



2017 - 2018 SCHOOL SCORING SYSTEM - BUILDING

STUNT DIFFICULTY		
3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	4 different level appropriate skills performed by Most of team
4.0 - 4.5	MID	4 different level appropriate skills performed by Most of team, 1 of which is Elite level appropriate
4.5 - 5.0	HIGH	4 different level appropriate skills performed by Most of team, 2 of which are Elite level appropriate

STUNT CREATIVITY	
2.0 - 2.3	Less than 50% of the stunt skills incorporate visual, unique or innovative ideas. This includes level and non-level appropriate skills
2.3 - 2.5	50% of the stunt skills incorporate visual, unique or innovative ideas. This includes level and non-level appropriate skills

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

STUNT/TOSS QUANTITY CHART		
# OF ATHLETES	MAJORITY	MOST
5 - 11	1	1
12 - 15	1	2
16 - 19	2	3
20 - 23	3	4
24 - 27	4	5
28 - 30	4	6
31 - 38	5	7

TOSS DIFFICULTY	
4.0	Less than a Majority of the team performs a toss
4.5	Majority of the team performs a level appropriate toss
5.0	Majority of the team performs a level appropriate toss rippled or synchronized in the same section

PYRAMID DIFFICULTY		
3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	2 different level appropriate skills, 2 structures performed by Most of the team
4.0 - 4.5	MID	3 different level appropriate skills, 2 structures performed by Most of the team
4.5 - 5.0	HIGH	4 different level appropriate skills, 2 structures performed by Most of the team

PYRAMID CREATIVITY	
2.0 - 2.3	Less than 50% of the pyramid skills incorporate visual, unique or innovative ideas. This includes level and non-level appropriate skills
2.3 - 2.5	50% of the pyramid skills incorporate visual, unique or innovative ideas. This includes Level and non-level appropriate skills



2017 - 2018 SCHOOL SCORING SYSTEM - TUMBLING

STANDING TUMBLING DIFFICULTY

3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	Majority of the team performs a level appropriate pass
4.0 - 4.5	MID	Most of the team performs the same level appropriate pass which must be synchronized from initiation of the pass
4.5 - 5.0	HIGH	Most of the team performs the same level appropriate pass which must be synchronized from initiation of the pass, plus Majority of the team performs an additional level appropriate pass

RUNNING TUMBLING DIFFICULTY

3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	Less than a Majority of the team performs a level appropriate pass
4.0 - 4.5	MID	Majority of the team performs a level appropriate pass
4.5 - 5.0	HIGH	Most of the team performs a level appropriate pass

JUMP DIFFICULTY

3.5	Skills performed do not meet 4.0 requirement
4.0	Most of the team performs 1 advanced jump
4.5	Most of the team performs 2 connected advanced jumps. Must be synchronized and must include a variety Tiny/Mini: Most of the team performs 2 advanced jumps must be synchronized, but DO NOT need to be connected
5.0	Most of the team performs 3 connected advanced jumps or 2 connected advanced jumps, plus 1 additional advanced jump. Must be synchronized and include a variety Tiny/Mini: Most of the team performs 3 advanced jumps must be synchronized, but DO NOT need to be connected.

All approaches within the jumps must use a whip approach to be considered connected. Teams must perform the required skill set or they will be given a lower score. BASIC JUMPS: Spread Eagle, Tuck Jump // ADVANCED JUMPS: Pike, Right/Left Hurdlers (front or side), Toe Touch

TUMBLING/JUMP QUANTITY CHART

# OF ATHLETES	MAJORITY	MOST
5 - 7	3	4
8 - 9	4	6
10 - 11	5	7
12 - 14	6	9
15 - 16	7	11
17 - 19	8	12
20 - 22	10	15
23 - 25	11	17
26 - 27	13	19
28 - 30	14	21
31 - 38	15	23

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

2017 - 2018 SCHOOL SCORING SYSTEM - OVERALL

DANCE

9.0 - 10	A team's ability to demonstrate a high level of energy and entertainment value which incorporates multiple visual elements including a variety of levels, formation changes, partner work, footwork and floor-work. This includes technique, perfection, synchronization, pace and intricacy of dance moves performed.
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PERFORMANCE

9.0 - 10	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.
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ROUTINE COMPOSITION

9.0 - 10	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.
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2017 – 2018 SCHOOL SCORING SYSTEM - CHEER

MOTIONS	
9.0 – 10.0	Motions will be scored on strength and execution. Motions will have to show proper technique of arms, wrists and fists. Motions should be tight, sharp and precise.
SYNCHRONIZATION/TIMING	
9.0 – 10.0	A team's ability to perform the cheer as a group. Cheer should show accuracy, clarity and control in motions and movements.
USE OF PROPS	
9.0 – 10.0	The judges will credit for the effective incorporation/execution of props. (ie: signs, flags, poms, etc.) Demonstrating how to lead the crowd and great use of visual effects.
DIFFICULTY	
9.0 – 10.0	The team's ability to perform the cheer with a strong pace and speed. Motions and footwork performed on .5 counts. Overall incorporation of the skills performed in the cheer.

Non Mount and Non Mount Non/Tumbling Teams will be scored on a 9.0 – 10.0 scale in the cheer portion. MOUNTING TEAMS will be scored on a 4.0 to 5.0 scale with the exception of the cheer difficulty which will be scored on a 9.0 – 10.0 scale.

ATTENTION NON TUMBLING TEAMS

JUMP SCORES ARE AS FOLLOWS:

JUMP DIFFICULTY	
8.5	Skills performed do not meet 4.0 requirement
9.0	Most of the team performs 1 advanced jump
9.5	Most of the team performs 2 connected advanced jumps. Must be synchronized and must include a variety
10.0	Most of the team performs 3 connected advanced jumps or 2 connected advanced jumps, plus 1 additional advanced jump. Must be synchronized and include a variety
JUMP EXECUTION	
8.5 - 9.0	Less than 50% of the athletes execute excellent precision and form
9.0 - 9.5	50% of the athletes execute excellent precision and form
9.5 - 10.0	75% of the athletes execute excellent precision and form