



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.

INTERMEDIATE 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	Pyramids involving Extended Two Leg Stunts and/or One Leg Stunts at Prep Level	Forward/Backward Rolls	Cartwheels or Round-offs
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	Stand BHS	Round-off BHS
4 - 5	4 - 5	4 - 5	4 - 5
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
INTERMEDIATE MAX SCORE - 5.0	INTERMEDIATE MAX SCORE - 5.0	INTERMEDIATE MAX SCORE - 5.0	INTERMEDIATE MAX SCORE - 5.0



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INTERMEDIATE 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.

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

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.

TIMING (9.0 - 10.0)
Synchronization and Uniformity

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.

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.