

## 2026 SOUTH CAROLINA SUB VARSITY COMPETITIVE CHEER SCALES

### PRIMARY PARTNER STUNT DIFFICULTY:

2 - 5.5	6 - 10 (unassisted)
<p style="text-align: center;"><b><u>3 or More Stunt Groups</u></b></p> <ul style="list-style-type: none"> <li>- 2 intermediate skills</li> <li>- 2 extended one-leg intermediate body positions</li> </ul> <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;"><b><u>5 or More Stunt Groups</u></b></p> <ul style="list-style-type: none"> <li>- 2 advanced skills to extended</li> <li>- 2 extended one - leg advanced body positions</li> </ul> <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 – 10
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;"><b><u>3 or More Stunt Groups</u></b></p> <ul style="list-style-type: none"> <li>- 1 intermediate skill</li> <li>- 1 extended one-leg intermediate body position</li> </ul> <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;"><b><u>5 or More Stunt Groups</u></b></p> <ul style="list-style-type: none"> <li>- 1 advanced skill to extended</li> <li>- 1 extended one - leg advanced body position</li> </ul> <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	
<b>Intermediate:</b>	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.
<b>Advanced:</b>	To extended level: Full up, switch up, quick toss, low-high, high-high, hand in hand to prep level, rewinds to prep level
<b>Elite:</b>	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><b>1 or More Top Persons Extended</b></p> <ul style="list-style-type: none"> <li>- -3 intermediate skills where at least 2 of the 3 skills are executed to the extended level</li> <li>- -2 one-legged extended structures</li> </ul> <p>A pyramid that does not meet the minimum requirement for the intermediate range will automatically score a 1.</p>	<p><b>2 or More Top Persons Extended</b></p> <ul style="list-style-type: none"> <li>-4 advance skills where at least 3 of the 4 skills are executed to the extended level</li> <li>-3 one-legged extended structures</li> </ul> <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><b>Basic skills</b></p>	<p><b>6 or more</b> Intermediate skills</p> <p>Less than 6 intermediate skills will score in a lower range.</p>	<p><b>6 or more</b> Advance skills</p> <p>Less than 6 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
<b><u>Basic skills</u></b>	<b><u>6 or more</u></b> Intermediate skills	<b><u>6 or more</u></b> Advance skills
	Less than 6 intermediate skills will score in a lower range.	Less than 6 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
1 jump	2 jumps connected	2 different jumps connected	3 jumps connected	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 – 10 (Half points awarded)
Transitions, formations, motions, pace, energy, confidence, showmanship, creativity, routine layout, etc.

\*A routine cannot exceed 2 minutes and 30 seconds.