

# School / Collegiate Scoring Tumbling

Revised: 10/23/14

## STANDING TUMBLING DIFFICULTY

7.5 - 8.0	Below	Skills performed do not meet Low range requirement.
8.0 - 8.2	Low	Majority of the team performs a level appropriate pass.
8.2 - 8.5	Mid	Most of the team performs a level appropriate pass.
8.5 - 9.0	High	*Majority of the team performs a level appropriate jump tumble combination

\* For Intermediate teams, this must include at least a jump back handspring combination

## JUMP DIFFICULTY

8.0	Low	Performs 1 jump
8.2	Mid	Most of the team performs 2 connected advanced jumps.
8.5	High	Most of the team performs 3 connected advanced jumps.
9.0	Max	Most of the team performs 4 connected advanced jumps or 3 connected advanced jumps, plus one additional advanced jump. Must include variety.

\* All approaches within the jumps must use a whip approach to be considered connected

\* Teams must perform the required skill set or they will be given a lower score

**BASIC JUMPS:** Spread Eagle, Tuck Jump

**ADVANCED JUMPS:** Pike, Right/ Left Hurdlers (front or side), Toe Touch

## RUNNING TUMBLING DIFFICULTY

7.5 - 8.0	Below	Skills performed do not meet Low range requirement
8.0 - 8.2	Low	Majority of the team performs a level appropriate pass
8.2 - 8.5	Mid	Most of the team performs a level appropriate pass that ends in at least a back handspring. (Advanced teams must end in a tuck.)
8.5 - 9.0	High	Most of the team performs a level appropriate pass with specialty skill(s)

**Specialty skills include legal:** front walkovers/handsprings, BHS step-outs connected to additional running tumbling skills, whips, bounding skills, etc.

\*Intermediate Teams: Must end in at least a back handspring. (Round-off/back handspring tucks will count as a specialty pass)

\*Advanced Teams: Must end in at least a layout. (Round-off/back handspring layouts and/or fulls will count as a specialty pass)

**Specialty skills do not include:** series BHS

## TECHNIQUE

.1 - .3	Below Average	Less than majority of the athletes demonstrated excellent precision, form, and synchronization
.4 - 1.0	Average/ Above Average	Majority to all of the athletes in the routine demonstrated excellent precision, form and synchronization.

## MAJORITY/MOST QUANTITY TABLE

# of Athletes Majority Most

5	3	4
6	4	5
7	4	5
8	5	6
9	5	7
10	6	8
11	6	8
12	7	9
13	7	10
14	8	11
15	8	11
16	9	12
17	9	12
18	10	14
19	10	14
20	11	15
21	11	16
22	12	17
23	12	17
24	13	18
25	13	19
26	14	20
27	14	20
28	15	21
29	15	22
30	16	23
31	16	23
32	17	24
33	17	25
34	18	26
35	18	26
36	19	27

Scores are based on performances at that day's event compared to other teams in your division and/or level.

Teams will notice a variance in scores from event to event.

- Majority = 51% (of the team)
- Most = 75% (of the team)

# School / Collegiate Scoring Building

Revised: 10/23/14

## STUNT DIFFICULTY

7.5 - 8.0	Below	Skills performed do not meet low range requirement
8.0 - 8.2	Low	2 Different Level Appropriate Skills performed by most of team
8.2 - 8.5	Mid	3 Different Level Appropriate Skills performed by most of team
8.5 - 9.0	High	4 Different Level Appropriate Skills performed by most of team

For Collegiate level teams at least 2 of the skills performed must be collegiate appropriate and the remaining skills must be collegiate or advanced level skills.

## COED

4.0	Below	Unassisted or Assisted Shoulder Sit or Chair Sit
4.2	Low	Unassisted Toss* or Walk-In* to hands OR Assisted Toss* or Walk-In* to Hands press Extension
4.5	Mid	Unassisted Toss* or Walk-In* to Hands press Extension OR Assisted Toss* or Walk-In* to fully Extended Double Leg Stunt
4.9	High	Unassisted Toss* or Walk-In* to fully extended Double Leg Stunt OR Assisted Toss* or Walk-In* to fully Extended Single Leg Stunt.
5.0	Max	Unassisted Toss* or Walk-In* to fully extended Single Leg Stunt/One Arm Stunt

\* Several forms of "Toss" and "Walk-In" are acceptable (ex. a full up, ball up, etc).

## TECHNIQUE

.1 - .3	Below Average	Less than majority of the athletes demonstrated excellent precision, form, and synchronization
.4 - 1.0	Average/ Above Average	Majority to all of the athletes in the routine demonstrated excellent precision, form and synchronization

## STUNT/PYRAMID CREATIVITY

4.0 - 4.3	Below Average	Less than majority of the building skills choreographed demonstrate excellent use of innovative/unique/visual transitions
4.4 - 5.0	Average/ Above Average	Majority to all of the building skills choreographed demonstrate excellent use of innovative/unique/visual transitions

## PYRAMID DIFFICULTY

7.5 - 8.0	Below	Skills performed do not meet low range requirement
8.0 - 8.2	Low	2 Different Level Appropriate Skills, 2 Structures
8.2 - 8.5	Mid	3 Different Level Appropriate Skills, 2 Structures
8.5 - 9.0	High	4 Different Level Appropriate Skills, 2 Structures

## STUNT QUANTITY CHART

# of Athletes	4.0	4.2	4.5	4.9	5
5					1
6-8				1	2+
9-11			1	2	3+
12-15		1	2	3	4+
16-19	1	2	3	4	5+
20-23	2	3	4	5	6+
24-27	3	4	5	6	7+
28-31	4	5	6	7	8+
32-35	5	6	7	8	9+
36	6	7	8	9	10+

\* Quantity MUST be performed at the same time

• Based on number of level appropriate stunts performed at the same time.

• All stunts must be held for at least 1 count

## COED QUANTITY

# of Males on	Team # of Stunts*	# of Males Required
1-3	1	0
4-5	2	1
6-7	3	1
8-9	4	2
10-11	5	2
12-13	6	3
14-15	7	3
16-17	8	4
18	9	4

\* Coed stunts must be performed at the same time and perform the same entry and skill to receive quantity/skill credit. Coed stunts are determined by half of the male athletes on the team. Coed stunts must be based by at least half of the male athletes. Refer to chart above.

Scores are based on performances at that day's event compared to other teams in your division and/or level.

Teams will notice a variance in scores from event to event.

- Majority = 51% (of the team)
- Most = 75% (of the team)

# School / Collegiate Scoring Overall

## TOSS DIFFICULTY

7.5 - 8.0	Below	Skills performed do not meet low range requirement
8.0 - 8.2	Low	Less than a majority to a majority of the team performs a level appropriate toss
8.2 - 8.5	Mid	Full team (with front spots) performs a level appropriate toss plus one additional toss
8.5 - 8.9	High	Full team (without front spots) performs a level appropriate toss
9.0	Max	Full team (without front spots) performs a level appropriate toss

**MAJORITY = 51% of the athletes on the team are used in a toss sequence**

**FULL TEAM = The maximum number of tosses that can be thrown during one sequence**

## TOSS DIFFICULTY - COLLEGIATE

7.5 - 8.0	Below	Skills performed do not meet low range requirement
8.0 - 8.2	Low	Less than a majority to a majority of the team performs a level appropriate toss
8.2 - 8.5	Mid	Full team (with front spots) performs a level appropriate toss plus one additional toss

**MAJORITY = 51% of the athletes on the team are used in a toss sequence**

**FULL TEAM = The maximum number of tosses that can be thrown during one sequence**

## TECHNIQUE

.1 - .3	Below Average	Less than majority of the athletes demonstrated excellent precision, form, and synchronization.
.4 - 1.0	Average/ Above Average	Majority to all of the athletes in the routine demonstrated excellent precision, form and synchronization

## DANCE

9.0 - 9.2	Low	Dances that include poor perfection and sync, entertainment value, length, and/ or musicality. Basic choreography and/ or creativity. Poor technique in movement.
9.2 - 9.5	Mid	Dances that include average perfection and sync, entertainment value, length, and/ or musicality. Average choreography and/ or creativity. Average technique in movement.
9.5 - 10	High	Dances that include excellent perfection and sync, entertainment value, length and/ or musicality. Exciting choreography and/ or creativity. Excellent technique in movement.

## OVERALL IMPRESSION/PERFORMANCE

9.0 - 9.2	Low	Routines that could use additional focus on level of perfection and/ or performance.
9.2 - 9.5	Mid	Routines that are average or have slight breaks in their level of perfection and/ or performance.
9.5 - 10	High	Routines that have a high level of perfection and/ or performance.

## ROUTINE CREATIVITY

4.0 - 4.3	Below Average	Less than majority of the creative elements choreographed demonstrate excellent use of innovative/unique/visual transitions.
4.4 - 5.0	Average/ Above Average	Majority to all of the creative elements choreographed demonstrate excellent use of innovative/unique/visual transitions.

**Scores are based on performances at that day's event compared to other teams in your division and/ or level.  
Teams will notice a variance in scores from event to event.**