



School Intermediate 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).

INTERMEDIATE DIVISIONS

Stunt Difficulty (most 75%)	Pyramid Difficulty (most 75%)	Tumbling Difficulty (majority 51%)
2-3	2-3	2-3
Preps One Leg Variations below Prep Level	Pyramids involving Extended Two Leg Stunts And/Or One Leg Stunts at Prep Level	Forward/Backward Rolls Cartwheels Round-offs Walkovers
3-4	3-4	3-4
Extensions One Leg Variations at Prep Level Release Move to below Prep Level	Pyramids involving Extended One Leg Stunts	Round-off BHS/Series Cartwheel BHS/Series Stand BHS
4-5	4-5	4-5
Extended One Leg Stunts ½ Twist to/from Extended 1 Twist to/from Prep Level Release Moves to Prep Level Required Dismount: Single Twist from Two Leg Stunts 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 Release Pyramid Transition and Multiple Extended Structures Difficulty MAX SCORE - 5.0 Execution MAX SCORE - 5.0	Aerials Round-off BHS Back Tucks Round-off Tucks Combinations thru to Tuck Standing BHS Series Jump/BHS Combinations 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)

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 transitions, 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