

STUNT SCORING GUIDELINES



STUNT GROUP EXPECTATIONS		
DIVISION	FULL TEAM	STUNT GROUPS
ALL DIVISIONS	36	7*
JUNIOR HIGH		
SMALL JR HIGH	16	4
LARGE JR HIGH AND NON TUMBLING	30	7
JUNIOR VARSITY		
SMALL JR VAR	16	4
LARGE JR VAR AND NON TUMBLING	30	7
VARSITY		
SMALL VARSITY AND NON TUMBLING	15	3
MEDIUM VARSITY AND NON TUMBLING	19	4
LARGE VARSITY AND NON TUMBLING	23	5
SUPER VARSITY AND NON TUMBLING	30	7
DIVISION	MALE / TOTAL	COED / GROUP
COED		
COED NON TUMBLE	4 / 30	C-4 Gr-4
JV COED	1+ / 30	4
SMALL COED	4 / 20	C-4 Gr-2
LARGE COED	5+ / 30	5

STUNT GROUP EXPECTATIONS

- The number of stunt groups listed for each division shows the number of stunt groups possible when the division number is maxed out.
- The stunt group number is not a requirement but is a consideration when comparing teams who utilize less stunt groups than the max for the division.
- The minimum stunt groups by any individual team should be total number of participants on the floor divided by 4 rounded down.
 - Rec/Club divisions are not expected to max out with 36 members.
- Coed Stunt Expectations are a minimum number of coed style/single-based groups performing skills simultaneously.
 - Small Coed and Coed Non-Tumbling stunt expectations combine coed groups with multi-based groups based on number of males allowed in those divisions.

ADDITIONAL DIFFICULTY CONSIDERATIONS

- Landing position can increase degree of difficulty of a skill. Positions in order from prep, extended, single leg, to body position.
- Number of bases affects the difficulty of the skill. It is harder to do a skill with less bases.
- Credit for inversion stunts is only given when weight of the top person is held in the upper portion of the body and the skill is inverted at the dip.
- When comparing inversions, the entry style is a factor that affects difficulty. See "Inversions" column on page 1 for a reference of various inversion entry styles listed in order.
- Other factors that affect difficulty: variety of skills, pace between and connection of skills, the total number of skills performed, and types of dismounts.
- Coed style/single based skill difficulty is affected by the stunt being assisted or unassisted.
- Coed divisions stunt difficulty is driven by coed/single-based skills. Small Coed and Coed Non-Tumbling divisions should include multi-based stunts, difficulty is driven first by coed and then by multi-based skills.

PYRAMID DIFFICULTY

- Pyramid difficulty factors include: difficulty of stunts being performed, number of bracers, entries and dismounts into skills, pace of transitions, and variety of skills performed.

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INVERSIONS	RELEASES	TWISTING	COED STYLE
Inversions below prep level	Release moves to below prep	Twisting transitions to side/prone/cradle	Walk in/toss chair
Below prep level inversions out of stunts (yo-yo, back walkover, etc.)	Release moves to prep (Load, Switch Up, Quick Toss)	1/4 -1/2 up to prep	Walk-in hands
Inverted dismounts	Load release to extended	1/4-1/2 up to extended	Toss hands
Suspended Rolls	Switch Up release to extended	Vertical full twisting transitions down	Press extended
Ground inversion to prep level	Quick toss to extended	Full Up variations to stunt (cross leg, bases moving)	Walk-in/toss Extended
Released inversions to below prep level	Stunt to stunt release moves	Full Up to prep	Press to extended single leg
Prep level inversions	Stunt Tick Tock release moves (High to Low, Low to High. High to High)	Full Up to extended	Walk-in to extended single leg
Ground released inversions to prep (Ex: Roll, Roundoff, BHS entries)	Stunt Tick Tock release moves to body positions	Prep full around to stunt	3/4 to full twisting entries and transitions
Ground inversions to extended	Up to 1/2 twisting release moves to stunt (Load, Switch Up, Quick Toss)	1 1/2 up to stunt	Toss to single leg extended
Twisting ground inversions to extended (1/2 Twisting or more)	Full twisting release moves to stunt (Load, Switch Up, Quick Toss)	Extended full around to stunt	Walk-in to extended single arm variations
Prep level inversions release to extended	Full twisting release moves to body position	Prep 1 1/2 around to extended	Tick Tock Low to High
Ground inversions released to extended (Ex: Roll, Roundoff, BHS entries)	Full twisting Tick Tock stunt to stunt (High to Low, Low to High)	Double up to extended	1/2 twist released stunt/transition
Prep level Hand in Hand inversions release to extended		Extended full around single leg (lib-to-lib)	Tick Tock High to High
Elite entries to Hand to Hand stunt release to stunt (Ex: Diamadov)		Prep double around to extended	Toss to extended single arm variations
Cartwheel/forward momentum entry ground inversions released to stunt		Double Dragon prep to extended	Toss Full Up to stunt
Hand in Hand inversions forward release to stunt		Extended full around more than 1 twist and/or including BP	Hand In Hand release to extended
Inversions released with up to 1/2 twist to extended		Double Dragon all extended	Full twist released stunt/transition
Inversions released with full twist to extended			Ground released inversion to extended
			Twisting released inversions to extended

**Entries into skills listed in order is consistent when adding in factors such as landing prep, extended, single leg, body position, or adding twisting.*

**Load entry starting two feet in bases' hands. Switch up starts one foot in load and one foot on the ground and switches standing legs on the way up. Quick Toss starts both feet on the ground.*

**This skill list is not all inclusive. Additional skills performed in various styles may fall between listed skills.*

**A coed style skill Assisted would always come before Unassisted. *Skills listed as multi-base styles would come before the single based version of the same skill.*