



School Spirit Leader- TRADITIONAL 2017-2018 Scoring Ranges



The following are the point values for the JUMP skill sets performed by MOST (75% of the team). Skills performed by less than MOST will enable the score to be moved to 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).

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

JUMP DIFFICULTY: (6.0 - 10.0)

- 6.0 – Single jumps
- 7.0 – Double jump combinations no variety
- 8.0 – Double jump combinations with variety
- 9.0 – Triple jump combinations OR double jump combinations and a single jump, with no variety
- 10.0 – Triple jump combinations OR double jump combinations and a single jump, must include variety

JUMP EXECUTION; (6.0 - 10.0)

CROWDLEADING SECTION:

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

SKILLS- skill incorporations are practical and effectively lead the crowd. (3.0 - 5.0)

MOTIONS- Motions are strong, sharp, visual, easy to follow for crowd leading, good technique. (3.0 - 5.0)

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

COMMUNICATION- voices are loud, clear and well projected to enhance communication to crowd. (3.0 - 5.0)

TIMING:

- Jump Synchronization and Timing (3.0-5.0)
- Dance Synchronization and Timing (3.0-5.0)

DANCE:

- Dance Difficulty (6.0 - 10.0)
- Dance Execution (6.0 - 10.0)

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

****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.**