

COLLEGIATE RULES

- * All collegiate teams are expected to follow AACCA rules.
- * Athletes are allowed to perform level 1, 2, 3, 4, 5, or 6 skills in stunts, pyramid, and tosses (that are legal by AACCA.)
(View level appropriate building document for a breakdown of level specific skills.)
- * Athletes are allowed to perform level 1, 2, 3, 4 or 5 skills in running and standing tumbling (that are legal by AACCA.)
(View level appropriate tumbling document for a breakdown of level specific skills.)

COLLEGIATE SCORING BREAKDOWN

- * The highest raw score a collegiate team may receive is a 95.
> The highest score a team may achieve in stunts, pyramids, standing tumbling, running tumbling and toss difficulty is a 5.0.
- * All raw scores will be converted to a percentage.

CATEGORY DIFFICULTY

TUMBLING

- * Standing Tumbling is cumulative
- * Running Tumbling is cumulative.
Example: 1. A team of 20 kids perform 10 Standing Back Tucks and 5 Jump-Handspring-Tucks
= 15 Level 4 Skills = A team will receive a score in the 4.0-4.5 range.
Team will receive credit for **Most of team performs a level 4 pass.**

+ Higher level passes will accumulate and make a team eligible for a higher range.

- Example: 2. A team of 20 kids perform 13 Jump-Back Handsprings and 5 Jump-Tuck
= 13-Level 3 skills + 5-Level 5 skills = A team will receive a score in the 3.5-4.0 range.
Team will receive credit for **Most of team performs a level 3+ pass.**

BUILDING

- * Building skills are cumulative.
Example: 1. Most of a team performs a rewind up to prep level lib - tic to extended level stretch - full around to stretch - switch kick full down.
= 1-level 6 skill AND 3-level 5 skills. A team will receive a score in the 4.0-4.5 range.
Team will receive credit for **Most of team performs 1 - level 6 skill, and 3 - level 5 skills.**
- * Teams will be placed in the highest range that matches their skill set.
Example: 2. Most of a team performs Switch up to extended stretch, Straight cradle, reload, full up to extension, and full down from extension.
= 2-Level 4 skills AND 2 Level 3 skills = A team will receive a score in the 3.0-3.5 range.
Team will receive credit for **Most of team performs 2-3 - level 4 skills**

TOSSES

- * A variety of different level tosses performed in one sequence will accumulate and make a team eligible for a higher range.
Example: 1. A team of 15 kids perform 3 tosses in one sequence.
1 toss is a full-twisting layout, 1 toss is a back tuck, and 1 toss is a full-twist.
= 1-level 6 ELITE toss, 1-level 6 toss, AND 1-level 3 toss = A team will receive a score of 4.2.
Team will receive credit for **Majority of team performs a level 6+ toss.**

JUMPS

- * A team can demonstrate *variety* by having most perform at least two different types of jumps within their sequence. Variety is only required in order to achieve the 5.0 score.

