

# 2017 – 2018 CHEER LTD COLLEGE SCORING GUIDELINES - INTERMEDIATE

Cheer Ltd College judges will award scores based on the point ranges below when skills are performed by a majority of the team with a high level of perfection.

Skills performed by less than a majority of the team or with less than a high level of perfection will be awarded scores in a lower range.

PA RTNER STUNTS	PYRAMIDS	TOSSES	STANDING TUMBLING	RUNNING TUMBLING
2-3 points	2-3 points	2-3 points	2-3 points	2-3 points
Beginning Stunt Skills - Shoulder stands, extensions, chair sits, etc	Beginning Pyramid Skills - 2 high, non-transitional	Non-flipping Tosses - Toe touch, tuck arch, bottle rocket, etc.	Beginning Tumbling Skills - Backward rolls, backwalkovers	Beginning Tumbling Skills - Round-offs, cartwheels, etc.
3-4 points	3-4 points	3-4 points	3-4 points	3-4 points
Extended stunts performed with minimal incorporation of inverting/twisting/unique mounts, dismounts and transitions	Intermediate Pyramid Skills- 2 high pyramids incorporating minimal to no 2½ high transitions and includes minimal incorporation of braced inverting/twisting/unique mounts and dismounts	Non-flipping Tosses with Single Twisting Skills - Toss full twists, kick full twists, etc	Intermediate Tumbling Skills - Standing back handspring(s)	Intermediate Tumbling Skills - Round-off back handspring(s), etc.
4-5 points	4-5 points	4-5 points	4-5 points	4-5 points
Advanced Stunt Skills performed with strong incorporation of braced inverting/twisting/unique mounts, dismounts and transitions. Braced rewinds, full up to extended positions, etc	Advanced Pyramid Skills - 2 high pyramids incorporating multiple 2½ high transitions and multiple inverting/twisting/unique mounts and dismounts	Non-flipping Tosses with Double Full Twisting Skills - Toss double full twists, kick double full twists, etc. Note: a ¼ positioning move is allowed in twisting skills.	Advanced Tumbling Skills - Synchronized back handspring(s)	Advanced Tumbling Skills - Round-off (back handspring) tucks, layouts, etc
<b>JUMPS</b>				
4.0 points				
Single Jumps				
4.5 points				
Double Jump combinations				
5 points				
Triple jump combinations or double jump combinations and a single jump, must include a variety				

“Unassisted” is defined as the stunt being supported by only one base the majority of time the stunt is sustained overhead in one position. In addition, the base must provide primary support throughout the entire transition (i.e. a group stunt may not throw a top person to a single base and receive unassisted credit)

## \*INTERMEDIATE DIVISION RESTRICTIONS\*

Teams competing in the intermediate division must adhere to the AACCA College safety guidelines and the following additional restrictions

### STUNTS / PYRAMIDS

- \*Release inversions into or from stunts are prohibited
- \*Release full twists to an extended position are prohibited
- \*Double twisting dismounts are prohibited
- \*Pyramids sustained over 2 persons high are prohibited
- \*Twisting stunts (i.e. full ups) are limited to ONE and a quarter (1¼) twisting rotation; one and a half (1½) ups and double ups are prohibited

### TOSSES

- \*Release flips from basket/sponge tosses are prohibited
- \*Twisting dismounts from basket/sponge tosses may not exceed 2 rotations (¼ turn is allowed to set for the twist)

### TUMBLING

- \*Standing back tucks or other flips, and standing tumbling with back tucks or other flips are not permitted
- \*Airborne flips out of running tumbling are permitted (e.g. tucks, layouts, whips, etc.)
- \*Twisting flips are not permitted (includes running tumbling)

# 2017 – 2018 CHEER LTD COLLEGE SCORING GUIDELINES - ALL GIRL

Cheer Ltd College judges will award scores based on the point ranges below when skills are performed by a majority of the team with a high level of perfection. Skills performed by less than a majority of the team or with less than a high level of perfection will be awarded scores in a lower range.

PA RTNER STUNTS 2-3 points	PYRAMIDS 2-3 points	TOSSES 2-3 points	STANDING TUMBLING 2-3 points	RUNNING TUMBLING 2-3 points
Advanced Stunt Skills performed with strong incorporation of braced inverting/twisting/ unique mounts, dismounts and transitions. Braced rewinds, full up to extended positions, etc.	<b>Advanced Pyramid Skills-</b> 2 high pyramids incorporating multiple 2½ high transitions and multiple inverting/twisting/unique mounts and dismounts	<b>Non-flipping Tosses with Double Full Twisting Skills</b> - Toss double full twists, kick double full twists, etc. Note: a ¼ positioning move is allowed in twisting skills	<b>Intermediate Tumbling Skills</b> - Standing tumbling connected to back handspring(s)	<b>Intermediate Tumbling Skills</b> - Round-off, back handspring(s), etc.
3-4 points	3-4 points	3-4 points	3-4 points	3-4 points
Group stunt up to 1½ up to extended stunt, group stunt double up to extended stunt, Released inversions to below extended level. Required Dismount: Flipping or double twisting from the above skills. (majority unassisted)	<b>Elite Pyramid Skills</b> A pyramid sequence that contains single or multiple structures incorporating a top person at the 2½ high level or multiple 2½ high people with minimal inverting/twisting/unique mounting and dismounting by the top person(s). Clarification: A transition where multiple top persons maneuver to the top of a 2½ high pyramid would only count as one inverting/twisting/unique transition.	<b>Flipping Tosses</b> - Back tucks, layouts, x-outs, arabian ½ etc.	<b>Advanced Tumbling Skills</b> - Standing tumbling connected to back tucks	<b>Advanced Tumbling Skills</b> - Round-off back, handspring, tucks, etc
4-5 points	4.0 - 4.5 points	4.0 - 4.5 points	4.0 - 4.5 points	4.0 - 4.5 points
<b>Group stunt inversions into extended one leg stunts. Required Dismount: Flipping or double twisting from the above skills. Single based toss stunts that press or catch to extended stunt performed by the majority of the team</b> Unbraced rewinds to liberty variations/awesome, released toss full up to liberty variations/awesome unbraced inversions to liberty variations/awesome, Required Dismount: Flipping or double twisting from the above skills.	A pyramid sequence that contains multiple structures and multiple transitions. Each structure in the sequence should contain two or more people at the 2 and ½ high level. The top people should use numerous connected inverting/twisting/unique entries to the top of the pyramids and numerous inverting/twisting/unique dismounts	<b>Flipping tosses with a single twist. Layout with a single full twist, Arabian full, x-out full, etc.</b> Front flipping tosses with more than one twist.	<b>Elite Tumbling Skills</b> - Standing tumbling connected to layouts and/or fulls	<b>Elite Tumbling Skills</b> - Round-off, back handspring, layouts, full twists, or passes consisting of full twists or more
	4.5 - 5 points	4.5 - 5 points	4.5 - 5 points	
	A pyramid sequence that contains multiple structures and multiple transitions. Each structure in the sequence should contain two or more people at the 2 and ½ high level. The top people should use numerous released inverting/twisting/unique entries to the top of the pyramids and numerous inverting/twisting/unique dismounts	Backward flipping tosses with a double twist. Layout with a double full twist, Arabian one and a half, etc.	<b>Elite Tumbling Skills</b> - Synchronized standing tumbling connected to layouts and/or fulls	
<b>JUMPS</b>				
4.0 points				
Single Jumps				
4.5 points				
Double Jump combinations				
5 points				
Triple jump combinations or double jump combinations and a single jump, must include a variety				

“Unassisted” is defined as the stunt being supported by only one base the majority of time the stunt is sustained overhead in one position. In addition, the base must provide primary support throughout the entire transition (i.e. a group stunt may not throw a top person to a single base and receive unassisted credit)

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# 2017 – 2018 CHEER LTD COLLEGE SCORING GUIDELINES - SMALL/MEDIUM COED

Cheer Ltd College judges will award scores based on the point ranges below when skills are performed by a majority of the team with a high level of perfection. Skills performed by less than a majority of the team or with less than a high level of perfection will be awarded scores in a lower range.

PARTNER STUNTS	PYRAMIDS	TOSSES	STANDING TUMBLING	RUNNING TUMBLING
2-3 points	2-3 points	2-3 points	2-3 points	2-3 points
<b>Advanced Stunt Skills performed with strong incorporation of legal inverting, twisting, unique mounts, release toss stunts and transitions.</b> Braced rewinds, full up to extended positions, etc.	<b>Advanced Pyramid Skills</b> - 2 high pyramids incorporating multiple 2½ high transitions and multiple inverting/twisting/unique mounts and dismounts.	<b>Non-flipping Tosses with Double Full Twisting Skills</b> - Toss double full twists, kick double full twists, etc. Note: a ¼ positioning move is allowed in twisting skills.	<b>Intermediate Tumbling Skills</b> - Standing tumbling connected to back handspring(s).	<b>Intermediate Tumbling Skills</b> - Round-off, back handspring(s), etc
3.0-3.5 points	3-4 points	3-4 points	3-4 points	3-4 points
Group stunt up to 1½ up to extended stunt, group stunt double up to extended stunt. Single based toss to hands to extended stunt (majority unassisted)	<b>Elite Pyramid Skills</b> - A pyramid sequence that contains single or multiple structures incorporating a top person at the 2½ high level or multiple 2½ high people with minimal inverting/twisting/unique mounting and dismounting by the top person(s). maneuver to the top of a 2½ high pyramid Clarification: A transition where multiple top persons would only count as one inverting/twisting/unique transition.	<b>Flipping Tosses</b> - Back tucks, layouts, x-outs, arabian ½ etc	<b>Advanced Tumbling Skills</b> - Standing tumbling connected to back tucks.	<b>Advanced Tumbling Skills</b> - Round-off back, handspring, tucks, etc
3.5- 4.0 points				
Group stunt inversions into extended one leg stunts. Single based toss to extended stunt. Males participate in group stunts only. (majority unassisted)				
4.0 - 4.5 points	4.0 - 4.5 points	4.0 - 4.5 points	4.0 - 4.5 points	4 - 5 points
<b>Partner Stunt: Perform one of the below skills. A majority of the stunt groups must be unassisted. All Males participate in assisted coed style stunts.</b> Unbraced rewinds to liberty variations/awesome, unbraced inversions to liberty variations/awesome, released toss full up to liberty variations/awesome. Required Dismount: Flipping or double twisting from the above skills.	A pyramid sequence that contains multiple structures and multiple transitions. Each structure in the sequence should contain two or more people at the 2 and ½ high level. The top people should use numerous connected inverting/twisting/unique entries to the top of the pyramids OR released toss entries that do not twist or invert. Should also include numerous inverting/twisting/unique dismounts.	Flipping tosses with a single twist. Layout with a single full twist, Front flipping tosses with Arabian full, x-out full, etc. more than one twist.	<b>Elite Tumbling Skills</b> - Standing tumbling connected to layouts and/or fulls.	<b>Elite Tumbling Skills</b> - Round-off, back handspring, layouts, full twists, or passes consisting of full twists or more
4.5 - 5 points	4.5 - 5 points	4.5 - 5 points	4.5 - 5 points	
At least one section should contain a partner stunt listed below executed by stunt couples and must be unassisted. Unbraced rewinds to liberty variations/awesome, unbraced inversions to liberty variations/awesome, Required Dismount: Flipping or double twisting from the above skills. All other stunt sections must be unassisted by a majority of the stunt groups.	A pyramid sequence that contains multiple structures and multiple transitions. Each structure in the sequence should contain two or more people at the 2 and ½ high level. The top people should use numerous released inverting/twisting/unique entries to the top of the pyramids and numerous inverting/twisting/unique dismounts.	Backward flipping tosses with a double twist. Layout with a double full twist, Arabian one and a half, pike open double, etc.	<b>Elite Tumbling Skills</b> - Synchronized standing tumbling connected to layouts and/or fulls	
<b>JUMPS</b>				
4.0 points				
Single Jumps				
4.5 points				
Double Jump combinations				
5 points				
Triple jump combinations or double jump combinations and a single jump, must include a variety				

"Unassisted" is defined as the stunt being supported by only one base the majority of time the stunt is sustained overhead in one position. In addition, the base must provide primary support throughout the entire transition (i.e. a group stunt may not throw a top person to a single base and receive unassisted credit)

# 2017 – 2018 CHEER LTD COLLEGE SCORING GUIDELINES - LARGE COED

Cheer Ltd College judges will award scores based on the point ranges below when skills are performed by a majority of the team with a high level of perfection. Skills performed by less than a majority of the team or with less than a high level of perfection will be awarded scores in a lower range.

PARTNER STUNTS	PYRAMIDS	TOSSES	STANDING TUMBLING	RUNNING TUMBLING
2-3 points	2-3 points	2-3 points	2-3 points	2-3 points
Advanced Stunt Skills performed with strong incorporation of legal inverting, twisting, unique mounts, release toss stunts and transitions. Braced rewinds, full up to extended positions, etc.	Advanced Pyramid Skills - 2 high pyramids incorporating multiple 2½ high transitions and multiple inverting/twisting/unique mounts and dismounts.	Non-flipping Tosses with Double Full Twisting Skills - Toss double full twists, kick double full twists, etc. Note: a ¼ positioning move is allowed in twisting skills.	Intermediate Tumbling Skills - Standing tumbling connected to back handspring(s).	Intermediate Tumbling Skills - Round-off, back handspring(s), etc
3.0-3.5 points	3-4 points	3-4 points	3-4 points	3-4 points
Group stunt up to 1½ up to extended stunt, group stunt double up to extended stunt. Single based toss to hands to extended stunt (majority unassisted)	Elite Pyramid Skills - A pyramid sequence that contains single or multiple structures incorporating a top person at the 2½ high level or multiple 2½ high people with minimal inverting/twisting/unique mounting and dismounting by the top person(s). manuever to the top of a 2½ high pyramid Clarification: A transition where multiple top persons would only count as one inverting/twisting/unique transition.	Flipping Tosses - Back tucks, layouts, x-outs, arabian ½ etc	Advanced Tumbling Skills - Standing tumbling connected to back tucks.	Advanced Tumbling Skills - Round-off back, handspring, tucks, etc
3.5- 4.0 points				
Group stunt inversions into extended one leg stunts. Single based toss to extended stunt (majority unassisted)				
4.0 - 4.5 points	4.0 - 4.5 points	4.0 - 4.5 points	4.0 - 4.5 points	4 - 5 points
Perform one of the below skills. A majority of the stunt groups must be unassisted. Unbraced rewinds to liberty variations/awesome, unbraced inversions to liberty variations/awesome, released toss full up to liberty variations/awesome. Required Dismount: Flipping or double twisting from the above skills.	A pyramid sequence that contains multiple structures and multiple transitions. Each structure in the sequence should contain two or more people at the 2 and ½ high level. The top people should use numerous connected inverting/twisting/unique entries to the top of the pyramids OR released toss entries that do not twist or invert. Should also include numerous inverting/twisting/unique dismounts.	Flipping tosses with a single twist. Layout with a single full twist, Front flipping tosses with Arabian full, x-out full, etc. more than one twist.	Elite Tumbling Skills - Standing tumbling connected to layouts and/or fulls.	Elite Tumbling Skills - Round-off, back handspring, layouts, full twists, or passes consisting of full twists or more
4.5 - 5 points	4.5 - 5 points	4.5 - 5 points	4.5 - 5 points	
Perform one of the below skills. All of the partner stunts must be unassisted. Unbraced rewinds to liberty variations/awesome, unbraced inversions to liberty variations/awesome, released toss full up to liberty variations/awesome Required Dismount: Flipping or double twisting from the above skills. All other stunt sections must be unassisted by a majority of the partner stunts.	A pyramid sequence that contains multiple structures and multiple transitions. Each structure in the sequence should contain two or more people at the 2 and ½ high level. The top people should use numerous released inverting/twisting/unique entries to the top of the pyramids and numerous inverting/twisting/unique dismounts.	Backward flipping tosses with a double twist. Layout with a double full twist, Arabian one and a half, pike open double, etc.	Elite Tumbling Skills - Synchronized standing tumbling connected to layouts and/or fulls	
<b>JUMPS</b>		<p>“Unassisted” is defined as the stunt being supported by only one base the majority of time the stunt is sustained overhead in one position. In addition, the base must provide primary support throughout the entire transition (i.e. a group stunt may not throw a top person to a single base and receive unassisted credit)</p>		
4.0 points				
Single Jumps				
4.5 points				
Double Jump combinations				
5 points				
Triple jump combinations or double jump combinations and a single jump, must include a variety				