



THE COLLEGE CLASSIC

CHEER SCORESHEET

BUILDING SKILLS

Category	Max Score	Difficulty	Max Score	Technique
Partner Stunts	5		5	
Pyramids	5		5	
Tosses	5		5	

TUMBLING SKILLS

Category	Max Score	Difficulty	Max Score	Technique
Standing Tumbling	5		5	
Running Tumbling	5		5	
Jumps	5		5	

OVERALL PERFORMANCE

Category	Max Score	Score
Overall Execution	10	
Choreography	10	
Creativity	10	
Performance/Showmanship	10	

PARTNER STUNTS, PYRAMIDS, & TOSSES

PARTNER STUNTS

Quantity Score*	Minimum	Majority	Most
# of Athletes	0.0 - 0.3	0.4 - 0.7	0.8 - 1.0
8-11	-	1 stunt group	2 stunt groups
12-15	1 stunt group	2 stunt groups	3 stunt groups
16-19	2 stunt groups	3 stunt groups	4 stunt groups
20	3 stunt groups	4 stunt groups	5 stunt groups

TOSSES

Quantity Score*	Minimum	Majority
# of Athletes	0.0 - .5	0.6 - 1.0
8-11	-	1 toss
12-15	1 toss	2 tosses
16-19	2 tosses	3 tosses
20	3 tosses	4 tosses

*The Quantity Score for Partner Stunts and Tosses above is tied to the ranges below. The maximum point values in the range below are based on Most team members performing the skill in question. For example, if Most athletes perform Intermediate Stunt Skills then the maximum score is 3.0 based on the range of 2-3 points for Intermediate Stunt Skills. However, if only a Minimum number of athletes perform Intermediate Stunt Skills then the maximum score is 2.3 based on the range of 2-3 points for Intermediate Stunt Skills. If a majority of athletes perform a flipping basket toss then the maximum score would be a 4.0. However if only a minimum number performed the flipping toss then the maximum score would be 3.5.

	0-1 point	1-2 points	2-3 points	3-4 points	4-5 points
PARTNER STUNTS	Beginner Level Stunt Skills	Novice Stunt Skills	Intermediate Stunt Skills	Advanced Stunt Skills	Elite Stunt Skills
PYRAMIDS	Beginner Pyramid Skills (2-high non- transitional pyramids)	Novice Pyramid Skills (2-high with incorporated transitional mounts and dismounts OR basic braced 2 ½ high	Intermediate Pyramid Skills (Basic unbraced 2 1/2 high pyramid)	Advanced Pyramid Skills (Advanced braced 2 1/2 high pyramid)	Advanced Unbraced 2 1/2 high pyramid
BASKET TOSSES	Non-flipping, non-twisting skills	Non-flipping tosses with single full twisting skills	Non-flipping tosses with double full twisting skills	Flipping toss	Full twisting, flipping toss

JUMPS & TUMBLING

JUMPS AND TUMBLING

Quantity Score*	Minimum (25-50%)	Majority (51-74%)	Most (75%)
# of Athletes	.0 - .3	.4 - .7	.8 - 1.0

*The Quantity Score for Jumps and Tumbling above is tied to the ranges below. The maximum point values in the range below are based on Most team members performing the skill in question. For example, if Most athletes perform a Triple Jump Combination then the maximum score is 5.0 based on the range of 4-5 points for a Triple Jump Combination under Jumps. However, if only a Minimum number of athletes perform the Triple Jump Combination then the maximum score is 4.3 based on the range of 4-5 points for a Triple Jump Combination under Jumps.

	0-1 point	1-2 points	2-3 points	3-4 points	4-5 points
STANDING TUMBLING	Tumbling passes that included a round-off, cartwheel, or walkover	Standing back handspring on multiple back handsprings	Standing back tuck, standing back handspring with a back tuck, or connected jump to back handspring	Standing layout, standing back handspring with a layout, or connected jump to back tuck	Standing full, standing back handspring with a full, or connected jump to layout or full
RUNNING TUMBLING	Tumbling passes that included a round-off, cartwheel, or walkover	Tumbling passes that include a back handspring	Tumbling passes that included a tuck	Tumbling passes that included a layout or arabian	Tumbling passes that included twisting skills
JUMPS	Single Jump	Multiple single jumps not connected.	Double Jump Combination	Double Jump Combination + Single Jump, not connected	Triple Jump Combination

DEDUCTIONS

VIOLATION	DEDUCTION	EXAMPLE
Athlete Safety Violation	0.25	Hands down in tumbling/jumps, knees down in tumbling/jumps, incomplete twist in tumbling, multiple body parts touch the floor in tumbling/jumps, drop to floor in individual skills, incomplete flipping or twisting stunt skill
Minor Stunt Safety Violation	0.5	Cradle, dismount, or bringing down stunt/pyramid early for non-timing issues, base falling to floor during dismount, intentional boundary violation
Major Stunt Safety Violation	1	Falls from individual stunt/pyramid/toss where multiple athletes and/or flyer fall to the ground
Rules Violation	5	Inappropriate choreography, inappropriate uniform, jewelry worn



COLLEGE CLASSIC MASCOT SCORESHEET

Category	Max Score	Score
Character	10	
creativity	10	
Crowd appeal	10	
dance	10	
Use of props and staging	10	
Total		



COLLEGE CLASSIC PARTNER STUNT SCORESHEET

Category	Max Score	Score
STUNT STABILITY AND TECHNIQUE	20	
CHOREOGRAPHY AND ROUTINE FLOW	20	
DIFFICULTY AND VARIETY OF SKILLS	20	
EXECUTION AND PERFECTION OF ROUTINE	20	
OVERALL IMPRESSION	20	
Total		