

2017 PCACN COLLEGE SCORING GUIDELINES - ALL GIRL

PCA 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	2-3	2-3	2-3	2-3
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.
3-4	3-4	3-4	3-4	3-4
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	4.0-4.5	4.0-4.5	4.0-4.5	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	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
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.	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.	4.5-5.0 Backward flipping tosses with a double twist. Layout with a double full twist, Arabian one and a half, etc.	4.5-5.0 Elite Tumbling Skills Synchronized standing tumbling connected to layouts and/or fulls	

JUMPS
4.0
Single Jumps
4.5
Double Jump combinations
5.0
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).