



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.

NOVICE DIVISIONS

STUNT DIFFICULTY	PYRAMID DIFFICULTY	STANDING TUMBLING DIFFICULTY	RUNNING TUMBLING DIFFICULTY
3 - 4	3 - 4	3 - 4	3 - 4
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
4 - 5	4 - 5	4 - 5	4 - 5
Extensions or One Leg Variations at Prep Level	Pyramids involving Extended One Leg Stunts	Standing BHS	Round-off BHS
NOVICE MAX SCORE - 5.0	NOVICE MAX SCORE - 5.0	NOVICE MAX SCORE - 5.0	NOVICE MAX SCORE - 5.0



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NOVICE 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.

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.

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.

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

TIMING (9.0 - 10.0)
Synchronization and Uniformity