

NJCDCA SCHOOL and REC SCORING RANGES

The following grid outlines the point ranges for specific skill sets performed by the **MAJORITY** of the team.* Skills performed by **LESS** than the **MAJORITY** of the team will move the score into a lower range. Skills performed in addition to the **MAJORITY** **MAY** move the score higher in the range. * See Quantity Chart pg. 2
 In each category, the **MAJORITY** of the team must master each listed skill unless the skills are separated by the word "or". **MAJORITY** for tumbling is defined as half plus 1 of the team. Jumps are not cumulative.

STUNT DIFFICULTY	PYRAMID DIFFICULTY	TUMBLING DIFFICULTY										
See COED Stunt Difficulty page 2												
0-1.5	0-1.5	0-1.5										
Extensions OR One Leg Variations at Prep Level	Pyramids involving Extended Two Leg Stunts AND/OR One Leg Stunts at Prep Level	Cartwheels OR Round-offs OR Forward/Backward rolls OR Forward/ Backward Walk-overs										
1.6-2.5	1.6-2.5	1.6-2.5										
Extended One Leg Stunts OR Full Up to Prep Level	Pyramids involving Extended One Leg Stunts OR Braced rolls OR Braced forward OR backward flips that land in a cradle OR end below prep level OR	ST: Standing Back Hand Springs OR series standing BHS RT: Round -off BHS OR Round-off BHS series										
2.6-3.5	2.6-3.5	2.6-3.5										
Full Up to Extended Position (2 legs) Single Base Stunts, assisted or Switch Ups OR Rewinds OR Superman Transitions OR OR Fold Over Stunts OR Inverted skills to prep level OR Single Twist from One Leg Stunts	inverted stunts to prep level OR below INTERMEDIATE DIVISION MAX SCORE 2.5	INTERMEDIATE DIVISION MAX SCORE ST: Jump/BHS Combinations RT: Round-off Back Tucks OR Round-off BHS Back Tucks(series)										
3.6-5	3.6-5	3.6-5										
Elite Skills* Full Up variations to Extended Position (1 leg) OR 1-1/2 Up OR greater to extended body positions OR Low to High Tick Tock variations OR Twisting Suspended Rolls OR Downward Inversions OR OR Stunt entries involving inverted **skills that land extended OR Twisting Switch Ups OR Toss Extended stunts to 1 Leg OR Hands Full Around OR Extended Stunt sequence performed by Single Base, unassisted *ELITE STUNT SKILLS INCLUDE BUT ARE NOT LIMITED TO THE SKILLS LISTED ABOVE	Pyramids involving extended one leg stunts with Multiple Transitional Sequences, at least one of which is a release pyramid transition and Multiple Extended Structures or Braced flips that land at prep level	ST: Jump/Tuck Combo OR Standing Back Tucks OR Standing BHS Back tucks OR Standing BHS LO OR Fulls OR Standing Fulls RT: RO Layout or RO BHS LO or Full passes OR Specialty passes of similar difficulty level										
3.6-5	3.6-5	3.6-5										
	Pyramids involving extended one leg stunts with Multiple Transitional Sequences, at least one of which is a braced flip transition AND/OR release transitions involving spinning OR inversions that land extended with two bracers OR Multiple Extended structures OR Dismounts involving twisting or inverted** skills	NOTE: Synchronized tumbling in each range may be scored higher.										
	Motions/Dance <i>Please see Difficulty/Execution Drivers</i>	JUMP DIFFICULTY										
TOSES are not required but may be rewarded in the Pyramid Section		<table style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 5%; text-align: center;">1</td><td>Single Jumps</td></tr> <tr><td style="text-align: center;">2</td><td>Double Adv Jump Combo</td></tr> <tr><td style="text-align: center;">3</td><td>Double Adv Jump Combo plus 1 other adv jump</td></tr> <tr><td style="text-align: center;">4</td><td>Triple Adv Jump combo w/ no variety</td></tr> <tr><td style="text-align: center;">5</td><td>Triple Adv Jump combo w/ variety</td></tr> </table> <p>Jumps are not cumulative must be synched w/ no ripples and must be connected. Jump Variety = 2 or more different jumps See types of jumps listed on Driver Sheet</p>	1	Single Jumps	2	Double Adv Jump Combo	3	Double Adv Jump Combo plus 1 other adv jump	4	Triple Adv Jump combo w/ no variety	5	Triple Adv Jump combo w/ variety
1	Single Jumps											
2	Double Adv Jump Combo											
3	Double Adv Jump Combo plus 1 other adv jump											
4	Triple Adv Jump combo w/ no variety											
5	Triple Adv Jump combo w/ variety											

**All inversion skills must follow NFHS Guidelines. Middle School teams must follow the additional AACCA Restrictions
 Please refer to the NJCDCA Difficulty and Execution Driver Rubric for more scoring info.

COED STUNT DIFFICULTY *

0-1.5

Skills performed that do not meet the 1.6-2.5 requirement

1.6-2.5

Assisted Walk In/ Toss Chairs OR
Assisted Walk In/ Toss hands OR
Assisted Coed Skills at Prep Level
OR Toss Hands press extension
INTERMEDIATE DIVISION MAX SCORE 2.5

2.6-3.5

Assisted Full Up Variations to extended levels OR
Walk in Extension OR
Walk in Hands press extension

3.6-5

Elite Skills*

Toss Platform w/single leg variation
OR Toss Extension OR
Toss Hands press to single leg variations OR Walk In to Extended Single leg variations OR Toss Full up variations
OR Low to High Tick Tock variations OR
Toss One Arm Extended Stunts OR
Toss variations to Extended immediate body positions
Other unique mounts & transitions of similar difficulty level

Majority of stunts
*Elite Stunt Skills
include but are not limited to the skills listed above

NOTE: Majority of stunts performed by team must be Unassisted

ALL GIRL QUANTITY CHART

Number of Girls		Number of Stunt Groups
6-11		1 or 2
12-15		2 or 3
16-19		3 or 4
20-23		4 or 5
24-27		5 or 6
28-30		6 or 7
31-36		7 or 8

COED QUANTITY CHART

Number of Males		Number of Stunt Groups
1-3		1
4-5		2
6-7		3
8-9		4
10-11		5
12-13		6
14-15		7
16-17		8
18-20		9

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2

2.5