



# 2025-2026 SPIRIT COMPETITIONS

## COLLEGE SHOW CHEER

### TUMBLING SCORING RANGES

Scoring for tumbling will be based on two things: (1) Synchronized group skill (standing **or** running) to get into a range: If 50% of the team does not perform a synchronized skill, score drops into the range directly below. Using a higher percentage of athletes may positively impact the "percentage of team participation" driver. Synchronized means exact same skill(s) at the exact same time from beginning to end by ALL members of the group. EX: Synchronized= 50% of team does a single handspring at the exact same time. Not synchronized = 25% of the team does a back handspring, other 25% does two connected back handsprings. (2) Cumulative skills - any additional skills performed will help drive up the score within the achieved synchronized group skill range.

Note: Tumbling passes must land on both feet to receive credit. Example: Back handsprings which land in prone position would not count.

| INTERMEDIATE                                                                                                  | ADVANCED                                                                                                                                                                             |
|---------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 2.0 – 3.0                                                                                                     | 2.0 – 3.0                                                                                                                                                                            |
| Cartwheel<br>Round off<br>Front/Back walkover                                                                 | Cartwheel/Round off<br>Front/Back walkover<br>Standing back handspring<br>Round off back handspring                                                                                  |
| 3.0 – 4.0                                                                                                     | 3.0 – 4.0                                                                                                                                                                            |
| Standing back handspring<br>Round off back handspring                                                         | Round off BHS back tuck(s)<br>Round off tuck(s)<br>Standing BHS series<br>Jump(s)/BHS combinations                                                                                   |
| 4.0 – 5.0                                                                                                     | 4.0 – 5.0                                                                                                                                                                            |
| Round off BHS back tuck(s)<br>Round off tuck(s)<br>Layouts<br>Standing BHS series<br>Jump(s)/BHS combinations | Standing back tuck<br>Standing BHS back tuck(s)<br>Standing BHS to tuck/layout/full<br>Round off to layout/full<br>Round off BHS to layout/full<br>Jump(s)/tuck or tuck combinations |

### TECHNIQUE/EXECUTION 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 of Skills  
Clarity of Synchronized Group Skill\*

\*Combination of skills = connecting additional skills to a pass listed in the range. EX: front walkover-cartwheel back walkover, or toe touch BHS, or front walkover- round off- whip- BHS layout.

\*\*Clarity of synchronized group skill- synchronized group skill was clearly performed with no additional/different skills by some members of the group and no athletes "marking" the skill.



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### TUMBLING QUANTITY CHART

**\*NOTE: 50% team participation is required to get into scoring range. Using a higher percentage of athletes may positively impact the “percentage of team participation” driver.**

|               | TUMBLING |  | JUMPS |
|---------------|----------|--|-------|
| # OF ATHLETES | 50%      |  | 75%   |
| 8             | 4        |  | 6     |
| 9             | 5        |  | 7     |
| 10            | 5        |  | 8     |
| 11            | 6        |  | 8     |
| 12            | 6        |  | 9     |
| 13            | 7        |  | 10    |
| 14            | 7        |  | 11    |
| 15            | 8        |  | 11    |
| 16            | 8        |  | 12    |
| 17            | 9        |  | 13    |
| 18            | 9        |  | 14    |
| 19            | 10       |  | 14    |
| 20            | 10       |  | 15    |
| 21            | 11       |  | 16    |
| 22            | 11       |  | 17    |
| 23            | 12       |  | 17    |
| 24            | 12       |  | 18    |
| 25            | 13       |  | 19    |
| 26            | 13       |  | 20    |
| 27            | 14       |  | 20    |
| 28            | 14       |  | 21    |
| 29            | 15       |  | 22    |
| 30            | 15       |  | 23    |
| 31            | 16       |  | 23    |
| 32            | 16       |  | 24    |
| 33            | 17       |  | 25    |
| 34            | 17       |  | 26    |
| 35            | 18       |  | 26    |
| 36            | 18       |  | 27    |