



# School Non Tumbling- TRADITIONAL 2017-2018 Scoring Ranges



The following are the point values for the skill sets performed by **MOST** (75% of the team for JUMPS, STUNTS, and PYRAMIDS). Skills performed by less than **MOST** (JUMPS, STUNTS, PYRAMIDS) will enable the score to be moved into a lower range. Additional skills performed but do not meet the MOST range may be considered a score **DRIVER** at the discretion of the judge(s).

Stunt Difficulty (most 75%)	Pyramid Difficulty (most 75%)
<b>3.0-3.7</b>	<b>3.0-3.7</b>
Extension One Leg Variations Prep Level	Pyramids involving Extended Two Leg Stunts  Pyramids involving Extended One Leg Stunts
<b>3.7-4.3</b>	<b>3.7-4.3</b>
Extended One Leg Stunts  Required Dismount: Single Twist from Two Leg Stunts	Pyramids involving Extended One Leg Stunts with Multiple Transitional Sequences, at least one of which is a Release Pyramid Transition and Multiple Extended Structures
<b>4.4-5.0</b>	<b>4.4-5.0</b>
Elite Skills- Full up to Extension, Release moves that land in an Extended Position, Tick tocks, and/or other Unique Mounts and Transitions of similar difficulty level  Single Twist from One Leg Stunts Extended Stunt Sequence performed by a Single Base, Unassisted  <b>Difficulty MAX SCORE - 5.0</b> <b>Execution MAX SCORE - 5.0</b>	Pyramids involving Extended One Leg Stunts with Multiple Transitional Sequences, at least one of which is a Braced Flip Transition/Arm Braced Tick Tock and Multiple Extended Structures  <b>Difficulty MAX SCORE - 5.0</b> <b>Execution MAX SCORE - 5.0</b>

**NOTE: ALL School Teams must follow the NFHS Safety Rules 2017-2018.**

**\*\*TOSSES** are not required, but may be rewarded in the "Pyramid" category.

### **JUMP DIFFICULTY: (3.0 - 5.0)**

- 3.0 – Single jumps
- 3.5 – Double jump combinations no variety
- 4.0 – Double jump combinations with variety
- 4.5 – Triple jump combinations OR double jump combinations and a single jump, with no variety
- 5.0 – Triple jump combinations OR double jump combinations and a single jump, must include variety

### **JUMP EXECUTION: (3.0 - 5.0)**

#### **CROWDLEADING SECTION:**

**CHEER WORDS-** Crowd leading words are practical, easy to follow, solicit crowd participation/yell backs. (3.0 - 5.0)

**VOICE/VOLUME-** Voice inflection and volume is loud, clear and well projected. (3.0 - 5.0)

**MOTIONS & SKILLS-** Motions are strong, visual, easy to follow for crowd leading. (3.0 - 5.0)

**PROPS & VISUALS-** Signs, poms, megaphones etc. are effectively incorporated to enhance crowd leading. (3.0 - 5.0)

**PERFECTION-** Degree at which crowd leading section is executed. (3.0 - 5.0)

### **DANCE:**

- Dance Difficulty (3.0 - 5.0)
- Dance Execution (3.0 - 5.0)

### **TIMING:**

- Stunt/Pyramid Synchronization and Timing (3.0-5.0)
- Jumps/Dance Synchronization and Timing (3.0-5.0)

### **OVERALL COMPONENTS:**

**REPRESENTATION-** Image, sportsmanship, performance integrity, sportsmanship, lack of arrogance (3.0 - 5.0)

**ROUTINE COMPOSITION/FLOW-**Choreography, creativity, innovation, variety, seamless, fluidity (3.0 - 5.0)

**SHOWMANSHIP/PRESENTATION-** Enthusiasm, excitement, energy, confidence, eye contact (3.0 - 5.0)

**OVERALL PERFECTION-** perfection, lack of errors, polished/well-rehearsed look. (3.0 - 5.0)

**OVERALL IMPRESSION-** Age appropriate, appealing, engaging, perception (3.0 - 5.0)

## **SCORE TOTAL: 100 PTS**

Jump Combination = Jumps connected with continuous movement. Variety= two or more different jumps.  
BHS = Back Handspring

**\*\*Limited tumbling is permitted! For choreography and transitional purposes only, any form/combination of rolls, handstands or cartwheels will be permitted but will not be categorized nor scored separately on the score sheet**