

2026 CHEER AMERICA: COLLEGE GUIDELINES: INTERMEDIATE SMALL COED

Score will be based on the list below when performed by the majority of the team (If performed by less than majority, skills will be scored at a lower range).

STUNTS	PYRAMIDS	TOSSES	STANDING TUMBLING	RUNNING TUMBLING	JUMPS
1.0-2.0	1.0-2.0	1.0-3.0	1.0-3.0	1.0-3.0	4.0
Novice Stunt Skills <i>Shoulder stands, extensions, chair sits, ect.</i> <i>(see progression chart)</i>	Novice Pyramid Skills <i>2 person high, non-transitional pyramid</i>	Non-Flipping Tosses <i>Toe Touch, Tuck Arch, Ect.</i>	<i>Novice Standing Tumbling</i> <i>Backward roll, Back Walkovers, Front Walkovers</i>	<i>Novice Running Tumbling</i> <i>Round-offs, cartwheels, ect</i>	Single Jumps
2.0-3.0	2.0-3.0	3.0-4.0	3.0-4.0	3.0-4.0	4.5
Intermediate Stunt Skills <i>(see progression chart)</i>	Intermediate Pyramid Skills <i>2 high pyramid with MINIMAL to no 2½ high transitions AND includes minimal braced skills (mounts/dismounts, inversions, twisting)</i>	Non-Flipping Single Full Twisting Skills <i>Full Twist, Kick Full</i>	Intermediate Standing Tumbling <i>Standing back handspring(s) jump back handspring ect.</i>	Intermediate Running Tumbling <i>Round-off back handspring(s)</i>	Double Jump Combinations
3.0-4.0	3.0-4.0	4.0-4.5	4.0-5.0	4.0-4.5	5.0
Group Stunts and/or Assisted Advanced Coed Skills or other Skills that do not meet the higher range requirements <i>(see progression chart)</i>	Advanced Pyramid Skills <i>2 high pyramid with MULTIPLE 2½ high transitions AND multiple skills (mounts/dismounts, inversions, twisting)</i> <i>*Skills must EXECUTE through 2½ high to be considered 2½ high</i>	Non-Flipping Double Full Twisting Tosses <i>Double Full Twist, kick double, ect.</i>	Advanced Standing Tumbling <i>(synchronized by majority)</i> <i>Standing back handspring(s) jump back handspring ect.</i>	Advanced Running Tumbling <i>Round-off (back handspring) tucks, layouts, ect.</i>	Triple Jump combinations OR double jump combo and single jump. <u>MUST INCLUDE VARIETY</u>
4.0-5.0	4.0-5.0	4.5-5.0		4.0-4.5	
Majority unassisted Advanced Coed Skills in a Single Section performed to a lib variation/awesome. PLUS required advanced dismount connected to the required skill	Advanced Pyramid Skills <i>2 high pyramids incorporating MULTIPLE 2 ½ high transitions and MULTIPLE inverting and twisting and unique mounts and dismounts which include use of coed style skills</i> <i>*Skills must EXECUTE through 2 ½ high to be considered 2 ½ high</i>	Majority Non-Flipping Tosses with double full twisting skills in same section <i>Toss double full twists, kick double full twists, etc. Note: a ¼ positioning move is allowed in twisting skills</i>		Advanced Running Tumbling Synchronized by Majority <i>Round-off (back handspring) tucks, layouts, ect.</i>	

- For a skill to be considered UNASSISTED it must receive primary support from a single base the majority of the time and must not be assisted in the toss of the stunt, to elevate the stunt or to stabilize the stunt.

- For the 4.0-5.0 Teams must demonstrate MAJORITY UNASSISTED Coed style skills performed in ONE section using the MAJORITY chart. Other assisted coed or group stunts may also be performed in this single section to showcase athlete participation. If less than a majority is performed unassisted, the score will remain in the 3.0-4.0 scoring range. Once within a range, COED divisions are first driven by Unassisted COED skills, degree of difficulty, Immediate single arm or leg skills, number of stunts/number of bases, variety of skills, pace of skills.

- STANDING & RUNNING TUMBLING: Synchronized is defined as originating together OR it involves the qualifying skill element occurring at the same time.

- Pyramid Clarification- For a skill to be considered coed style for the range requirement, it must be a transition used for the range requirement. Basic load ins for the purpose of bracing will not be considered

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Score will be based on the list below when performed by the majority of the team (If performed by less than majority, skills will be scored at a lower range).

STUNTS	PYRAMIDS	TOSSES	STANDING TUMBLING	RUNNING TUMBLING	JUMPS
1.0-3.0	1.0-3.0	1.0-3.0	1.0-3.0	1.0-3.0	4.0
Novice Stunt Skills (see progression chart)	Novice Pyramid Skills 2 high, non-transitional	Non-Flipping Tosses Toe Touch, Tuck Arch, Bottle Rocket Ect.	Novice Standing Tumbling Backward roll, Walkovers	Novice Running Tumbling Round-offs, cartwheels, ect	Single Jumps
3.0-4.0	3.0-4.0	3.0-4.0	3.0-4.0	3.0-4.0	4.5
Intermediate Stunt Skills incorporating a variety of inverting, twisting and unique mounts, dismounts and transitions. (see progression chart)	Intermediate Pyramid Skills 2 high pyramid incorporating minimal to no 2½ high transitions and minimal braced skills (mounts/dismounts, inversions, twisting)	Non-Flipping Single Full Twisting Tosses Full Twist, Kick Full	Intermediate Standing Tumbling Standing back handspring(s)	Intermediate Running Tumbling Round-off back handspring(s)	Double Jump Combinations
4.0-5.0	4.0-5.0	4.0-4.5	4.0-5.0	4.0-4.5	5.0
Advanced Stunt Skills incorporating a variety of multiple inverting, twisting, unique mounts, dismounts and other advanced level Transitions (see progression chart)	Advanced Pyramid Skills 2 high pyramids incorporating MULTIPLE 2½ high transitions and multiple inverting and twisting and unique mounts/dismounts *Skills must EXECUTE through 2 ½ high to be considered 2 ½ high	Non-Flipping Tosses with double full twisting skills toss double , kick double, hitch kick doubles, ball x doubles, kick kick double, etc.	Advanced Standing Tumbling (synchronized by majority) Standing back handspring(s) jump back handspring etc. synchronized by majority.	Advanced Running Tumbling Round-off (back handspring) tucks, layouts, ect.	Triple Jump combinations OR double jump combo and single jump. <u>MUST INCLUDE VARIETY</u>
		4.5-5.0		4.5-5.0	
		Majority Non-Flipping Tosses with double full twisting skills in same section toss double , kick double, hitch kick doubles, ball x doubles, kick kick double, etc.		Advanced Running Tumbling synchronized by Majority Round-off (back handspring) tucks, layouts etc.	

- Stunt groups are defined as groups of FOUR with three bases (including the back spot) and a top person. Those utilizing more than three bases will be rewarded in a lower range for the corresponding skill. Those utilizing less bases can garner reward in a higher range for the corresponding skill.
- Pyramid difficulty can vary based on the number of bracers or the timing in which a skill becomes braced ensuring skills meet the requirements/rules of the Intermediate division.
- STANDING TUMBLING and RUNNING TUMBLING: Synchronized is defined as originating together OR it involves the qualifying skill element occurring at the same time.