

2026 SOUTH CAROLINA 4A/5A VARSITY COMPETITIVE CHEER SCALES

PRIMARY PARTNER STUNT DIFFICULTY:

2 - 6.5	7 - 12 (unassisted)
<p style="text-align: center;"><u>3 or More Stunt Groups</u></p> <ul style="list-style-type: none"> - 2 intermediate skills - 2 extended one-leg intermediate body positions <p>A stunt that does not meet the minimum requirement for the intermediate range will automatically score a 1.</p>	<p style="text-align: center;"><u>5 or More Stunt Groups</u></p> <ul style="list-style-type: none"> - 2 advanced skills to extended - 2 extended one - leg advanced body positions <p>A stunt with advanced or elite skills that does not meet the minimum requirements will score in the lower range.</p>

PRIMARY PARTNER STUNT TECHNIQUE:

1 – 12
Body alignment, form, synchronization, technique, flexibility, spacing, transitions, obvious mistakes, etc.

SECONDARY PARTNER STUNT DIFFICULTY:

1.5 - 3	3.5 - 5 (unassisted)
<p style="text-align: center;"><u>3 or More Stunt Groups</u></p> <ul style="list-style-type: none"> - 1 intermediate skill - 1 extended one-leg intermediate body position <p>A stunt that does not meet the minimum requirement for the intermediate range will automatically score a 1.</p>	<p style="text-align: center;"><u>5 or More Stunt Groups</u></p> <ul style="list-style-type: none"> - 1 advanced skill to extended - 1 extended one - leg advanced body position <p>A stunt with advanced or elite skills that does not meet the minimum requirements will score in the lower range.</p>

SECONDARY PARTNER STUNT TECHNIQUE:

1 – 5
Body alignment, form, synchronization, technique, flexibility, spacing, transitions, obvious mistakes, etc.

Skills Examples	
Intermediate:	To extended level: Inversion, walk-in, half up, j up, etc, straight up Transition: Leap frog variations, power press, half up, switch up to prep, full up to prep, etc.
Advanced:	To extended level: Full up, switch up, quick toss, low-high, high-high, hand in hand to prep level, rewinds to prep level
Elite:	To extended level: 1.5 up, double up, Switch up + ¾ up, hand in hand to two or one leg, full arounds

Intermediate body position: Lib, arabesque, etc

Advance body position: Heel stretch, bow & arrow, scorpion, scale, front stretch, etc.

*Tap down in between skills should be one, quick, smooth tap. A double tap or pause will indicate a new stunt.

*Two feet on the floor and not just one indicates the beginning of a new stunt sequence.

*A full up is not advance if more than one base exceeds a quarter turn.

PYRAMID DIFFICULTY:

2-5.5	6 - 10
<p>1 or More Top Persons Extended</p> <ul style="list-style-type: none"> - -3 intermediate skills where 2 of the 3 skills are executed to the extended level - -2 one-legged extended structures <p>A pyramid that does not meet the minimum requirement for the intermediate range will automatically score a 1.</p>	<p>2 or More Top Persons Extended</p> <ul style="list-style-type: none"> -4 advance skills where 3 of the 4 skills are executed to the extended level -3 one-legged extended structures <p>A pyramid with advanced or elite skills that does not meet these requirements will score in a lower range</p>

*Skill examples are listed under stunts on page 1

*Exception: Flips that pass through extended level that initiate/end at prep level or below are advance skills

PYRAMID TECHNIQUE:

1 – 10
Body alignment, form, synchronization, technique, flexibility, transitions, obvious mistakes, etc.

STANDING TUMBLING DIFFICULTY:

1 – 2.5	3 – 6.5	7 – 10
<p>Basic skills</p>	<p>13 or more Intermediate skills</p> <p>A team that has less than 13, but at least 3 with advanced skills will score in this range.</p>	<p>13 or more Advance skills</p> <p>Less than 13 advanced skills will score in a lower range.</p>

Intermediate: Back handspring, aerial, etc.

Advance: Standing tuck, back handspring(s) tuck, back handspring(s) layout, standing full, back handspring(s) full, etc.

*A repeat tumbler does not necessarily count as more than one tumbler.

STANDING TUMBLING TECHNIQUE:

1 – 10
Technique, form, synchronization, speed, spacing, obvious mistakes, etc.

RUNNING TUMBLING DIFFICULTY:

1 – 2.5	3 – 6.5	7 – 10
<u>Basic skills</u>	<u>13 or more</u> Intermediate skills	<u>13 or more</u> Advance skills
	A team that has less than 13, but at least 3 with advanced skills will score in this range.	Less than 13 advanced skills will score in a lower range.

Basic: Round off, running walkover, cartwheel walkover, etc.

Intermediate: Round off back handspring(s), aerial, etc.

Advance: Cartwheel tuck, round off tuck, round off back handspring(s) tuck, round off back handspring(s) layout, round off back handspring(s) full, specialty pass, etc.

RUNNING TUMBLING TECHNIQUE:

1 – 10
Technique, form, synchronization, speed, spacing, obvious mistakes, etc.

JUMP DIFFICULTY:

1	2	3	4	5
<u>Full Squad</u> 1 jump	<u>Full Squad</u> 2 jumps connected	<u>Full Squad</u> 2 different jumps connected	<u>Full Squad</u> 3 jumps connected	<u>Full Squad</u> 3 different jumps connected

JUMP TECHNIQUE:

1 – 5 (Half points awarded)
Technique, flexibility, landing(s), synchronization, position of arms, obvious mistakes, etc.

DANCE:

1 – 5 (Half points awarded)
Skills, choreography, creativity, movement, pace, transitions, formations, level changes, foot work, etc. Technique, timing, synchronization, transitions, formations, spacing, rhythm, energy, confidence, performance, obvious mistakes, etc.

OVERALL ROUTINE COMPOSITION:

1 – 5 (Half points awarded)
Transitions, formations, motions, pace, energy, confidence, showmanship, creativity, routine layout, etc.

*A routine cannot exceed 2 minutes and 30 seconds.