



School Coed 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 Difficulty MAX SCORE - 5.0 Execution MAX SCORE - 5.0	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 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 Difficulty MAX SCORE - 5.0 Execution MAX SCORE - 5.0

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)

TUMBLING:

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

COED STUNT QUANTITY: (3.0-5.0)

#males on team	Coed stunt required
1	1
2	1
3	1
4	2
5	2
6	3
7	3
8	4
9	4
10	5

OVERALL COMPONENTS:

- DANCE-** Motions, pace, visual elements, level changes, footwork, variety, perfections (2.0 - 4.0)
- REPRESENTATION-** Image, appearance as one unit, performance integrity, sportsmanship, lack of arrogance (2.0 - 4.0)
- ROUTINE COMPOSITION/FLOW-** Choreography, creativity, innovation, variety, seamless transitions, fluidity (2.0 - 4.0)
- SHOWMANSHIP/PRESENTATION-** Enthusiasm, excitement, energy, confidence, eye contact (2.0 - 4.0)
- OVERALL IMPRESSION-** Age appropriate, appealing, engaging, perception (2.0 - 4.0)

SCORE TOTAL: 100 PTS

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