



# School Advanced Mount- 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, PYRAMIDS) and **MAJORITY** (51% of the team for TUMBLING). Skills performed by less than **MOST** (JUMPS, STUNTS, PYRAMIDS) and **MAJORITY** (TUMBLING) will enable the score to be moved into a lower range. Additional skills performed but do not meet the MOST or MAJORITY range may be considered a score **DRIVER** at the discretion of the judge(s).

## ADVANCED DIVISIONS

Stunt Difficulty (most 75%)	Pyramid Difficulty (most 75%)	Tumbling Difficulty (majority 51%)
3.0-3.7	3.0-3.7	3.0-3.7
Extension One Leg Variations Prep Level	Pyramids involving Extended Two Leg Stunts  Pyramids involving Extended One Leg Stunts	Round-off BHS Round-off BHS Series  Standing BHS
3.7-4.3	3.7-4.3	3.7-4.3
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	Round-off Tucks Round-off BHS Back Tucks  Standing BHS Series Jump/BHS Combinations
4.4-5.0	4.4-5.0	4.4-5.0
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>	Aerials, Punch Fronts ,Layouts, Pikes, Whips, Arabians, Fulls, Combination Passes  Standing Back Tucks Standing BHS Back Tucks Jump/Tuck Combination  <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)

**TIMING:**

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

**TUMBLING:**

- Tumbling Difficulty (3.0 - 5.0)
- Tumbling Execution (3.0 - 5.0)

**OVERALL COMPONENTS:**

DANCE- Motions, pace, visual elements, level changes, footwork, variety, perfection (3.0 - 5.0)

REPRESENTATION- Image, appearance as one unit, 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 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

