

## COLLEGE 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.

### 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.

## COLLEGE PYRAMID - SCORING RANGES

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

**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.)

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

POINT RANGES
<b>3.0</b>
Basic pyramid
<b>3.0 - 4.0</b>
Maxed-out pyramid
<b>4.0 - 5.0</b>
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

Degree of Difficulty

Percentage of Team Participation

Combination of Skills/Variety

Pace and Speed

## COLLEGE STUNT - SCORING RANGES

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

Refer to Stunt Quantity Chart for clarification of "most."

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

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

### ALL GIRL

#### 7.0 - 7.5

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

#### 7.5 - 8.0

**Above 7.0-7.5 Stunts Plus:** Basket Toss  
(Tuck, Tuck X Out, Tuck Kick or Split)

#### 8.0 - 8.5

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

#### 8.5 - 9.0

**Above 8.0-8.5 Stunts Plus:** Basket Toss  
(Layout, Layout Straddle, Layout Kick or Layout Split)

#### 9.0 - 9.5

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

#### 9.5 - 10.0

**Above 9.0-9.5 Stunts Plus:** Basket Toss  
(Pike Open, Pike Open Straddle, Pike Open Kick or  
Pick Open Split)

### CO-ED

#### 7.0 - 7.5

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

Single base extended stunt (majority unassisted)

#### 7.5 - 8.0

**Above 7.0-7.5 Stunts Plus:** Basket Toss  
(Tuck, Tuck X Out, Tuck Kick or Split)

#### 8.0 - 8.5

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

#### 8.5 - 9.0

**Above 8.0-8.5 Stunts Plus:** Basket Toss  
(Layout, Layout Straddle, Layout Kick or Layout Split)

#### 9.0 - 9.5

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

**Required Basket Toss:**

(Pike Open, Pike Open Straddle, Pike Open Kick or Pick Open Split)

#### 9.5 - 10.0

Perform one of the stunt sequence options listed in 9.0-9.5 **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

**Required Basket Toss:**

(Pike Open, Pike Open Straddle, Pike Open Kick or Pick Open Split)

### 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

Degree of Difficulty

Percentage of Team Participation

Combination of Skills/Variety

Pace and Speed of Skills

Co-Ed Basket Toss (Requires 3 Males):  
(Layout Full Twist, Layout Straddle Full Twist, Tuck  
X Out Full Twist, Tuck Kick or Tuck Twist Full Twist,  
Layout Kick or Split Full Twist)

## COLLEGE 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 back handspring into a back tuck.)

**Note:** Tumbling passes must land on both feet to receive credit for ranges. **Example:** Back handsprings which land in prone position would not count.  
**Note:** To get into a range, tumbling is not cumulative.

### 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

Standing tuck  
 Jump(s) to tuck  
 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

Degree of Difficulty

Percentage of Team Participation

Combination of Skills/Variety

Pace and Speed of Skills

Creativity

Both standing and running tumbling skills will be considered.