



2023-2024 SPIRIT COMPETITIONS

SHOW CHEER

TUMBLING SCORING RANGES

If 50%, or "half" of team, does not perform synchronized skill, score drops into box directly below.
Synchronized – exact same skill(s) at the exact same time. Example: Synchronized = 50% of team does a back handspring at the exact same time. Not synchronized = 25% of team does a back handspring, other 25% does a back handspring into a back tuck. *Note: Tumbling passes must land on both feet to get credit for ranges. Example: Back handsprings which land in prone position would not count. *Note: To get into a range, tumbling is not cumulative. *Note: Both standing and running tumbling skills will be considered.

NOVICE & NOVICE NON-BUILDING	INTERMEDIATE	ADVANCED & ADVANCED NON-BUILDING
2.0 – 3.0	2.0 – 3.0	2.0 – 3.0
Forward roll Cartwheel	Cartwheel Round off Front/Back walkover	Cartwheel/Round off Front/Back walkover Standing back handspring Round off back handspring
3.0 – 4.0	3.0 – 4.0	3.0 – 4.0
Round off Front/Back walkover	Standing back handspring Round off back handspring	Round off BHS back tuck(s) Round off tuck(s) Standing BHS series Jump(s)/BHS combinations
4.0 – 5.0	4.0 – 5.0	4.0 – 5.0
Standing back handspring Round off back handspring	Round off BHS back tuck(s) Round off tuck(s) Standing BHS series Jump(s)/BHS combinations	Layouts Standing back tuck Standing BHS back tuck(s) Standing BHS to tuck/layout/full Round off to layout/full Round off BHS to layout/full Jump(s)/tuck or tuck combinations

TECHNIQUE/EXECUTION RANGES

3.5 – 4.0
Less than 50% of skills were executed with excellent precision and form
4.0 – 4.5
50% of skills were executed with excellent precision and form
4.5 – 5.0
75% or more of skills were executed with excellent precision and form

DRIVERS

Degree of Difficulty
Percentage of Team Participation
Combination of Skills/Variety
Pace and Speed of Skills