2026 - 2027 NCA COLLEGE SCORING GUIDELINES - ADVANCED ALL GIRL

NCA College judges will award scores based on the point ranges below when skills are performed by a majority of the team unless otherwise noted. Skills performed by less than a majority of the team will be awareded scores in a lower range.

STUNTS	PYRAMIDS	TOSSES	STANDING TUMBLING	RUNNING TUMBLING
1.0 - 3.0	**1.0 - 3.0**	**1.0 - 3.0**	**1.0 - 3.0**	**1.0 - 3.0**
Intermediate & Advanced Group &/or Coed Style or Single Base Skills (SEE LEVEL APPROPRIATE GUIDE FOR QUALIFYING SKILLS)	**Advanced Pyramid Skills** Two High pyramids incorporating multiple 2-1/2 high transitions & multiple inverting & twisting & unique mounts & dismounts	**Non-Flipping Tosses with single full twisting skills** Toss single full twist, kick single full twist, etc. Note: a ¼ positioning move is allowed in twisting skills	**Intermediate Standing Tumbling** Standing tumbling connected to back handspring(s)	**Intermediate Running Tumbling** Round-off back handspring(s), etc.
3.0 - 4.5	**3.0 - 4.5**	**3.0 - 4.0**	**3.0 - 4.0**	**3.0 - 4.0**
Advanced Group Stunts connected to an Elite dismount performed by MAJORITY in a single section. (SEE LEVEL APPROPRIATE GUIDE FOR QUALIFYING SKILLS)	**Elite Pyramid Skills** Pyramids containing single or multiple structures incorporating a top person at 2-1/2 high level or multiple 2-1/2 people with minimal inverting & twisting & unique mounts & dismounts	**Non-Flipping Tosses with double full twisting skills** Toss double full twists, kick double full twists, hitch kick doubles, ball x doubles, kick kick double, etc. Note: a ¼ positioning move is allowed in twisting skills	**Advanced Standing Tumbling** Standing tumbling connected to back tucks	**Advanced Running Tumbling** Round-off back handspring tucks, etc.
4.5 - 6.0	**4.5 - 6.0**	**4.0 - 4.5**	**4.0 - 4.5**	**4.0 - 4.5**
Elite Group Stunts or COED style single based variations of inverting/releasing & twisting skills to extended positions. Required Dismount: Elite Dismount connected to the above skill. (SEE LEVEL APPROPRIATE GUIDE FOR QUALIFYING SKILLS)	**Multiple Elite Pyramid Transitions & Structures by 2 or More people at 2-1/2 High that includes:** Numerous CONNECTED inverting and twisting and unique entries to the top of the pyramid AND numerous inverting & twisting & unique dismounts	**Flipping Tosses** Back tucks, layouts, pike open, front flipping toss	**Elite Standing Tumbling** Standing tumbling connected to layouts and/or full Synchronized standing tumbling connected to layouts	**Elite Running Tumbling** Round-off back handspring layouts, full twists, or passes consisting of full twists or more.
6.0 - 7.5	**6.0 - 7.5**	**4.5 - 5.0**	**4.5 - 5.0**	**4.5 - 5.0**
Elite group stunts to an extended liberty variation, or coed-style single-base skills, must include inverting, releasing, or twisting elements. All skills must be elite within a single section, with a required elite dismount connected within the same sequence and performed by a majority. (SEE LEVEL APPROPRIATE GUIDE FOR QUALIFYING SKILLS)	**Multiple Elite Pyramid Transitions & Structures by 2 or more people at 2-1/2 High that includes:** Numerous RELEASED inverting & twisting & unique entries to the top of the pyramid AND numerous inverting & twisting & unique dismounts	**Two Position Flipping Tosses** Tuck X-out, Tuck split, layout split, kick layout straddle, pike open straddle, pike open split, layout full twist.	**Majority Synchronized Elite Standing Tumbling** Synchronized standing tumbling connected to a full	**Majority Synchronized Elite Running Tumbling** Synchronized running tumbling connected to full.

Pyramid Clarification- When multiple top persons transition to the top of a 2½ high pyramid, it will count as one inverting or twisting unique transition.

In the 6.0–7.5 stunt range, all skills within a single section (defined as continuous execution with no breaks in timing).

#Athletes	Group Stunt	Pyramid	Toss	Coed Style		Tumbling
				MAJ	MOST	
10-11	2	2	2	2	3	6
12-13	2	2	2	3	3	7
14	2	2	2	3	4	8
15	3	3	2	3	4	8
16	3	3	2	3	4	9
17	3	3	2	3	5	9
18	3	3	2	4	5	10
19	3	3	3	4	5	10
20	3	3	3	4	5	11

*Disclaimer: NCA reserves the right to make all final rules and scoring decisions

JUMPS
4.0
Single Jumps
4.5
Double Jump Combinations
5.0
Triple Jumps or Double Jumps plus a Single Jump, MUST include variety

*STANDING & RUNNING TUMBLING: Synchronized is defined as originating together OR it involves the qualifying skill element occurring at the same time.

***Unless otherwise stated, group stunts are considered a group with 3 bases (including the spotter) for a total of 4 participants. Adding a 4th base does decrease the skills value to a lower scoring range.

9.1.2025

2026 - 2027 NCA COLLEGE SCORING GUIDELINES - ADVANCED LARGE COED

NCA College judges will award scores based on the point ranges below when skills are performed by a majority of the team unless otherwise noted. Skills performed by less than a majority of the team will be awareded scores in a lower range.

STUNTS	PYRAMIDS	TOSSES	STANDING TUMBLING	RUNNING TUMBLING
1.0 - 2.0	**1.0 - 3.0**	**1.0 - 3.0**	**1.0 - 3.0**	**1.0 - 3.0**
Intermediate & Advanced Group & Coed Stunt Skills (SEE LEVEL APPROPRIATE GUIDE FOR QUALIFYING SKILLS)	**Advanced Pyramid Skills** Two High pyramids incorporating multiple 2-1/2 high transitions & multiple inverting & twisting & unique mounts & dismounts	**Non-Flipping Tosses with Double Twisting Skills** Toss double full twists, kick double full twists, etc. Note: a ¼ positioning move is allowed in twisting skills	**Intermediate Standing Tumbling** Standing tumbling connected to back handspring(s)	**Intermediate Running Tumbling** Round-off back handspring(s), etc.
2.0 - 3.0	**3.0 - 4.5**	**3.0 - 4.0**	**3.0 - 4.0**	**3.0 - 4.0**
Advanced Group stunts or Advanced Coed Skills PLUS required ADVANCED dismount connected to a required skill (SEE LEVEL APPROPRIATE GUIDE FOR QUALIFYING SKILLS)	**Elite Pyramid Skills** Pyramids containing single or multiple structures incorporating a top person at 2-1/2 high level or multiple 2-1/2 people with minimal inverting & twisting & unique mounts & dismounts	**Flipping Tosses** Back tucks, layouts, pike open, front flipping toss	**Advanced Standing Tumbling** Standing tumbling connected to back tucks	**Advanced Running Tumbling** Round-off back handspring tucks, etc.
3.0 - 4.5	**4.5 - 6.0**	**4.0 - 4.5**	**4.0 - 4.5**	**4.0 - 4.5**
Elite Group Stunts or Elite Coed Skills that do not meet the higher range requirements. (SEE LEVEL APPROPRIATE GUIDE FOR QUALIFYING SKILLS)	**Multiple Elite Pyramid Transitions & Structures by 2 or More people at 2-1/2 High that includes:** Numerous CONNECTED inverting & twisting & unique entries to the top of the pyramid AND numerous inverting & twisting & unique dismounts	**Two Position Flipping Tosses** Tuck X-out, Tuck split, layout split, kick layout straddle, pike open straddle, pike open split, layout full twist	**Elite Standing Tumbling** Standing tumbling connected to layouts &/or full Synchronized standing tumbling connected to layouts	**Elite Running Tumbling** Round-off back handspring layouts, full twists, or passes consisting of full twists or more.
4.5 - 6.0	**6.0 - 7.5**	**4.5 - 5.0**	**4.5 - 5.0**	**4.5 - 5.0**
MAJORITY unassisted elite coed skills must be performed in a single section to a liberty or awesome variation, with a required ELITE dismount connected within the same sequence. (SEE LEVEL APPROPRIATE GUIDE FOR QUALIFYING SKILLS)	**Multiple Elite Pyramid Transitions & Structures by 2 or more people at 2-1/2 High that includes:** Numerous RELEASED inverting & twisting & unique entries to the top of the pyramid AND numerous inverting & twisting & unique dismounts	**Flipping Tosses with a Single Twist & Double Twisting Tosses** Full Twisting Layout, Layout straddle full, layout split/kick full, tuck x-out full, tuck split/kick full, double full twisting layout	**Majority Synchronized Elite Standing Tumbling** Synchronized standing tumbling connected to a full	**Majority Synchronized Elite Running Tumbling** Synchronized running tumbling connected to full.

6.0 - 7.5

MOST Unassisted Elite Coed Skills must be performed in a single section to a liberty/awesome variation, with a required ELITE dismount connected within the same sequence. (SEE LEVEL APPROPRIATE GUIDE FOR QUALIFYING SKILLS)
***ALL SKILLS PERFORMED IN SINGLE SECTION MUST BE UNASSISTED**

#Athletes	Group Stunt	Pyramid	Toss	Coed Style		Tumbling
				MAJ	MOST	
10-11	2	2	2	2	3	6
12-13	2	2	2	3	3	7
14	2	2	2	3	4	8
15	3	3	2	3	4	8
16	3	3	2	3	4	9
17	3	3	2	3	5	9
18	3	3	2	4	5	10
19	3	3	3	4	5	10
20	3	3	3	4	5	11

*Disclaimer: NCA reserves the right to make all final rules and scoring decisions

In the 6.0–7.5 stunt range, all skills within a single section (defined as continuous execution with no breaks in timing) must be unassisted. If any skill in that section is assisted, the score will drop to the 4.5–6.0 range or below. This includes any skills performed above majority or most requirement. Once within a range, COED divisions are first driven by UNASSISTED COED skills, degree of difficulty, Immediate single arm or leg skills, number of stunts, number of bases, variety of skills, & pace of skills.

JUMPS

4.0
Single Jumps

4.5
Double Jump Combinations

5.0
Triple Jumps or Double Jumps plus a Single Jump, MUST include variety

To be considered unassisted, a skill must be supported by a single base and cannot receive assistance during the toss, elevation, or stabilization; assistance is only permitted during the dismount.

Pyramid Clarification- In pyramids where multiple top persons maneuver to the top of a 2-1/2 high pyramid would only count as one inverting/twisting unique transition.

*STANDING & RUNNING TUMBLING: Synchronized is defined as originating together OR it involves the qualifying skill element occurring at the same time.

2026 - 2027 NCA COLLEGE SCORING GUIDELINES - ADVANCED SMALL COED

NCA College judges will award scores based on the point ranges below when skills are performed by a majority of the team unless otherwise noted. Skills performed by less than a majority of the team will be awareded scores in a lower range.

STUNTS	PYRAMIDS	TOSSES	STANDING TUMBLING	RUNNING TUMBLING
1.0 - 3.0	**1.0 - 3.0**	**1.0 - 3.0**	**1.0 - 3.0**	**1.0 - 3.0**
Intermediate & Advanced Group & Coed Stunt Skills (SEE LEVEL APPROPRIATE GUIDE FOR QUALIFYING SKILLS)	**Advanced Pyramid Skills** Two High pyramids incorporating multiple 2-1/2 high transitions & multiple inverting & twisting & unique mounts & dismounts	**Non-Flipping Tosses with single full twisting skills** Toss single full twist, kick single full twist, etc. Note: a ¼ positioning move is allowed in twisting skills	**Intermediate Standing Tumbling** Standing tumbling connected to back handspring(s)	**Intermediate Running Tumbling** Round-off back handspring(s), etc.
3.0 - 4.5	**3.0 - 4.5**	**3.0 - 4.0**	**3.0 - 4.0**	**3.0 - 4.0**
Advanced Group stunts or Advanced Coed Skills PLUS required ADVANCED dismount connected to a required skill (SEE LEVEL APPROPRIATE GUIDE FOR QUALIFYING SKILLS)	**Elite Pyramid Skills** Pyramids containing single or multiple structures incorporating a top person at 2-1/2 high level or multiple 2-1/2 people with minimal inverting & twisting & unique mounts & dismounts	**Non-Flipping Tosses with double full twisting skills** Toss double full twists, kick double full twists, hitch kick doubles, ball x doubles, kick kick double, etc. Note: a ¼ positioning move is allowed in twisting skills	**Advanced Standing Tumbling** Standing tumbling connected to back tucks	**Advanced Running Tumbling** Round-off back handspring tucks, etc.
4.5 - 6.0	**4.5 - 6.0**	**4.0 - 4.5**	**4.0 - 4.5**	**4.0 - 4.5**
Elite Group Stunts or Elite Coed Skills that do not meet the higher range requirements. (SEE LEVEL APPROPRIATE GUIDE FOR QUALIFYING SKILLS)	**Multiple Elite Pyramid Transitions & Structures by 2 or More people at 2-1/2 High that includes:** Numerous CONNECTED inverting & twisting & unique entries to the top of the pyramid AND numerous inverting & twisting & unique dismounts	**Flipping Tosses** Back tucks, layouts, pike open, front flipping toss	**Elite Standing Tumbling** Standing tumbling connected to layouts &/or full Synchronized standing tumbling connected to layouts	**Elite Running Tumbling** Round-off back handspring layouts, full twists, or passes consisting of full twists or more.
6.0 - 7.5	**6.0 - 7.5**	**4.5 - 5.0**	**4.5 - 5.0**	**4.5 - 5.0**
MOST Unassisted Elite Coed Skills must be performed in a single section to a liberty/awesome variation, with a required ELITE dismount connected within the same sequence. (SEE LEVEL APPROPRIATE GUIDE FOR QUALIFYING SKILLS)	**Multiple Elite Pyramid Transitions & Structures by 2 or more people at 2-1/2 High that includes:** Numerous RELEASED inverting & twisting & unique entries to the top of the pyramid AND numerous inverting & twisting & unique dismounts	**Two Position Flipping Tosses** Tuck X-out, Tuck split, layout split, kick layout straddle, pike open straddle, pike open split, layout full twist. **PLUS** at least one additional toss from the following list: Layout straddle full, split/kick full, tuck x-out full, tuck, split/kick full, double full twisting layout.	**Majority Synchronized Elite Standing Tumbling** Synchronized standing tumbling connected to a full	**Majority Synchronized Elite Running Tumbling** Synchronized running tumbling connected to full.

To be considered unassisted, a skill must be supported by a single base and cannot receive assistance during the toss, elevation, or stabilization; assistance is only permitted during the dismount.

Pyramid Clarification- In pyramids where multiple top persons maneuver to the top of a 2-1/2 high pyramid would only count as one inverting/twisting unique transition.

#Athletes	Group Stunt	Pyramid	Toss	Coed Style		Tumbling
				MAJ	MOST	
10-11	2	2	2	1	2	6
12-13	2	2	2	2	2	7
14	2	2	2	2	2	8
15	3	3	2	2	3	8
16	3	3	2	2	3	9
17	3	3	2	2	3	9
18	3	3	2	2	3	10
19	3	3	3	2	3	10
20	3	3	3	2	3	11

Disclaimer: NCA reserves the right to make all final rules and scoring decisions

JUMPS
4.0
Single Jumps
4.5
Double Jump Combinations
5.0
Triple Jumps or Double Jumps plus a Single Jump, MUST include variety

In the 6.0–7.5 stunt range, all skills within a single section (defined as continuous execution with no breaks in timing) must be unassisted. If any skill in that section is assisted, the score will drop to the 4.5–6.0 range or below. This includes any skills performed above majority or most requirement. Once within a range, COED divisions are first driven by UNASSISTED COED skills, degree of difficulty, Immediate single arm or leg skills, number of stunts, number of bases, variety of skills, & pace of skills.

*STANDING & RUNNING TUMBLING: Synchronized is defined as originating together OR it involves the qualifying skill element occurring at the same time.

2026 - 2027 NCA COLLEGE SCORING GUIDELINES - INTERMEDIATE LARGE COED

NCA College judges will award scores based on the point ranges below when skills are performed by a majority of the team unless otherwise noted. Skills performed by less than a majority of the team will be awarded scores in a lower range.

STUNTS	PYRAMIDS	TOSSES	STANDING TUMBLING	RUNNING TUMBLING
1.0 - 2.0	**1.0 - 2.0**	**1.0 - 3.0**	**1.0 - 3.0**	**1.0 - 3.0**
Novice Stunt Skills Shoulder stands, extensions, chair sits, etc. (SEE LEVEL APPROPRIATE GUIDE FOR QUALIFYING SKILLS)	**Novice Pyramid Skills** 2 high, non-transitional	**Non flipping tosses** Toe touch, tuck arch, bottle rocket, etc.	**Novice Standing Tumbling** Back rolls, forward rolls, back walkovers, front walkovers, etc.	**Novice Running Tumbling** Round-offs, cartwheels, etc.
2.0 - 3.0	**2.0 - 3.0**	**3.0 - 4.0**	**3.0 - 4.0**	**3.0 - 4.0**
Intermediate Stunt Skills (SEE LEVEL APPROPRIATE GUIDE FOR QUALIFYING SKILLS)	**Intermediate Pyramid Skills** 2 high pyramids incorporating minimal to no 2-1/2 high transitions & includes minimal incorporation of braced inverting & twisting & unique mounts & dismounts	**Non-Flipping tosses with single full twisting skills** Toss full twist, kick full twist, etc.	**Intermediate Standing Tumbling** Standing back handspring(s), jump back handspring, etc.	**Intermediate Running Tumbling** Round-off back handspring(s), etc.
3.0 - 4.0	**3.0 - 4.0**	**4.0 - 4.5**	**4.0 - 5.0**	**4.0 - 4.5**
Advanced Group Stunts and/or Assisted Advanced Coed Skills; or Unassisted Advanced Coed Skills that do not meet the higher range requirement **(See level-appropriate guide for qualifying skills.)**	**Advanced Pyramid Skills** **Two high pyramids must be performed incorporating multiple 2½ high transitions, along with multiple inverting, twisting, and unique mounts and dismounts.** *****Skills must clearly execute through the 2½ high level to be considered 2½ high.**	**Non-Flipping Tosses with double full twisting skills** Toss double full twists, kick double full twists, hitch kick doubles, ball x doubles, kick kick double, etc. Note: a ¼ positioning move is allowed in twisting skills	**Advanced Standing Tumbling (synchronized by Majority)** Standing back handspring(s), jump back handspring, etc.	**Advanced Running Tumbling** Round-off (back handspring) tucks, layouts, etc. **4.5 - 5.0** **Advanced Running Tumbling synchronized by Majority** Round-off (back handspring) tucks, layouts, etc.
4.0 - 5.0	**4.0 - 5.0**	**4.5 - 5.0**	**JUMPS**	
Majority Unassisted Advanced Coed Skills to a liberty/awesome variation connected in the same sequence to an advanced dismount. Skills must be performed in the same section. ***Minimum number of skills to meet the requirement must be performed unassisted.**	**Advanced Pyramid Skills** **Two high pyramids must be performed incorporating multiple 2½ high transitions, with multiple inverting, twisting, and unique mounts and dismounts. Both pyramids must include coed-style skills.** *****Skills must clearly execute through the 2½ high level to be considered 2½ high.**	**Non-Flipping Tosses with double full twisting skills in the same section** **Toss double full twists, kick double full twists, hitch kick doubles, ball x doubles, kick kick double, etc. Note: a ¼ positioning move is allowed in twisting skills**	**4.0** Single Jumps **4.5** Double Jump Combinations **5.0** Triple Jumps or Double Jumps plus a Single Jump, MUST include variety	

To be considered unassisted, a skill must be supported by a single base and cannot receive assistance during the toss, elevation, or stabilization; assistance is only permitted during the dismount.

#Athletes	Group Stunt	Pyramid	Toss	Coed Style		Tumbling
				MAJ	MOST	
10-11	2	2	2	2	3	6
12-13	2	2	2	3	3	7
14	2	2	2	3	4	8
15	3	3	2	3	4	8
16	3	3	2	3	4	9
17	3	3	2	3	5	9
18	3	3	2	4	5	10
19	3	3	3	4	5	10
20	3	3	3	4	5	11

*Disclaimer: NCA reserves the right to make all final rules and scoring decisions

Standing & Running Tumbling: "Synchronized" is defined as starting together or having the qualifying skill occur at the same time.

Pyramid Clarification: Only coed style transitions performed within the pyramid count toward the range requirement. Basic load-ins for bracing do not qualify

Refer to the Intermediate Level Appropriate Guide for examples of Novice, Intermediate, and Advanced Group Stunt and Coed skills. Teams competing in the Intermediate Division must also follow USA Cheer College Safety Rules, in addition to all Intermediate restrictions outlined in the NCA College Rulebook.

To achieve the 4.0–5.0 stunt range, a majority unassisted advanced coed skills must be performed in the same section (defined as continuous execution with no breaks in timing). A majority of skills within the section must be unassisted coed skills. If any skill in that section is assisted, the score will drop to the 4.5–6.0 range or below. This includes any skills performed above majority or most requirement. Once within a range, COED divisions are first driven by UNASSISTED COED skills Follwed by degree of difficulty, Immediate single arm or leg skills, number of stunts, number of bases, variety of skills, & pace of skills.

2026 - 2027 NCA COLLEGE SCORING GUIDELINES - INTERMEDIATE SMALL COED

NCA College judges will award scores based on the point ranges below when skills are performed by a majority of the team unless otherwise noted. Skills performed by less than a majority of the team will be awareded scores in a lower range.

STUNTS	PYRAMIDS	TOSSES	STANDING TUMBLING	RUNNING TUMBLING
1.0 - 2.0	**1.0 - 2.0**	**1.0 - 3.0**	**1.0 - 3.0**	**1.0 - 3.0**
Novice Stunt Skills Shoulder stands, extensions, chair sits, etc. (SEE LEVEL APPROPRIATE GUIDE FOR QUALIFYING SKILLS)	**Novice Pyramid Skills** 2 high, non-transitional	**Non flipping tosses** Toe touch, tuck arch, bottle rocket, etc.	**Novice Standing Tumbling** Back rolls, forward rolls, back walkovers, front walkovers, etc.	**Novice Running Tumbling** Round-offs, cartwheels, etc.
2.0 - 3.0	**2.0 - 3.0**	**3.0 - 4.0**	**3.0 - 4.0**	**3.0 - 4.0**
Intermediate Stunt Skills (SEE LEVEL APPROPRIATE GUIDE FOR QUALIFYING SKILLS)	**Intermediate Pyramid Skills** 2 high pyramids incorporating minimal to no 2-1/2 high transitions & includes minimal incorporation of braced inverting & twisting & unique mounts & dismounts	**Non-Flipping tosses with single full twisting skills** Toss full twist, kick full twist, etc.	**Intermediate Standing Tumbling** Standing back handspring(s), jump back handspring, etc.	**Intermediate Running Tumbling** Round-off back handspring(s), etc.
3.0 - 4.0	**3.0 - 4.0**	**4.0 - 4.5**	**4.0 - 5.0**	**4.0 - 4.5**
Advanced Group Stunts &/or Assisted Advanced Coed Skills or other skills that do not meet the higher range requirements (SEE LEVEL APPROPRIATE GUIDE FOR QUALIFYING SKILLS)	**Advanced Pyramid Skills** 2 high pyramids incorporating MULTIPLE 2-1/2 high transitions & MULTIPLE inverting & twisting & unique mounts & dismounts *Skills must EXECUTE through 2-1/2 high to be considered 2-1/2 high*	**Non-Flipping Tosses with double full twisting skills** Toss double full twists, kick double full twists, hitch kick doubles, ball x doubles, kick kick double, etc. Note: a ¼ positioning move is allowed in twisting skills	**Advanced Standing Tumbling (synchronized by Majority)** Standing back handspring(s), jump back handspring, etc.	**Advanced Running Tumbling** Round-off (back handspring) tucks, layouts, etc.
				4.5 - 5.0
				Advanced Running Tumbling synchronized by Majority Round-off (back handspring) tucks, layouts, etc.
4.0 - 5.0	**4.0 - 5.0**	**4.5 - 5.0**	**JUMPS**	
MOST Unassisted Advanced Coed Skills to a liberty/awesome variation connected in the same sequence to an advanced dismount. Skills must be performed in the same section. (SEE LEVEL APPROPRIATE GUIDE FOR QUALIFYING SKILLS)	**Advanced Pyramid Skills** Two high pyramids must be performed incorporating multiple 2½ high transitions, with multiple inverting, twisting, and unique mounts and dismounts. Both pyramids must include coed-style skills. ***Skills must clearly execute through the 2½ high level to be considered 2½ high.	**Non-Flipping Tosses with double full twisting skills in the same section** Toss double full twists, kick double full twists, hitch kick doubles, ball x doubles, kick kick double, etc. Note: a ¼ positioning move is allowed in twisting skills	**4.0** Single Jumps **4.5** Double Jump Combinations **5.0** Triple Jumps or Double Jumps plus a Single Jump, MUST include variety	

For a skill to be considered UNASSISTED it must receive primary support from a single base the majority of the time & must not be assisted in the toss of the stunt, to elevate the stunt or to stabilize the stunt.

For the 4.0-5.0 Teams must demonstrate MOST UNASSISTED Coed style skills performed in ONE section using the MAJORITY chart. Other assisted coed or group stunts may also be performed in this single section to showcase athlete participation. If less than a majority is performed unassisted, the score will remain in the 3.0-4.0 scoring range.
Once within a range, COED divisions are first driven by Unassisted COED skills, degree of difficulty, Immediate single arm or leg skills, number of stunts/number of bases, variety of skills, pace of skills.

#Athletes	Group Stunt	Pyramid	Toss	Coed Style		Tumbling
				MAJ	MOST	
10-11	2	2	2	1	2	6
12-13	2	2	2	2	2	7
14	2	2	2	2	2	8
15	3	3	2	2	3	8
16	3	3	2	2	3	9
17	3	3	2	2	3	9
18	3	3	2	2	3	10
19	3	3	3	2	3	10
20	3	3	3	2	3	11

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*STANDING & RUNNING TUMBLING: Synchronized is defined as originating together OR it involves the qualifying skill element occurring at the same time.

Pyramid Clarification- For a skill to be considered coed style for the range requirement, it must be a transition used for the range requirement. Basic load ins for the purpose of bracing will not be considered.

See INTERMEDIATE Level Appropriate Guide for a list of Novice, Intermediate, & Advanced GROUP STUNT AND COED skills.

Intermediate Rules
Teams competing in the Intermediate Division must also adhere to USAcheer.org College Safety Rules in addition to the complete Intermediate Restrictions located in the NCA College Rulebook!

10/26/2026

2026 - 2027 NCA COLLEGE SCORING GUIDELINES - INTERMEDIATE ALL GIRL

NCA College judges will award scores based on the point ranges below when skills are performed by a majority of the team unless otherwise noted. Skills performed by less than a majority of the team will be awareded scores in a lower range.

STUNTS	PYRAMIDS	TOSSES	STANDING TUMBLING	RUNNING TUMBLING
1.0 - 3.0	**1.0 - 3.0**	**1.0 - 3.0**	**1.0 - 3.0**	**1.0 - 3.0**
Novice Stunt Skills Modified full up, switch up to prep, extensions, etc. (SEE LEVEL APPROPRIATE GUIDE FOR QUALIFYING SKILLS)	**Novice Pyramid Skills** 2 high, non-transitional	**Non flipping tosses** Toe touch, tuck arch, bottle rocket, etc.	**Novice Standing Tumbling** Back rolls, forward rolls, back walkovers, front walkovers, etc.	**Novice Running Tumbling** Round-offs, cartwheels, etc.
3.0 - 4.0	**3.0 - 4.0**	**3.0 - 4.0**	**3.0 - 4.0**	**3.0 - 4.0**
Intermediate Stunt Skills incorporating a variety of inverting, twisting and unique mounts, dismounts and transitions. (SEE LEVEL APPROPRIATE GUIDE FOR QUALIFYING SKILLS)	**Intermediate Pyramid Skills** 2 high pyramids incorporating minimal to no 2-1/2 high transitions & includes minimal incorporation of braced inverting & twisting & unique mounts & dismounts	**Non-Flipping tosses with single full twisting skills** Toss full twist, kick full twist, etc.	**Intermediate Standing Tumbling** Standing back handspring(s), jump back handspring, etc.	**Intermediate Running Tumbling** Round-off back handspring(s), etc.
4.0 - 5.0	**4.0 - 5.0**	**4.0 - 4.5**	**4.0 - 5.0**	**4.0 - 4.5**
Advanced Stunt Skills incorporating a variety of multiple inverting, twisting, unique mounts, dismounts & other advanced level transitions. (SEE LEVEL APPROPRIATE GUIDE FOR QUALIFYING SKILLS)	**Advanced Pyramid Skills** 2 high pyramids incorporating MULTIPLE 2-1/2 high transitions & MULTIPLE inverting & twisting & unique mounts & dismounts *Skills must EXECUTE through 2-1/2 high to be considered 2-1/2 high*	**Non-Flipping Tosses with double full twisting skills** Toss double full twists, kick double full twists, hitch kick doubles, ball x doubles, kick kick double, etc. Note: a ¼ positioning move is allowed in twisting skills	**Advanced Standing Tumbling (synchronized by Majority)** Standing back handspring(s), jump back handspring, etc.	**Advanced Running Tumbling** Round-off (back handspring) tucks, layouts, etc.
		4.5 - 5.0		**4.5 - 5.0**
		Non-Flipping Tosses with double full twisting skills in the same section Toss double full twists, kick double full twists, hitch kick doubles, ball x doubles, kick kick double, etc. Note: a ¼ positioning move is allowed in twisting skills		**Advanced Running Tumbling synchronized by Majority** Round-off (back handspring) tucks, layouts, etc.

Stunt groups are defined as groups of FOUR with three bases (including the back spot) & a top person. Those utilizing more than three bases could see a negative impact to the difficulty score. Those utilizing less bases could see a positive impact to the difficulty score.

Pyramid difficulty can vary based on the number of bracers or the timing in which a skill becomes braced ensuring skills meet the requirements/rules of the Intermediate division.

#Athletes	Group Stunt	Pyramid	Toss	Coed Style		Tumbling
				MAJ	MOST	
10-11	2	2	2	2	3	6
12-13	2	2	2	3	3	7
14	2	2	2	3	4	8
15	3	3	2	3	4	8
16	3	3	2	3	4	9
17	3	3	2	3	5	9
18	3	3	2	4	5	10
19	3	3	3	4	5	10
20	3	3	3	4	5	11

*Disclaimer: NCA reserves the right to make all final rules and scoring decisions

JUMPS
4.0
Single Jumps
4.5
Double Jump Combinations
5.0
Triple Jumps or Double Jumps plus a Single Jump, MUST include variety

*STANDING & RUNNING TUMBLING: Synchronized is defined as originating together OR it involves the qualifying skill element occurring at the same time.

Intermediate Rules
Teams competing in the Intermediate Division must also adhere to USAcheer.org College Safety Rules in addition to the complete Intermediate Restrictions located in the NCA College Rulebook!