2026-2027 SPIRIT COMPETITIONS

COLLEGE SHOW CHEER

TUMBLING SCORING RANGES

Tumbling difficulty ranges/scores are determined using 3 components:

1. Synchronized* group skill (standing **or** running) to get into a range. This will determine the starting difficulty value of 6.0, 7.0 or 8.0. If 50% of the team does not perform a synchronized skill, score drops into the range directly below (see quantity chart for 50% requirements).
2. Difficulty of skills performed. Additional skills may increase the score within the established synchronized group skill range (6.0-7.0, 7.0-8.0, 8.0-9.0).
3. Tumbling Composition Drivers (listed below) may contribute up to an additional 1.0 to the score.

*Synchronized = 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.

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

INTERMEDIATE
6.0 – 7.0
Cartwheel Round off Front/Back walkover
7.0 – 8.0
Standing back handspring Round off back handspring
8.0 – 9.0
Round off BHS back tuck/layout Round off or cartwheel tuck/layout Standing BHS series Jump(s)/BHS combinations

ADVANCED
6.0 – 7.0
Cartwheel/Round off Front/Back walkover Standing back handspring Round off back handspring
7.0 – 8.0
Round off BHS back tuck Round off or cartwheel tuck Standing BHS series Jump(s)/BHS combinations
8.0 – 9.0
Standing back tuck Standing BHS back tuck Standing BHS to tuck/layout/full Round off to layout/full Round off BHS to layout/full Jump(s)/tuck or tuck combinations

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

TUMBLING COMPOSITION DRIVERS

Synched Percentage of Team Participation – most/all of the team perform a synchronized skill(s) in the achieved range.
Cumulative Percentage of Team Participation – most/all of the team cumulatively perform skill(s) in the achieved range.
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.
Variety of Skills – at least 2 **DIFFERENT** skill(s)/pass(es) are performed.
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.

PLEASE SEE QUANTITY CHART FOR "MOST" REQUIREMENTS

USA unitedspiritassociation

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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 "synched percentage of team participation" and/or "cumulative percentage of team participation" drivers.

School/Rec Teams	TUMBLING	MOST
# OF ATHLETES	50%	75%
5	3	4
6	3	5
7	4	5
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