



2025-2026 NCA HIGH SCHOOL SCORING GUIDELINE- NOVICE DIVISION

NCA Reserves the right to make all final scoring and legality decisions

STUNT AND TUMBLING DIFFICULTY SCORES

STUNT DIFFICULTY	PYRAMID DIFFICULTY	TUMBLING DIFFICULTY	JUMP DIFFICULTY																																										
1.0-3.0 Does not meet the below skill or participant requirements	1.0-3.0 Does not meet the below skill or participant requirements	1.0-2.0 Does not meet the below skill or participant requirements	2.5 Does not meet the below requirements																																										
3.0-4.5 Prep level OR below prep level single leg requirement performed by less than MOST	3.0-4.5 Pyramid skills do not meet the 3.0-4.0 requirements by MOST	2.0-3.0 Tumbling skills do not meet the 3.0-4.0 requirements by MOST	4.0 Single Advanced Jumps by MOST synchronized																																										
4.5-6.0 •Extension Preps OR •One Leg Variations Below Prep Level	4.5-6.0 Pyramids involving •Extended Two Leg Stunt AND/OR •One Leg Stunt at Prep Level	3.0-4.0 •Cartwheels OR •Round-offs OR •Forward/Backward Rolls	4.5 Double Jump Combinations by MOST synchronized																																										
6.0-7.5 •Extensions OR •One Leg Variations at Prep Level	6.0-7.5 Pyramids involving •Extended One Leg Stunt (multiple) •Multiple (2 or more) Novice level transitions	4.0-5.0 •Round-off BHS OR •Stand BHS	5.0 Triple jump combinations or double jump combinations and a single jump by MOST synchronized MUST include VARIETY																																										
MINIMUM QUANTITY CHARTS		<p>*Difficulty factors include the following: Difficulty of skills performed, athlete participation, pace, variety and quantity in this order</p> <p>*See level appropriate guideline for skills that meet and exceed the range requirements to drive the score</p>	<p>* Tumbling will be cumulatively considered to determine a scoring range; however once within a range, athlete participation and synchronization will impact your score</p>																																										
<table border="1"> <thead> <tr> <th>#Athletes</th> <th>Stunt</th> <th>Pyramid</th> </tr> </thead> <tbody> <tr> <td>5 - 10</td> <td>1</td> <td>2</td> </tr> <tr> <td>11 - 14</td> <td>2</td> <td>2</td> </tr> <tr> <td>15 - 19</td> <td>3</td> <td>3</td> </tr> <tr> <td>20 - 25</td> <td>4</td> <td>4</td> </tr> <tr> <td>26 - 30</td> <td>5</td> <td>5</td> </tr> </tbody> </table>	#Athletes	Stunt	Pyramid	5 - 10	1	2	11 - 14	2	2	15 - 19	3	3	20 - 25	4	4	26 - 30	5	5	<table border="1"> <thead> <tr> <th>#Athletes</th> <th>Tumbling</th> <th>Jumps</th> </tr> </thead> <tbody> <tr> <td>5-7</td> <td>5</td> <td>5</td> </tr> <tr> <td>8-10</td> <td>7</td> <td>7</td> </tr> <tr> <td>11-13</td> <td>9</td> <td>9</td> </tr> <tr> <td>14-17</td> <td>12</td> <td>12</td> </tr> <tr> <td>18-21</td> <td>15</td> <td>15</td> </tr> <tr> <td>22-25</td> <td>19</td> <td>19</td> </tr> <tr> <td>26-30</td> <td>22</td> <td>22</td> </tr> </tbody> </table>	#Athletes	Tumbling	Jumps	5-7	5	5	8-10	7	7	11-13	9	9	14-17	12	12	18-21	15	15	22-25	19	19	26-30	22	22		
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The number of stunt groups/athletes is the minimum number that should be executed. Utilizing ALL stunt groups/athletes could positively impact your difficulty scores.

