

STUNTS - SCORING RANGES

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

Synchronized - exact same skill(s) at the exact same time.

***Note:** required dismount only implemented here, not in pyramid section.

NOVICE	INTERMEDIATE	ADVANCED	NON-TUMBLING
7.0 - 8.0 Extension preps	7.0 - 8.0 Extensions OR one leg stunt variations at prep level	7.0 - 8.0 Extensions AND one leg variations at prep level AND * Required dismount: straight ride cradle	7.0 - 8.0 Extensions AND one leg variations at prep level AND * Required dismount: straight ride cradle
8.0 - 9.0 Extensions OR one leg stunt variations at prep level	8.0 - 9.0 Extensions AND one leg variations at prep level AND * Required dismount: straight ride cradle	8.0 - 9.0 Extended one leg stunt AND * Required dismount: single twist cradle from two leg extended stunt	8.0 - 9.0 Extended one leg stunt AND * Required dismount: single twist cradle from two leg extended stunt
9.0 - 10.0 Extensions AND one leg stunt variations at prep level AND * Required dismount: straight ride cradle	9.0 - 10.0 Extended one leg stunt AND * Required dismount: single twist cradle from two leg extended stunt	9.0 - 10.0 Elite Skill * AND * Required dismount: single twist cradle from one leg extended stunt	9.0 - 10.0 Elite Skill * AND * Required dismount: single twist cradle from one leg extended stunt

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
Degree of difficulty
Percentage of team participation
Combination of skills/variety
Pace and speed of skills
Tosses are not required but can be rewarded.

ELITE SKILLS*
Full up to extended position
Release move to an extended position
Tick tock variations
Toss to extended stunts
Extended stunt sequence performed by a single base, unassisted

PYRAMIDS - SCORING RANGES

AACCA Pyramid Definition: "connected partner stunts" (*Example:* paper dolls).

Basic pyramid - includes limited complex transitions, structures, entrance and/or dismount variety.

Maxed-out pyramid – could include multiple complex transitions, several structures, and a variety of entries and/or dismounts, etc.

* **Note:** required stunt dismount NOT implemented here, only in stunt section.

NOVICE, INTERMEDIATE, ADVANCED & NON-TUMBLING

3.0

Basic pyramid

3.0 - 4.0

Maxed-out pyramid

4.0 - 5.0

Basic AND 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

Degree of Difficulty

Percentage of Team Participation

Combination of Skills/Variety

Pace and Speed of Skills

TUMBLING - SCORING RANGES

If 50% or "half" of team do not perform synchronized skill, score drops into the range directly below.

Synchronized - exact same skill(s) at the exact same time.

(**Example: Synchronized** = 50% of the team does a back handspring at the exact same time.)

Not synchronized = 25% of the team does a back handspring, other 25% does backhandspring into a back tuck.)

* **Note:** To get into a range, tumbling is not cumulative.

NOVICE	INTERMEDIATE	ADVANCED
2.0 - 3.0	2.0 - 3.0	2.0 - 3.0
Forward roll Cartwheel	Cartwheel Round off Front/Back walkover	Cartwheel/Round off Front/Back walkover Standing back handspring Round off back handspring
3.0 - 4.0	3.0 - 4.0	3.0 - 4.0
Round off Front/Back walkover	Standing back handspring Round off back handspring	Round-off BHS back tuck(s) Round-off tuck(s) Standing BHS series Jump(s)/BHS combinations
4.0 - 5.0	4.0 - 5.0	4.0 - 5.0
Standing back handspring Round off back handspring	Round-off BHS back tuck(s) Round-off tuck(s) Standing BHS series Jump(s)/BHS combinations	Layouts Standing back tuck Standing BHS back tuck(s) Standing BHS to tuck/layout/full Round off to layout/full Round off BHS to layout/full Jump(s)/tuck or tuck combinations

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.

JUMPS - SCORING RANGES

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

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

Synchronized Jumps - exact same skill(s) at the exact same time. Roll off in jumps is not considered synchronized.

NOVICE, INTERMEDIATE, ADVANCED & NON-TUMBLING

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.