2026 – 2027 USA Scoring Updates

General Updates

- **Spirit Rules & Regulations –** content has been condensed and organized for ease of use. All reference documents, including Division Limitations, Safety Rules, Glossary of Terms, etc. are linked to the Divisions, Rules & Scoring page on our website.

Show Cheer

- **NEW** – The Cheer and Music score sheets have merged into one and is worth 40 points.
    - Dance Difficulty and Execution are worth 2.5 points each for a total of 5 points.
- **NEW** – Difficulty values have increased for Pyramids (from 5 to 10) and Tumbling (from 5 to 10).
- **Building**
    - Stunts – Required skills can be synchronized or rippled in the same section, without recycling athletes.
    - Composition Drivers: Separated out Variety from Connection of Skills for both Stunts and Pyramids.
    - Stunt Quantity Chart – "most" was updated for teams of 24, 28, 32 and 36. This update equalizes the requirement across all sizes of teams. Based on a traditional group of 4, the number for "most" leaves the team the ability to build 1 additional group. (Example: A team of 24 is required to build 5 groups for "most." 24/4 = 6, the "most" (5) is the maximum of 6, minus 1.)

Tumbling

- Tumbling difficulty will be out of 10 possible points. Starting values for each range are listed on the Scoring Range Document with an additional 2 points available to be awarded – 1 point for Difficulty and 1 point for composition drivers.
    - Driver update and clarification:
        - If most or all of the team (75-100%) performs a synchronized pass, the driver for Synchronized % of Participation will be awarded.
        - If a team achieves most or all (75-100%) through a cumulative approach, a 'Cumulative % of Participation' will be awarded.
            - If a team performs a synchronized pass by 75-100%, both drivers would be applied.

Non-Tumbling Divisions

- Teams will be required to include 2 separate jump sections to receive the max difficulty credit.

Updated Execution Ranges for Stunts, Pyramids, Jumps and Tumbling:

Exceptional	4.5-5.0
Above Average	4.0-4.5
Average	3.5-4.0
Below Average	3.0-3.5

Any score below 3.0 refers to execution that needs improvement.

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Group Stunt

- Score sheet point values have shifted: Difficulty 50 points, Execution 40 points and Overall Impression 10 points.

Game Day & Crowdleader™ Teams

- **NEW** – Crowdleader™ Teams Division score sheets have been updated. Each section will be judged separately as Band Chant, Situational Sideline/Crowd Leading Cheer and Fight Song.
- **NEW** – No props can be set up prior to being announced for any Game Day or Crowdleader™ Teams division.

Deductions & Legality

- **NEW** – Deductions will be assessed in the Group Stunt Divisions
- **NEW** – Out of bounds will be assessed at all events.
- **NEW** – All teams in all divisions have :30 to enter and exit.
- All legality reviews for all divisions will be completed via JotForm:
    - Show Cheer, Group Stunt, Game Day and Mascot divisions:
        - USA Legality Inquiry Form
    - **NEW** – Song/Pom, Song/Jazz and Pep Flag:
        - USA Song/Pom Legality Inquiry Form