

# 2016 PCACN - COLLEGE INTERMEDIATE SCORING GUIDELINES

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
Beginning Stunt Skills Shoulder stands, extensions, chair sits, etc.	Beginning Pyramid Skills 2 high, non-transitional	Non-flipping Tosses Toe touch, tuck arch, bottle rocket, etc.	Beginning Tumbling Skills Backward rolls, backwalkovers	Beginning Tumbling Skills Round-offs, cartwheels, etc.
3 - 4	3 - 4	3 - 4	3 - 4	3 - 4
Extended stunts performed with minimal incorporation of braced inverting/twisting/unique mounts, dismounts and transitions	Intermediate Pyramid Skills 2 high pyramids incorporating minimal to no 2½ high transitions and includes minimal incorporation of braced inverting/twisting/unique mounts and dismounts	Non-flipping Tosses with Single Twisting Skills Toss full twists (straight body)	Intermediate Tumbling Skills Standing back handspring(s)	Intermediate Tumbling Skills Round-off back handspring(s), etc.
4 - 5	4 - 5	4 - 5	4 - 5	4 - 5
Advanced Stunt Skills performed with strong incorporation of braced inverting/twisting/unique mounts, dismounts 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 full twists, toe touch full Note: a ¼ positioning move is allowed in twisting skills.	Advanced Tumbling Skills Synchronized back handspring(s) Standing tucks, handspring to tuck or layout.	Advanced Tumbling Skills Round-off (back handspring) tucks, layouts, etc.

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 a stunt being supported by only one base the majority of the time the stunt is being sustained extended overhead in one position.

INTERMEDIATE DIVISION RESTRICTIONS - NOTE: If in doubt - use the USASF LEVEL 4 Rules/Restrictions