



2018 - 2019 SCHOOL SCORING SYSTEM

The following grid outlines the point ranges for specific skill sets performed by MOST of the team. Skills performed by LESS than most of the team will move the score into a lower range. In each category, most of the team must master each listed skill unless the skills are separated by the word "or." MOST is defined as approximately 75% of the team.

ADVANCED DIVISIONS

STUNT DIFFICULTY	PYRAMID DIFFICULTY	STANDING TUMBLING DIFFICULTY	RUNNING TUMBLING DIFFICULTY
2 - 3	2 - 3	2 - 3	2 - 3
Extension Preps or One Leg Variations Below Prep Level Extensions or One Leg Variations at Prep Level	Pyramids involving Extended Two Leg Stunts and/or One Leg Stunts at Prep Level Pyramids involving Extended One Leg Stunts	Forward/ Backward Rolls or Standing BHS	Round-off BHS
3 - 4	3 - 4	3 - 4	3 - 4
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	Standing BHS Series or Jump/BHS Combinations	Round-off BHS Back Tucks or Round-off Tucks
4 - 5	4 - 5	4 - 5	4 - 5
Elite Skills* Single Twist from One Leg Stunts or Extended Stunt Sequence performed by a Single Base, Unassisted	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	Standing Back Tucks or Standing BHS Back Tucks	Layouts
ADVANCED MAX SCORE - 5.0	ADVANCED MAX SCORE - 5.0	ADVANCED MAX SCORE - 5.0	ADVANCED MAX SCORE - 5.0



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ADVANCED DIVISIONS

TECHNIQUE	
3.5 - 4.0	Less than 50% of the athletes execute excellent precision and form
4.0 - 4.5	50% of the athletes execute excellent precision and form
4.5 - 5.0	75% of the athletes execute excellent precision and form
<p>A technique score will be given for the following categories: Stunts, Pyramids, Standing Tumbling, Running Tumbling, Jumps.</p> <p>Max score for each category will be 5.0</p>	

MOST / 75% OF TEAM CHART	
# OF ATHLETES	MOST
5 - 7	4
8 - 9	6
10 - 11	7
12 - 14	9
15 - 16	11
17 - 19	12
20 - 22	15
23 - 25	17
26 - 27	19
28 - 30	21

TOSSES
Tosses are not required, but may be rewarded in the "Pyramid" category.

STUNTS
ELITE STUNT SKILLS* INCLUDE (BUT ARE NOT LIMITED TO):

- Full up to extended position
- Release moves that land in an extended position
- Tick tock variations
- Toss extended stunts
- Other unique mounts and transitions of similar difficulty level

**Advanced Divisions only*

PERFORMANCE/SHOWMANSHIP (9.0 - 10.0)
A team's ability to demonstrate high levels of energy and excitement while maintaining genuine enthusiasm and showmanship. This will include appropriate athletic impression throughout the routine.

JUMP DIFFICULTY (4.0 - 5.0)

4.0 - Single jumps
 4.2 - Double jump combinations
 4.4 - Triple jump combinations with no variety
 4.6 - Triple jump combinations with variety
 4.8 - Quad jump combinations or triple jump combo and a single jump, no variety
 5.0 - Quad jump combo; or triple jump combo and a single jump, must include variety

ROUTINE COMPOSITION (9.0 - 10.0)
A team's ability to demonstrate precise spacing and seamless patterns of movement performed throughout the routine. This includes innovative, visual and intricate ideas, as well as, any additional skills performed to enhance the overall appeal.

TIMING (9.0 - 10.0)
Synchronization and Uniformity

MOTIONS/DANCE (9.0 - 10.0)
A team's ability to demonstrate a high level of energy and entertainment value which incorporates multiple visual elements including a variety of formation changes, partner work, footwork and floor-work. This includes technique, perfection, synchronization, pace and intricacy of dance levels, moves performed. Motion technique throughout the routine will also be considered. Motion technique throughout the routine will also be considered.