

## JUMPS SCORING RANGES – NON-TUMBLING

- 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.

Non-Tumbling Divisions require **TWO** jump sections, scored separately, and both sections must meet the requirements listed above.

JUMP SECTION #1
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

JUMP SECTION #2
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 <b>need improvement</b>
3.0 – 3.5
Skills executed with <b>below average</b> precision and form
3.5 – 4.0
Skills executed with <b>average</b> precision and form
4.0 – 4.5
Skills executed with <b>above average</b> precision and form
4.5 – 5.0
Skills executed with <b>exceptional</b> precision and form



# 2026-2027 SPIRIT COMPETITIONS

## SHOW CHEER

### JUMPS QUANTITY CHART – NON-TUMBLING

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