: 2 ½ high transitions with limited unique entrances and dismounts.)

Maxed-out pyramid – includes multiple complex transitions, structures, and a variety of entries and/or dismounts, etc.
(Ex: 2 or more top people at 2 1/2 high with multiple inverting/twisting/unique mounts and dismounts.)

POINT RANGES
2.0 - 3.0
Basic pyramid
3.0 - 4.0
Maxed-out pyramid
4.0 - 5.0
Basic <u>AND</u> Maxed-out pyramid

TECHNIQUE RANGES

3.5 – 4.0

Less than 50% of skills were executed with excellent precision and form.

4.0 – 4.5

50% of skills were executed with excellent precision and form.

4.5 – 5.0

75% or more of skills were executed with excellent precision and form.

DRIVERS

Difficulty

Percentage of Team Participation

Combination of Skills/Variety

Pace and Speed

Creativity

COLLEGE STUNT - SCORING RANGES

If 75% or "most" of team do not perform synchronized skill, score drops into the lower range.

Synchronized - same skill at the same time or in a roll-off that begins within the same 8-count.

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

ALL GIRL

2.0 - 3.0

Group stunts performed with incorporation of unique mounts, dismounts, and transitions

3.0 - 4.0

Group stunt up to 1 ½ up to extended stunt OR
Group stunt double up to extended stunt OR
Released inversions to below extended level

Required dismount: Flip or twist from the above skills

4.0 - 5.0

Group stunt inversions into extended one leg stunts
OR
Single based toss stunts that press or catch to extended stunt

Required dismount: Flip or double twist from the above skills

CO-ED

2.0 - 3.0

Extended stunts performed with incorporation of unique mounts, dismounts, and transitions

Single base extended stunt (majority unassisted)

3.0 - 4.0

Group stunt inversions into extended one leg stunt OR
Single based toss to extended stunt
(majority unassisted)

Required dismount: Flip or twist from the above skills

4.0 - 4.5

Perform one of the below skills (majority unassisted)

Unbraced rewinds OR inversions OR released toss full up to liberty variations OR cupie/awesome

Required Dismount: Flip or double twist from the above skills

4.5 - 5.0

Perform one of the stunt sequence options listed in 4.0-4.5
AND All other stunts/stunt sections in the routine must be performed unassisted/unbraced by a majority of the partner stunts.

Required Dismount: Flip or double twist from the above skills

TECHNIQUE DRIVER

3.5 - 4.0

Less than 50% of skills were executed with excellent precision and form.

4.0 - 4.5

50% of skills were executed with excellent precision and form.

4.5 - 5.0

75% or more of skills were executed with excellent precision and form.

DRIVERS

Difficulty

Percentage of Team Participation

Combination of Skills/Variety

Pace and Speed of Skills

Creativity

COLLEGE TOSSES - SCORING RANGES

If 75% or "most" of team do not perform synchronized skill, score drops into lower range.

POINT RANGES

2.0 - 3.0

Non-flipping non-twisting toss
(Ex: toe touch, X-out, pike)

3.0 - 4.0

Single full twisting skills
(Ex: single full twist, kick full twist)
OR
Flipping toss
(Ex: back tuck, layout, half)

4.0 - 5.0

Flipping twisting toss
(Ex: layout full twist(s), X-out full twist(s))

TECHNIQUE RANGES

3.5 - 4.0

Less than 50% of skills were executed with excellent precision and form.

4.0 - 4.5

50% of skills were executed with excellent precision and form.

4.5 - 5.0

75% or more of skills were executed with excellent precision and form.

DRIVERS

Difficulty

Percentage of Team Participation

Combination of Skills/Variety

Pace and Speed

Creativity

COLLEGE TUMBLING - SCORING RANGES

If 75% or "most" of team do not perform synchronized skill, score drops to the lower range.
Synchronized - same skill at the same time or in a roll-off that begins within the same 8-count.

POINT RANGES

2.0 - 3.0

Standing back handspring
Round-off back handspring

3.0 - 4.0

Round-off BHS back tuck(s)
Round-off tuck(s)
Standing BHS series
Jump(s)/BHS combinations

4.0 - 5.0

Layouts
Jump(s) to tuck
Standing BHS back tuck(s)
Standing BHS to tuck/layout/full
Round-off to layout or full
Round-off BHS to layout/full

TECHNIQUE RANGES

3.5 - 4.0

Less than 50% of skills were executed with excellent precision and form.

4.0 - 4.5

50% of skills were executed with excellent precision and form.

4.5 - 5.0

75% or more of skills were executed with excellent precision and form.

DRIVERS

Difficulty

Percentage of Team Participation

Combination of Skills/Variety

Pace and Speed of Skills

Creativity

Both standing and running tumbling skills will be considered.