

JAMZ COLLEGE SCORING GUIDELINES - LARGE COED

Scores are awarded based on the point ranges below when skills are performed by a MAJORITY of the team. Skills performed by less than a majority of the team will be awarded scores in a lower range.

STUNTS DIFFICULTY	PYRAMIDS DIFFICULTY	TOSS DIFFICULTY	STANDING TUMBLING DIFFICULTY	RUNNING TUMBLING DIFFICULTY
2 – 2.9	2 – 2.9	2 – 2.9	2 – 2.9	2 – 2.9
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 - 3.4	3.0 - 3.9	3.0 - 3.9	3.0 - 3.9	3.0 - 3.9
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). Clarification: A transition where multiple top persons maneuver to the top of a 2½ high pyramid would only count as one inverting, twisting, and/or unique transitions.	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 – 3.9				
Group stunt inversions into extended one leg stunts. Single based toss to extended stunt (majority unassisted)				
4.0 - 4.4	4.0 - 4.4	4.0 - 4.4	4.0 - 4.4	4.0 - 5.0
Perform one of the below skills. A majority 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 <i>Required</i> 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, Arabian full, x-out full, etc. Front flipping tosses with 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 - 5.0	4.5 - 5.0	4.5 - 5.0	4.5 - 5.0	
Perform one of the below skills. All of the partner stunts must be unassisted. All other stunt sections in the routine must be performed unassisted by a majority of the partner stunts. Unbraced rewinds to liberty variations/awesome, unbraced inversions to liberty variations/awesome, released toss full up to liberty variations/awesome <i>Required</i> 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.	

JUMPS
4.0
Single Advanced Jumps.
4.5
Double Connected Synchronized Advanced Jumps.
5.0
Triple jump combinations or double jump combinations and a single jump, must include a variety. Jumps must be Advanced, Connected and Synchronized.

“Unassisted” is defined as the stunt being supported by only one base THROUGHOUT the 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).

Jumps: All Approaches to Jumps must be whip approach. Advanced jumps include Pike, Right/Left Hurdlers (front or side), and Toe Touch.

TECHNIQUE	
3.5 - 4.0	Less than 50% of the athletes execute excellent precision and form
4.0 - 4.5	50% of the athletes execute excellent precision and form
4.5 - 5.0	75% of the athletes execute excellent precision and form

JAMZ COLLEGE SCORING GUIDELINES - SMALL COED

Scores are awarded based on the point ranges below when skills are performed by a MAJORITY of the team. Skills performed by less than a majority of the team will be awarded scores in a lower range.

STUNTS DIFFICULTY	PYRAMIDS DIFFICULTY	TOSS DIFFICULTY	STANDING TUMBLING DIFFICULTY	RUNNING TUMBLING DIFFICULTY
2 – 2.9	2 – 2.9	2 – 2.9	2 – 2.9	2 – 2.9
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 - 3.4	3 – 3.9	3 – 3.9	3 – 3.9	3 – 3.9
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). Clarification: A transition where multiple top persons maneuver to the top of a 2½ high pyramid would only count as one Inverting, twisting, and/or 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 – 3.9				
Group stunt inversions into extended one leg stunts. Single based toss to extended stunt Males participate in group stunts only. (majority unassisted)				
4.0 - 4.4	4.0 - 4.4	4.0 - 4.4	4.0 - 4.4	4 - 5
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. 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, Arabian full, x-out full, etc. Front flipping tosses with 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 - 5.0	4.5 - 5.0	4.5 - 5.0	4.5 - 5.0	
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.	Elite Tumbling Skills Synchronized standing tumbling connected to layouts and/or fulls.	

JUMPS

4.0

Single Advanced Jumps

4.5

Double Connected Synchronized Advanced Jumps.

5.0

Triple jump combinations or double jump combinations and a single jump, must include a variety. Jumps must be Advanced, Connected and Synchronized.

“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).

Jumps: All Approaches to Jumps must be whip approach. Advanced jumps include Pike, Right/Left Hurdlers (front or side), and Toe Touch

TECHNIQUE

3.5 - 4.0	Less than 50% of the athletes execute excellent precision and form
4.0 - 4.5	50% of the athletes execute excellent precision and form
4.5 - 5.0	75% of the athletes execute excellent precision and form

JAMZ COLLEGE SCORING GUIDELINES - ALL GIRL

Scores are awarded based on the point ranges below when skills are performed by a MAJORITY of the team. Skills performed by less than a majority of the team will be awarded scores in a lower range.

STUNTS DIFFICULTY	PYRAMIDS DIFFICULTY	TOSS DIFFICULTY	STANDING TUMBLING DIFFICULTY	RUNNING TUMBLING DIFFICULTY
2 – 2.9	2 – 2.9	2 – 2.9	2 – 2.9	2 – 2.9
Advanced Stunt Skills performed with strong incorporation of braced inverting/twisting/unique mounts, dismounts and transitions. Braced rewinds, full up to extended positions, etc. 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 – 3.9	3 – 3.9	3 – 3.9	3 – 3.9	3 – 3.9
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)	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). 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.	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.
4 - 5	4.0 - 4.4	4.0 - 4.4	4.0 - 4.4	4 - 5
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. 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, Arabian full, x-out full, etc. Front flipping tosses with 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 - 5.0	4.5 - 5.0	4.5 - 5.0	
	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.	Elite Tumbling Skills Synchronized standing tumbling connected to layouts and/or fulls.	

JUMPS

4.0

Single Advanced Jumps

4.5

Double Connected Synchronized Advanced Jumps.

5.0

Triple jump combinations or double jump combinations and a single jump, must include a variety. Jumps must be Advanced, Connected and Synchronized.

“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).

Jumps: All Approaches to Jumps must be whip approach. Advanced jumps include Pike, Right/Left Hurdlers (front or side), and Toe Touch

TECHNIQUE

3.5 - 4.0

Less than 50% of the athletes execute excellent precision and form

4.0 - 4.5

50% of the athletes execute excellent precision and form

4.5 - 5.0

75% of the athletes execute excellent precision and form

JAMZ COLLEGE SCORING GUIDELINES - ALL DIVISIONS

Scores are awarded based on the point ranges below when skills are performed by a MAJORITY of the team. Skills performed by less than a majority of the team will be awarded lower scores in the range.

DANCE

9.0 - 10

A team's ability to demonstrate a high level of energy and entertainment value which incorporates multiple visual elements including a variety of levels, formation changes, partner work, footwork and floor-work. This includes technique, perfection, synchronization, pace and intricacy of dance moves performed.

PERFORMANCE

9.0 - 10

A team's ability to demonstrate high levels of energy and excitement while maintaining genuine enthusiasm and showmanship. This will include appropriate athletic impression throughout the routine.

ROUTINE COMPOSITION

9.0 - 10

A team's ability to demonstrate precise spacing and seamless patterns of movement performed throughout the routine. This includes innovative, visual and intricate ideas, as well as, any additional skills performed to enhance the overall appeal.

COLLEGIATE IMAGE

9.0 - 10

A team's ability to demonstrate the highest standards of performance integrity and school representation of collegiate standards. This includes all aspects of the team performance, including music, choreography, skills, language and props, that convey a collegiate image.