



2026-2027 SPIRIT COMPETITIONS

COLLEGE SHOW CHEER

JUMPS SCORING RANGES

- If 75% or “most” of the team do not perform a synchronized skill, score drops into the range directly below ([see quantity chart for 75% requirements](#)).
- 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 from beginning to end by ALL members of the group. A roll off or ripple in jumps is not considered synchronized.

NOVICE, INTERMEDIATE & ADVANCED	
2.0	
Jumps performed do not meet the 3.0 requirement	
3.0	
Synchronized single jump	
4.0	
Synchronized double jump combination with no variety	
5.0	
Synchronized double jump combination with variety OR Synchronized double jump combination with no variety + 1 additional synchronized jump	

EXECUTION RANGES	
0-3.0: Skills executed <i>need improvement</i>	
3.0 – 3.5	
Skills executed with <i>below average</i> precision and form	
3.5 – 4.0	
Skills executed with <i>average</i> precision and form	
4.0 – 4.5	
Skills executed with <i>above average</i> precision and form	
4.5 – 5.0	
Skills executed with <i>exceptional</i> precision and form	





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JUMPS QUANTITY CHART

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