



2 University divisions will be offered:

- Level 1 / 2 (all USASF/IASF level 1 & 2 skills will be counted) (Lower Level = Level 1, Higher Level = Level 2)
- Level 3 / 4 (all USASF/IASF level 3 & 4 skills will be counted) (Lower Level = Level 3, Higher Level = Level 4)

Majority = 51%

Most = 75%

BUILDING REQUIREMENTS

STUNT DIFFICULTY		
3.5 – 4.0	Low Range	Majority of the team must perform 4 Lower level appropriate Skills
4.0 – 4.5	Mid Range	Most of the team performs 3 or more Lower Level appropriate skills + 2 Higher Level Skill
4.5 – 5.0	High Range	Most of the team performs 4 or more Higher Level appropriate skills

PYRAMID DIFFICULTY		
3.5 – 4.0	Low Range	Majority of the team must perform 4 Lower level appropriate Skills + 2 Structures
4.0 – 4.5	Mid Range	Most of the team performs 3 or more Lower Level appropriate skills + 2 Higher Level Skill + 2 Structures
4.5 – 5.0	High Range	Most of the team performs 4 or more Higher Level appropriate skills + 2 Structures

TOSSES		
3.5	Below Range	Team does not meet minimum requirements
4.0	Low Range	Majority of the team performs a level appropriate toss (Lower or Higher Level)
4.5	Mid Range	Most of the team performs a level appropriate toss (Lower or Higher Level)
5.0	High Range	Most of the team performs a level appropriate toss (Lower or Higher Level) synchronized or rippled in the same section

NOTE: a 0 (zero) score will only be given if a team does not perform any tosses throughout the routine.



TECHNIQUE		
3.5 – 4.0	Low Range	Less than majority of the athletes execute skills with excellent precision and form
4.0 – 4.5	Mid Range	Majority of the athletes execute skills with excellent precision and form
4.5 – 5.0	High Range	Most of the athletes execute skills with excellent precision and form

STUNT QUANTITY	We will follow the Varsity stunt quantity requirements (COED STYLE Stunting will only be required for teams in the Level 3 / 4 division)
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STUNT/PYRAMID CREATIVITY		
2.0 – 2.3	Low Range	Less than majority of skills incorporate visual, unique or innovative ideas
2.3 – 2.5	High Range	Majority of skills incorporate visual, unique or innovative ideas

TUMBLING REQUIREMENTS:

STANDING TUMBLING		
3.5 – 4.0	Low Range	Majority of the team performs a Lower Level appropriate pass
4.0 – 4.5	Mid Range	Most of the team performs a Lower Level appropriate pass which must be synchronized from initiation of the pass
4.5 – 5.0	High Range	Most of the team performs a Lower Level appropriate pass which must be synchronized from initiation of the pass; plus majority of the team performs one Higher Level appropriate pass (accumulative throughout the routine)

RUNNING TUMBLING		
3.5 – 4.0	Low Range	Majority of the team performs a Lower Level appropriate pass
4.0 – 4.5	Mid Range	Most of the team performs a Lower Level/Higher Level appropriate pass. Less than 50% are Higher Level appropriate passes
4.5 – 5.0	High Range	Most of the team performs a Lower Level/Higher Level appropriate pass. Majority perform Higher Level appropriate passes (51%)



JUMP DIFFICULTY		
4.0	Low Range	Most of the team performs 1 jump
4.5	Mid Range	Most of the team performs 2 jumps. Must be synchronized
5.0	High Range	Most of the team performs 3 connected jumps, or 2 connected jumps plus 1 additional jump

TUMBLING TECHNIQUE		
3.5 – 4.0	Low Range	Less than majority of the athletes execute skills with excellent precision and form
4.0 – 4.5	Mid Range	Majority of the athletes execute skills with excellent precision and form
4.5 – 5.0	High Range	Most of the athletes execute skills with excellent precision and form

DANCE	
4.0 – 5.0	Dance must incorporate fast precise movement, formation changes, footwork, floor work and variety of levels.

TRANSITIONS/FORMATIONS	
4.0 – 5.0	Teams must demonstrate precise spacing and seamless movements throughout the routine. Transitions should include intricate and visual movements and motions, as well as additional skills to enhance the overall appeal.

CHEER	
3.0 – 5.0	Crowd participation
3.0 – 5.0	Difficulty and execution of skills
3.0 – 5.0	Motion Technique
3.0 – 5.0	Overall Impression

POINTS SPLIT	
20pts	Cheer
40pts	Building
30pts	Tumbling
10pts	Routine