

STUNT DIFFICULTY

| | | |
|-----------|-------|--|
| 2.5 - 3.0 | BELOW | Skills performed do not meet Low range requirement |
| 3.0 - 3.5 | LOW | 2 different level appropriate skills performed by most of team |
| 3.5 - 4.0 | MID | 3 different level appropriate skills performed by most of team |
| 4.0 - 5.0 | HIGH | 4 different level appropriate skills performed by most of team |

For Level 6 Stunts: All Level 5 & 6 level appropriate skills will be considered level appropriate for scoring purposes.

PYRAMID DIFFICULTY

| | | |
|-----------|-------|--|
| 2.5 - 3.0 | BELOW | Skills performed do not meet Low range requirement |
| 3.0 - 3.5 | LOW | 2 different level appropriate skills, 2 structures performed by most of the team |
| 3.5 - 4.0 | MID | 3 different level appropriate skills, 2 structures performed by most of the team |
| 4.0 - 5.0 | HIGH | 4 different level appropriate skills, 2 structures performed by most of the team |

TOSS DIFFICULTY

| | |
|-----|---|
| 4.0 | Tosses are thrown, but none are level appropriate |
| 4.2 | Less than majority performs a level appropriate toss |
| 4.4 | Majority performs a level appropriate toss |
| 4.6 | Majority performs a level appropriate toss, plus one additional toss |
| 4.8 | Squad (with or without front spots) performs a level appropriate toss |
| 5.0 | Squad (with or without front spots) performs a level appropriate toss, plus one additional toss |

SQUAD = The maximum number of tosses that can be thrown during one sequence.

STUNT / PYRAMID CREATIVITY

| 4.0 - 5.0 | A team's ability to incorporate visual, unique, and innovative ideas. This includes level and non-level appropriate skills | |
|-----------|--|--|
| TECHNIQUE | | |
| 3.0 - 3.5 | BELOW AVERAGE | Less than majority of the athletes execute excellent precision, form and synchronization |
| 3.5 - 4.5 | AVERAGE | Majority to most of the athletes execute excellent precision, form and synchronization |
| 4.5 - 5.0 | ABOVE AVERAGE | Most to all of the athletes execute excellent precision, form and synchronization |

STUNT QUANTITY CHART

| # OF ATHLETES | LESS THAN MAJORITY | MAJORITY | MOST | FULL TEAM |
|---------------|--------------------|----------|------|-----------|
| 5 - 7 | | | | 1 |
| 8 - 11 | | | 1 | 2 |
| 12 - 15 | | 1 | 2 | 3 |
| 16 - 19 | 1 | 2 | 3 | 4 |
| 20 - 23 | 1 - 2 | 3 | 4 | 5 |
| 24 - 27 | 1 - 3 | 4 | 5 | 6 |
| 28 - 31 | 1 - 3 | 4 | 6 | 7 |
| 32 - 35 | 1 - 4 | 5 | 6 | 8 |
| 36 | 1 - 4 | 5 | 7 | 9 |

STUNT QUANTITY

(BASED ON A TRADITIONAL GROUP OF 4, RIPPLE OR SYNCHRONIZED)

| | |
|-----|---|
| 4.0 | Most of the team performs a level appropriate building skill |
| 4.2 | Full team performs a level appropriate building skill |
| 4.4 | Less than a Majority of the team performs the same Elite building skill |
| 4.6 | Majority of the team performs the same Elite building skill |
| 4.8 | Most of the team performs the same Elite building skill |
| 5.0 | Full team performs the same Elite building skill |

FULL TEAM = The Maximum number of stunts that can be performed based on a traditional group of 4 people.

MAJORITY = 51% (OF THE TEAM) MOST = 75% (OF THE TEAM)

COED QUANTITY CHART

| # OF MALES ON TEAM | # OF STUNTS |
|--------------------|-------------|
| 1 - 3 | 1 |
| 4 - 5 | 2 |
| 6 - 7 | 3 |
| 8 - 9 | 4 |
| 10 - 11 | 5 |
| 12 - 13 | 6 |
| 14 - 15 | 7 |
| 16 - 17 | 8 |
| 18 | 9 |

COED QUANTITY - LEVEL 3 & 4 SENIOR TEAMS

| | Coed Style <u>Assisted</u> Toss or Walk-in | Coed Style <u>Unassisted</u> Toss or Walk-in |
|-----|---|---|
| 4.0 | Hands | N/A |
| 4.2 | Hands Press Extension | N/A |
| 4.4 | Extended double leg stunt or hands press extended single leg stunt/single arm stunt | Hands |
| 4.6 | Extended single leg stunt/single arm stunt | Hands press extension |
| 4.8 | N/A | Extended double leg stunt or hands press extended single leg stunt/single arm stunt |
| 5.0 | N/A | Extended single leg stunt/single arm stunt |

COED QUANTITY - LEVEL 5 & 6 WORLDS TEAMS

| | Coed Style <u>Assisted</u> Toss or Walk-in | Coed Style <u>Unassisted</u> Toss or Walk-in |
|-----|---|---|
| 4.0 | Extended double leg stunt, hands press extended single leg stunt/single arm stunt | Hands |
| 4.2 | Extended single leg stunt | Hands press extension |
| 4.4 | ¼ - ¾ Twist to Extended Stunt | Extended double leg stunt, hands press extended single leg stunt/single arm stunt |
| 4.6 | 1 Arm Stunt, Full up to Extended Stunt | Extended single leg stunt |
| 4.8 | N/A | Toss ¼ - ¾ Twist to Extended Stunt |
| 5.0 | N/A | Toss 1 Arm Stunt, Toss Full up to Extended Stunt |

Required for Senior Coed Level 3, 4 and 5 teams and International Coed 5 and 6 teams only. L4.2 and L5R coed teams will always follow the stunt quantity chart, not the coed chart. Coed stunts must be performed at the same time and perform the same entry and skill to receive quantity/skill credit. A score in this category can be earned by meeting the stunt requirements listed - regardless of whether or not the stunts are based by male or female.