



Stunt Scoring Ranges

NOVICE

6.0-7.0	Must perform at least ONE of the following: • Prep Level Two Leg Stunts • Below Prep Level Single Leg Stunt Variations/Body Positions • Ground Level Inversion to Below Prep Level • Log Rolls • Shoulder Sit
7.0-8.0	Must perform at least ONE of the following by MOST of team PLUS ONE dismount of the following by MOST of the team: Stunt Skills: • Extension • One leg stunt variation at prep level • 1/2 Twist to Prep Level Two Leg Stunts • Ground Inversion to Prep Level Double Leg Stunt Dismounts: • Straight ride cradle from prep • ¼ Cradle from Prep
8.0-9.5	Must perform at least ONE of the following by MOST of team PLUS ONE dismount of the following by MOST of the team: Stunt Skills: • Forward Suspended Rolls to cradle catch or ground level • 1/2 Twist to Prep Level Single Leg Stunts • 1/2 Twist to Extension • Ground Level Inversion to Prep Level Single Leg Stunt or Extension COED TEAMS ONLY ADDITIONAL REQUIREMENT Must perform one of the following (May be performed by male or female) • Walk in or toss to hands at Prep Level or Extension • Shoulder stand Dismounts: • Straight ride cradle from Extension • ¼ Cradle from Prep or Extension • Trick cradle from Prep (toe touch, pretty girl, kick, ball, pike etc.)

Stunt Quantity (MOST)		Execution Ranges	Stunt Composition Drivers
# OF ATHLETES	STUNT GROUPS		Range 0.0-0.5
5-11	1	3.5-4.0 Skills performed were executed with inconsistent/moderate technique	Pace and Speed of Skills Connection of Skills Variety of Skills Creativity Percentage of Team Participation <i>*Teams will receive a 0.1 per each awarded driver</i>
12-15	2		
16-19	3	4.0-4.5 Skills performed were executed with good/average technique	
20-23	4		
24-27	5		
28-31	6	4.5-5.0 Skills performed were executed with excellent/above average technique	
32-35	7		
36-39	8		



Stunt Scoring Ranges

Intermediate

6.0-7.0	Must perform at least ONE of the following: • Extension • One Leg Stunt Variation at Prep Level • Ground Level Inversion to Prep Level Double Leg Stunt
7.0-8.0	Must perform at least ONE of the following by MOST of team PLUS ONE dismount of the following by MOST of the team: Stunt Skills: • 1/2 Twist to Prep Level Single Leg Stunt or Extension • Full Twist to Prep Level Stunt • Ground Level Inversion to Prep Level Single Leg Stunt or Extension Dismounts: • Straight ride cradle from Extension • ¼ Cradle from Prep or Extension • Trick cradle from Prep (toe touch, pretty girl, kick, ball, pike etc.)
8.0-9.5	Must perform at least ONE of the following by MOST of team PLUS ONE dismount of the following by MOST of the team: Stunt Skills: • Back Suspended Rolls • Release Move to Prep Level Single Leg Stunt • Released Inversions to Prep Level Stunt • Full Twist to Single Leg Prep Level Stunt or Extension • Extended One Leg Stunt or ½ Twist to Extended Single Leg Stunt • Ground Level Inversion/Prep Level Inversion to Extended Single Leg Stunt COED TEAMS ONLY ADDITIONAL SKILL REQUIREMENT Must perform one of the following (May be performed by male or female) • Walk in or toss to hands at Prep Level or Extension • Shoulder stand Dismounts: • Single Twist Cradle from Extension • Single Twist Cradle from Prep Level Single Leg Stunt • Single twisting dismount to prone, load or ground from Extension or Prep Level Single Leg Stunt

Stunt Quantity (MOST)

# OF ATHLETES	STUNT GROUPS
5-11	1
12-15	2
16-19	3
20-23	4
24-27	5
28-31	6
32-35	7
36-39	8

Execution Ranges

3.5-4.0 Skills performed were executed with inconsistent/moderate technique
4.0-4.5 Skills performed were executed with good/average technique
4.5-5.0 Skills performed were executed with excellent/above average technique

Stunt Composition Drivers

Range 0.0-0.5

Pace and Speed of Skills
Connection of Skills
Variety of Skills
Creativity
Percentage of Team Participation

**Teams will receive a 0.1 per each awarded driver*



Stunt Scoring Ranges

ADVANCED

6.0-7.0	Must perform at least ONE of the following: • ½ Twist to Prep Level Single Leg Stunt or Extension • Full Twist (360) to Prep Level Stunt • Ground Level Inversion to Prep Level Single Leg Stunt
7.0-8.0	Must perform at least ONE of the following by MOST of team PLUS ONE dismount of the following by MOST of the team: Stunt Skills: • Release Move to Prep Level Single Leg Stunt • Full Twist to Single Leg Prep Level Stunt or Extension • Ground Level Inversion/ Prep Level Inversion to Extended Single Leg Stunt Dismounts: • Single Twist Cradle from Extension • Single Twist Cradle from Prep Level Single Leg Stunt • Single twisting dismount to prone, load or ground from Extension or Prep Level Single Leg Stunt
8.0-9.5	Must perform at least ONE of the following by MOST of team PLUS ONE dismount of the following by MOST of the team: Stunt Skills: • Full twist (360) to Extended Single Leg • Release moves to Extended Level • ½ Twisting Ground Level Inversion/ Prep Level Inversion to Extended Single Leg Stunt • Inversion Full Twist release to Upright Stunt COED TEAMS ONLY ADDITIONAL SKILL REQUIREMENT Must perform one of the following (May be performed by male or female) • Walk in or toss to hands at Prep Level or Extension • Shoulder stand Dismounts: • Single Twist Cradle from Extended One Leg Stunt • 1 and ¼ Twist from Extended One Leg Stunt

Stunt Quantity (MOST)		Execution Ranges	Stunt Composition Drivers
# OF ATHLETES	STUNT GROUPS		Range 0.0-0.5
5-11	1	3.5-4.0 Skills performed were executed with inconsistent/moderate technique	Pace and Speed of Skills Connection of Skills Variety of Skills Creativity Percentage of Team Participation
12-15	2		
16-19	3	4.0-4.5 Skills performed were executed with good/average technique	
20-23	4		
24-27	5		
28-31	6	4.5-5.0 Skills performed were executed with excellent/above average technique	
32-35	7		
36-39	8		
			*Teams will receive a 0.1 per each awarded driver



Pyramid Scoring Ranges

NOVICE – INTERMEDIATE - ADVANCED

Degree of Difficulty
2.0-3.0
Basic pyramid
3.0-4.0
Maxed-out pyramid
4.0-5.0
Basic AND Maxed-out pyramid

Basic Pyramid-includes, limited complex transitions, structures, entrances, and/or dismounts.

Maxed Out Pyramid-includes, multiple complex transitions, several structures, and a variety of entries and/or dismounts.

- All athletes must dismount to the floor with at least two 8-counts between the Basic and the Maxed-out pyramid to receive 4.0-5.0 difficulty range.

Pyramid Composition Drivers

Creativity

Percentage of Team Participation

Connection of Skills

Variety of Skills

Pace and Speed of Skills

Technique Ranges

3.5-4.0

Less than 50% of skills were executed with excellent precision and form.

4.0-4.5

50% of skills were executed with excellent precision and form.

4.5-5.0

75% of skills were executed with excellent precision and form.



Jump Scoring Range

NOVICE – INTERMEDIATE – ADVANCED

Degree of Difficulty		Jump Quantity Chart	
		# OF ATHLETES	JUMPERS
2.0		8	6
Jumps performed do not meet the 3.0 requirements		9	7
3.0		10-11	8
Synchronized single jump		12	9
4.0		13	10
Synchronized double jump with no variety		14-15	11
5.0		16	12
Synchronized double jump combination with variety OR synchronized double jump combination with no variety +1 additional synchronized jump		17	13
		18-19	14
		20	15
		21	16
		22-23	17
		24	18
		25	19
		26-27	20
		28	21
		29	22
		30-31	23
		32	24
		33	25
		34-35	26
		36	27

Technique Ranges	
3.5-4.0 Less than 50% of skills were executed with excellent precision and form.	
4.0-4.5 50% of skills were executed with excellent precision and form.	
4.5-5.0 75% of skills were executed with excellent precision and form.	

Jump Combination – Jumps connected with continuous movement, using a prep or a whip as an approach without using a pause in between jumps.

Jump Options: Right/Left Hurdlers, Pike, Toe Touch, Double Nine

If 75% of the team do not perform synchronized group jump skills, score drops into the range directly below. Refer to Jumps Quantity Chart for clarification of 75%.

Synchronized – exact same skill(s) at the exact same time.

NON-TUMBLING DIVISIONS

Non-Tumbling Divisions require **TWO** jump sections that will be scored separately.
Both sections must meet the requirements listed above.



Tumbling Scoring Ranges

NOVICE – INTERMEDIATE – ADVANCED

Novice	Intermediate	Advanced	Tumbling Quantity	
7-8	7-8	7-8	# of Athletes	Tumblers
- Forward roll - Cartwheel	- Cartwheel - Round off - Front/Back walkover	- Front/Back walkover - Standing back handspring - Round off back handspring	8-9	4
			10-11	5
			12-13	6
			14-15	7
8-9	8-9	8-9	16-17	8
- Round off - Front/Back walkover	- Standing back handspring - Round off back handspring	- Round of back handspring tuck(s) - Round off or cartwheel tuck(s) - Standing back handspring series - Jump(s) BHS combinations	18-19	9
			20-21	10
			22-23	11
			24-25	12
9-10	9-10	9-10	26-27	13
- Standing back handspring - Round off back handspring	- Round of back handspring tuck(s) - Round off or cartwheel tucks - Standing back handspring series - Jump(s) BHS combinations	- Standing back tuck - Standing BHS back tuck - Standing BHS to layout/full - Round of BHS to layout/full - Round off to layout/full - Jump(s) to tuck combination	28-29	14
			30-31	15
			32-33	16
			34-35	17
			36-37	18

Technique Ranges

3.5-4.0

Less than 50% of skills were executed with excellent precision and form.

4.0-4.5

50% of skills were executed with excellent precision and form.

4.5-5.0

75% of skills were executed with excellent precision and form.

Drivers

Variety of skills

Degree of Difficulty

Percentage of Team Participation

Combination of Skills

Synchronized Group Skill

Tumbling Difficulty Score

Cumulative approach may be used to get into difficulty scoring range. See quantity chart for 50% requirements.

- Percentage of Team Participation – cumulatively perform skill(s) in the achieved range.
- Additional skills may increase the score within the achieved range.
- Drivers listed above may increase the score within the achieved range.

*Note All tumbling must land on both feet to receive credit. Example: A back handspring to a prone or pushup position would not receive credit.