



School Advanced Non Mount- TRADITIONAL 2017-2018 Scoring Ranges



The following are the pint values for skill set performed by **MOST** (75% of the team for JUMPS) and **MAJORITY** (51% of the team for TUMBLING). Skills performed by less than **MOST** (JUMPS) 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

Tumbling Difficulty (most 51%)		
3.0-3.7	3.7-4.3	4.4-5.0
Round-off BHS Round-off BHS Series Standing BHS	Round-off Tucks Round-off BHS Back Tucks Standing BHS Series Jump/BHS Combinations Difficulty MAX SCORE - 5.0 Execution MAX SCORE - 5.0	Aerials, Punch Fronts ,Layouts, Pikes, Whips, Arabians, Fulls, Combination Passes Standing Back Tucks Standing BHS Back Tucks Jump/Tuck Combination

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

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:

Tumbling Synchronization and Timing (3.0-5.0)

Jumps/Dance Synchronization and Timing (3.0-5.0)

DANCE:

Dance Difficulty (3.0 - 5.0)

Dance Execution (3.0 - 5.0)

TUMBLING:

Standing Tumbling Difficulty (3.0 - 5.0)

Standing Tumbling Execution (3.0 - 5.0)

Running Tumbling Difficulty (3.0 - 5.0)

Running Tumbling Execution (3.0 - 5.0)

ADDITIONAL COMPONENTS:

REPRESENTATION- Image, appearance as one unit, performance integrity, sportsmanship, lack of arrogance (3.0 - 5.0)

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

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

PERFECTION- Overall 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