



2026-2027 SPIRIT COMPETITIONS

COLLEGE SHOW CHEER

COLLEGE STUNTS SCORING RANGES

- If “most” of the team does not perform the same skill (**synchronized or rippled**), score drops into the range directly below. Refer to Stunt Quantity Chart for clarification of “most.”
- Required dismount only implemented in stunts, not in pyramid sections.

Note: Skill must be **synchronized or rippled** in the same section, without recycling athletes.

All Girl teams and Small Coed teams have most of the same stunt skills and dismount requirements but will not compete against each other.

ALL GIRL/SMALL COED	LARGE COED	INTERMEDIATE ALL GIRL/SMALL COED/LARGE COED
6.0 - 7.0 Extended stunts that include inversion, twisting, and/or released entries, transitions and/or dismounts Additional Coed Requirement: Single base extended stunt (assisted or unassisted)	6.0 - 7.0 Extended stunts that include inversion, twisting, and/or released entries, transitions and/or dismounts AND single base extended stunt (assisted or unassisted)	6.0 - 7.0 Beginning group stunts and/or coed skills (preps, one leg variations at prep level, extensions, shoulder stands, etc.) Additional Coed Requirement: Walk-in/toss to hands (assisted or unassisted)
7.0 - 8.0 Group stunt 1 - 1 ¼ twist to extended, released inversion to extended , or high to high release Required Dismount: *Flip and/or twist from above skill Additional Coed team requirement: Single base toss hands to extended single leg (assisted or unassisted)	7.0 - 8.0 1 - 1 ¼ twist to extended single leg, released inversion into extended/extended single leg or high to high release to body position AND single base toss stunt to extended single leg (assisted or unassisted) Required Dismount: *Flip and/or twist from above skill	7.0 - 8.0 Extended group stunts performed with incorporation of connected inversions, twisting, and/or released entries, transitions and/or dismounts Additional Coed Requirement: Single base extended stunt (assisted or unassisted)
8.0 - 10.0 Group stunt 1 ½ - 2 twists to extended single leg, released ½ twisting inversion to extended/extended single leg , or single base toss stunt that presses to or catches at extended (majority unassisted) Required Dismount: *Flip and/or double twist from above skill Additional Coed team requirement: Rewind, inversion or toss full up to target/extended single leg/cupie (assisted or unassisted)	8.0 - 9.0 Single base rewind, inversion or released toss full up to target/extended single leg/cupie (assisted) Required Dismount: *Flip or double twist from the above skill	8.0 - 10.0 Group stunt 1-1 ¼ up to extended/extended single leg , released inversions, or high to high release Additional Coed team requirement: Toss extended single leg stunt (assisted or unassisted) Required Dismount: *Single twist dismount/ pop off from above skill
9.0 - 10.0 Perform one of the stunts listed in 8.0 – 9.0 (majority unassisted) Required Dismount: *Flip and/or double twist from above skill		

EXECUTION RANGES

0-3.0: Skills executed need improvement
3.0 – 3.5
Skills executed with below average precision and form
3.5 – 4.0
Skills executed with average precision and form
4.0 – 4.5
Skills executed with above average precision and form
4.5 – 5.0
Skills executed with exceptional precision and form

*The required dismount may include a power press but must be directly connected as part of the same sequence as the required skill.

STUNT COMPOSITION DRIVERS

Creativity
 Percentage of Team Participation
 Connection of Skills/Variety
 Pace and Speed of Skills
Toss(es)*

*Intermediate Credit: Partial: Single Skill - Full: 2 Trick Skill incl's a Twist

*Advanced Credit: Partial: Flipping Toss - Full: Flip/Twist combinations



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STUNT AND TOSS QUANTITY CHART

NOTE: This chart represents the **MINIMUM** number of stunt/coed groups required to satisfy “most.” Exceeding the required number of stunts in one or more stunt sections may positively impact “percentage of team participation” in the stunt composition score.

STUNT QUANTITY (most)

# OF ATHLETES	# OF GROUPS NEEDED FOR RANGE
5 - 9	1
10	1
11	1
12	2
13	2
14	2
15	2
16	3
17	3
18	3
19	3
20	4
21	4
22	4
23	4
24	5
25	5
26	5
27	5
28	6
29	6
30	6
31	6
32	7
33	7
34	7
35	7
36	8

COED STUNT QUANTITY*

# OF MALE ATHLETES	COED STUNTS NEEDED
1	1
2	1
3	1
4	2
5	2
6	3
7	3
8	4
9	4
10	5
11	5
12	6
13	6
14	7
15	7
16	8
17	8
18	9

TOSS QUANTITY

# OF ATHLETES	TOSS GROUPS NEEDED
5-11	1
12-17	2
18-22	3
23-28	4
31-36	5

*Coed Stunt Requirements:

- When more than 1 coed skill is required, the skills must be synchronized.
- **Synchronized** = exact same skills at the exact same time.
- Skill(s) may be performed by male or female base.
- Majority unassisted = half +1 of the required number (8 groups required, majority would be 5).