

CHEER AMERICA: COLLEGE SCORING GUIDELINES: **ADVANCED LARGE 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	1.0-3.0	1.0-3.0	1.0-3.0	1.0-3.0	4.0
Intermediate and Advanced Group and Coed Stunt Skills <i>(see progression chart)</i>	Advanced Pyramid Skills 2 high pyramids incorporating multiple 2½ high transitions and multiple inverting & twisting unique mounts and dismounts	Non-Flipping Double Full Twisting Tosses <i>Double full twist, Kick double, ect.</i>	Intermediate Standing Tumbling <i>Standing back handsprings</i>	Intermediate Running Tumbling <i>Round-off back handspring(s)</i>	Single Jumps
2.0-3.0	3.0-4.5	3.0-4.0	3.0-4.0	3.0-4.0	4.5
Advanced group stunts or advanced Coed Skills PLUS required ADVANCED dismount connected to a required skill <i>(see progression chart)</i>	Elite Pyramid Skills Pyramid with single or multiple strictures incorporating a top person at 2½ high level or multiple 2½ high people with minimal inverting & twisting & unique mounts and dismounts	Flipping Tosses <i>Back Tuck, Layout, Pike Open, Front Flipping</i>	Advanced Standing Tumbling <i>Standing tumbling connected to back tucks.</i>	Advanced Running Tumbling <i>Round-off back handspring tucks, ect.</i>	Double Jump Combinations
3.0-4.5					
Elite Group Stunts or Elite Coed Skills that do not meet the higher range requirements <i>(see progression chart)</i>					
4.5-6.0	4.5-6.0	4.0-4.5	4.0-4.5	4.0-4.5	5.0
Majority Unassisted Elite Coed Skills in a single section performed to a lib variation/awesome PLUS required Elite dismount connected to the required skill. *All skills performed in a single section must be unassisted. <i>(see progression chart)</i>	Multiple Elite pyramid transitions and Structures by 2 or more people at 2½ high that include: Numerous CONNECTED inverting and twisting and unique entries to the top of the pyramid and numerous inverting and twisting and unique dismounts	Two Position Flipping Tosses Tuck X-out, Tuck Split, Layout Split, Kick Layout straddle, Pike Open Straddle/Split, Layout full Twist	Elite Standing Tumbling - Standing tumbling connected to layouts and/or fulls - Synchronized standing tumbling connected to layouts	Elite Running Tumbling <i>Round-off back handspring layouts, full twists, or passes containing full twist or more ect.</i>	Triple Jump combinations OR double jump combo and single jump. <u>MUST INCLUDE VARIETY.</u>
6.0-7.5	6.0-7.5	4.5-5.0	4.5-5.0	4.5-5.0	
Most unassisted Elite Coed Skills in a Single Section performed to a Lib variation/awesome PLUS required ELITE dismount connected to the required skill. *All skills performed in a single section must be unassisted.	Multiple Elite pyramid transitions and Structures by 2 or more people at 2½ high that include: Numerous RELEASED inverting and twisting and unique entries to the top of the pyramid and numerous inverting and twisting and unique dismounts	Flipping Tosses w/Single Twist & Double Twisting Toss Full twisting layout, Layout Straddle Full, layout split/kick full, tuck x-out full, tuck split/kick full, double twisting layout	Majority Synchronized Elite Standing Tumbling Synchronized standing tumbling connected to fulls	Majority Synchronized Elite Running Tumbling Synchronized running tumbling connected to a full	

- ADVANCED STUNTS: For the 4.5-6.0 and 6.0-7.5 Stunt range **ALL** skills performed in one section **MUST** be UNASSISTED or the score will drop to the 3.0-4.5 range. This includes any skills performed above the majority or most requirements. Once within a range, COED divisions are first boosted 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.

- Pyramid Clarification- In pyramids where multiple top persons maneuver to the top of a 2-1/2 high pyramid would only count as one inverting/twisting unique transition

- Unassisted is defined as a stunt supported by one base the majority of the time the stunt is overhead. In addition the base must provide primary support throughout the entire transition (EX: a group may not throw a top person to a single base & Receive unassisted credit)

- **Tumbling: SYNCHRONIZED** is defined as beginning together OR having the qualifying skill occurring at the same time.

- Unless Otherwise stated, **group stunts** are considered 3 bases and a top person, for a total of 4 participants. Adding a 4th base will decrease the skills value to a lower range

CHEER AMERICA: COLLEGE SCORING GUIDELINES: ADVANCED 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
1.0-3.0	1.0-3.0	1.0-3.0	1.0-3.0	1.0-3.0	4.0
Intermediate and Advanced Group and Coed Stunt Skills (see progression chart)	Advanced Pyramid Skills 2 person high pyramids incorporating multiple 2½ high transitions and multiple inverting, twisting & unique mounts/dismounts	Non-Flipping Single Full Twisting Tosses Full twist, Kick Full, ect.	Intermediate Standing Tumbling Standing back handspring(s)	Intermediate Running Tumbling Round-off back handspring(s)	Single Jumps
3.0-4.5	3.0-4.5	3.0-4.0	3.0-4.0	3.0-4.0	4.5
Advanced Group Stunts or Advanced Coed Skills PLUS required advanced Dismount connected to required Skill (see progression chart)	Elite Pyramid Skills Pyramids containing single or multiple structures incorporating a top person at 2½ high or multiple 2½ high people with minimal inverting and twisting & unique mounts and dismounts	Non-Flipping Double Full Twisting Tosses Double Full Twist, Kick Double, ect.	Advanced Standing Tumbling Standing tumbling connected to back tucks.	Advanced Running Tumbling Round-off back handspring tucks, ect.	Double Jump Combinations
4.5-6.0	4.5-6.0	4.0-4.5	4.0-4.5	4.0-4.5	5.0
Elite Group Stunts or Elite Coed Skills that do not meet the higher range requirements. (see progression chart)	Multiple Elite pyramid Transitions and Structures by 2 or more people at 2½ high that include: Numerous CONNECTED inverting and twisting and unique entries to the top of the pyramid AND numerous inverting and twisting and unique dismounts	Flipping Tosses Back Tuck, Layout, Pike Open, Front Flipping	Elite Standing Tumbling Standing tumbling connected to layouts and/or fulls Synchronized standing tumbling connected to layouts	Elite Running Tumbling Round-off back handspring layouts, fulls, or passes containing full twists or more.	Triple Jump combinations OR double jump combo PLUS single jump. MUST INCLUDE VARIETY.
6.0-7.5	6.0-7.5	4.5-5.0	4.5-5.0	4.5-5.0	
Majority unassisted Elite Coed Skills in a single section performed to a lib variation/awesome PLUS required dismount connected to the required skill (see progression chart)	Multiple Elite pyramid Transitions and Structures by 2 or more people at 2½ high that include: Numerous RELEASED inverting and twisting and unique entries to the top of the pyramid AND numerous inverting and twisting and unique dismounts	Two Position Flipping Tosses Tuck X-Out, Tuck or Layout split/kick, Layout straddle, Pike open straddle/split, Full twisting layout	Majority Synchronized Elite Standing Tumbling Synchronized standing tumbling connected to fulls	Majority Synchronized Elite Running Tumbling Synchronized Running tumbling connected to fulls	

- **ADVANCED STUNTS:** For the 6.0-7.5 Stunt range **ALL** skills performed in one section **MUST** be UNASSISTED or the score will drop to the 4.5-6.0 range. This includes any skills performed above the majority or most requirements. Once within a range, COED divisions are first boosted 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.

- **Tumbling: SYNCHRONIZED** is defined as beginning together OR having the qualifying skill occurring at the same time.

- **Pyramid Clarification-** In pyramids where multiple top persons maneuver to the top of a 2-1/2 high pyramid would only count as one inverting/twisting unique transition

- **Unassisted** is defined as a stunt supported by one base the majority of the time the stunt is overhead. In addition the base must provide primary support throughout the entire transition (EX: a group may not throw a top person to a single base & Receive unassisted credit

- Unless Otherwise stated, group stunts are considered 3 bases and a top person, for a total of 4 participants. Adding a 4th base will decrease the skills value to a lower range.

CHEER AMERICA: COLLEGE SCORING GUIDELINES: ADVANCED ALL GIRL

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
Advanced Group Stunts Performed with advanced or elite dismounts <i>(see progression chart)</i>	Advanced Pyramid Skills 2 high pyramids with multiple 2½ high transitions and multiple inverting & twisting & mounts/dismounts	Non-Flipping Single Full Twisting Tosses <i>Full twist, Kick Full</i>	Intermediate Standing Tumbling <i>Standing back handspring(s)</i>	Intermediate Running Tumbling <i>Round-off back handspring(s)</i>	Single Jumps
3.0-4.0	3.0-4.0	3.0-4.0	3.0-4.0	3.0-4.0	4.5
Advanced Group Stunts connected to an elite dismount performed by MAJORITY in a single section. <i>(see progression chart)</i>	Elite Pyramid Skills Pyramids including one or more structures with a top person at 2½ high OR multiple top people at 2½ high with minimal skills (mounts/dismounts, inversions, twisting)	Non-Flipping Double Full Twisting Tosses <i>Double Full Twist, Kick Double</i>	Advanced Standing Tumbling <i>Standing tumbling connected to back tucks.</i>	Advanced Running Tumbling <i>Round-off back handspring tucks, ect.</i>	Double Jump Combinations
4.5-6.0	4.5-6.0	4.0-4.5	4.0-4.5	4.0-4.5	5.0
Elite Group Stunts or COED Style single based variations of inverting/releasing and spinning skills to extended positions. Required Dismount: Elite Dismount connected to skill above <i>(see progression chart)</i>	Multiple Elite Pyramid Transitions and Structures by 2 or More people at 2-1/2 High that includes: Numerous CONNECTED inverting and twisting and unique entries to the top of the pyramid AND numerous inverting and twisting and unique dismounts	Flipping Tosses Back Tuck, Layout, Pike Open, Front Flipping	Elite Standing Tumbling Standing tumbling connected to layouts and/or fulls Synchronized standing tumbling connected to layouts	Elite Running Tumbling <i>Round-off back handspring layouts, fulls, or passes containing fulls or more.</i>	Triple Jump combinations OR double jump combo and single jump. <u>MUST INCLUDE VARIETY.</u>
6.0-7.5	6.0-7.5	4.5-5.0	4.5-5.0	4.5-5.0	
Elite Group Stunts to an extended lib variation or Coed Style single based variations or inverting/releasing and spinning skills to extended lib variations/Awesome. Required Dismount: Elite Dismount connected to above skill. At least one required stunt connected to the required dismount must be performed by majority in a single section.	Multiple Elite Pyramid Transitions and Structures by 2 or More people at 2-1/2 High that include: Numerous RELEASED inverting and twisting and unique entries to the top of the pyramid AND numerous inverting and twisting and unique dismounts	Two Position Flipping Tosses Tuck X-Out, Tuck or Layout split/kick, Layout straddle, Pike open straddle/split, Full twisting layout	Majority Synchronized Elite Standing Tumbling Synchronized standing tumbling connected to a full	Majority Synchronized Elite Running Tumbling Synchronized running tumbling connected to a full	

- For the 6.0-7.5 Stunt range **ALL** skills performed in one section **MUST** be an elite skill with connected required dismount performed by MAJORITY as stated in the guidelines

- Unless Otherwise stated, **group stunts** are considered 3 bases and a top person, for a total of 4 participants. Adding a 4th base will decrease the skills value to a lower range.

- **Pyramid Clarification-** In pyramids where multiple top persons maneuver to the top of a 2-1/2 high pyramid would only count as one inverting/twisting unique transition

- **Tumbling:** SYNCHRONIZED is defined as beginning together OR having the qualifying skill occurring at the same time.

CHEER AMERICA: COLLEGE SCORING GUIDELINES: INTERMEDIATE 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	2.0
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>	Novice Standing Tumbling <i>Backward roll, Back Walkovers, Front Walkovers</i>	Novice Running Tumbling <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	2.5
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	3.0
Group Stunts and 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>	

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- **Unassisted** is defined as a stunt supported by one base the majority of the time the stunt is overhead. In addition the base must provide primary support throughout the entire transition (EX: a group may not throw a top person to a single base & Receive unassisted credit)

***INTERMEDIATE RULES AND RESTRICTIONS ARE LISTED ON THE LAST PAGE OF THIS DOCUMENT.**

CHEER AMERICA: COLLEGE SCORING GUIDELINES: INTERMEDIATE ALL GIRL

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	2.0
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	2.5
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
4.0-5.0	4.0-5.0	4.0-4.5	4.0-5.0	4.0-4.5	3.0
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 Double Full Twist, kick double, ect.	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 full twists, kick double full twists, etc.		Advanced Running Tumbling synchronized by Majority Round-off (back handspring) tucks, layouts etc.	

- **Tumbling: SYNCHRONIZED** is defined as beginning together OR having the qualifying skill occurring at the same time.

- Unless Otherwise stated, group stunts are considered 3 bases and a top person, for a total of 4 participants. Adding a 4th base will decrease the skills value to a lower range.

- **Unassisted** is defined as a stunt supported by one base the majority of the time the stunt is overhead. In addition the base must provide primary support throughout the entire transition (EX: a group may not throw a top person to a single base & Receive unassisted credit

***INTERMEDIATE RULES AND RESTRICTIONS ARE LISTED ON THE LAST PAGE OF THIS DOCUMENT.**



CHEER AMERICA COLLEGE SCORING GUIDELINES

INTERMEDIATE RULES AND RESTRICTIONS



INTERMEDIATE DIVISION RESTRICTIONS

Teams Competing in the Intermediate Division must also adhere to USAcheer.org College Safety Rules in addition to these additional restrictions:

STUNTS / PYRAMIDS

- Release inversions into a stunt are ALLOWED but may NOT exceed prep/chest level. Only allowed $\frac{1}{2}$ twist.
 - Release full twists to extension are prohibited.
- Twisting Dismounts are limited to $1\frac{1}{4}$ twists.
- Pyramids sustained more than 2 people high are prohibited (*Transitions may be $2\frac{1}{2}$ high*)
- Twisting stunts (*EXAMPLE: full ups*) are limited to one and a quarter ($1\frac{1}{4}$) twisting rotation.
 - *One and a half ($1\frac{1}{2}$) ups and double ups are prohibited.*

TOSSES

- Release flips from basket/sponge tosses are prohibited.
- Tosses are limited to 3 tricks and may not exceed 2 rotations ($\frac{1}{4}$ turn is allowed to set for the twist)

TUMBLING

- Standing back tucks or other flips, and standing tumbling with back tucks or other flips is prohibited.
- Airborne flips out of running tumbling are permitted (*EXAMPLE: tucks, layouts, whips, etc.*)
- Twisting flips are NOT ALLOWED- includes running tumbling (*EXAMPLE: Aerials and Onodis are NOT allowed*)