

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 <b>most</b> of team
4.0 - 4.5	MID	4 different level appropriate skills performed by <b>most</b> of team, 1 of which is <b>Elite</b> level appropriate.
4.5 - 5.0	HIGH	4 different level appropriate skills performed by most of team, 2 of which are <b>Elite</b> level appropriate.

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 <b>most</b> of the team
4.0 - 4.5	MID	3 different level appropriate skills, 2 structures performed by <b>most</b> of the team
4.5 - 5.0	HIGH	4 different level appropriate skills, 2 structures performed by <b>most</b> of the team

STUNT QUANTITY CHART				
# of ATHLETES	LESS THAN MAJORITY	MAJORITY (51% of team)	MOST (75% of team)	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

Most of team = 75% of athletes on team

\* For level 5 Stunts: For a skill to be considered Level 5 appropriate it must exceed Level 4 skills, but does not have to exceed Level 5R skills.  
\* For level 6 Stunts: All Level 5 & 6 building skills will be considered level appropriate for scoring difficulty; however, at least 2 different level 6 skills are required to score in the high range.

A pyramid consists of 2 or more connected top persons.  
Senior Coed Level 3, 4, 5, and International 5 and 6 teams will only follow the coed quantity grid. All other divisions will follow the stunt quantity chart.

COED QUANTITY - Senior Level 3 & 4 coed teams only		
	COED Style <u>Assisted</u>	COED Style <u>Unassisted</u>
2.5	Coed Style skills performed that do not meet the 4.0 requirement	
4.0	Walk-in Hands Toss Hands	N/A
4.2	Walk-in Hands press Extension Toss Hands press Extension	N/A
4.4	Walk-in Extended double leg stunt Toss Extended double leg stunt (Level 4 only) Walk-in Hands press Extended single leg stunt/single arm stunt Toss Hands press Extended single leg stunt/single arm stunt	Walk-in Hands Toss Hands
4.6	Walk-in Extended single leg stunt/single arm stunt Toss Extended single leg stunt/single arm stunt (Level 4 ONLY)	Walk-in Hands press Extension Toss Hands press Extension
4.8	N/A	Walk-in Extended double leg stunt Toss Extended Double leg stunt (Level 4 only) Walk-in Hands press extended single leg stunt/single arm stunt Toss Hands press extended single leg stunt/single arm stunt
5.0	N/A	Walk-in Extended single leg stunt/single arm stunt Toss Extended single leg stunt/single arm stunt (Level 4 only)

STUNT QUANTITY	
(BASED ON A TRADITIONAL GROUP OF 4, RIPPLE OR SYNCHRONIZED)	
2.5	Skills performed that do not meet the 4.0 requirement
4.0	<b>Most</b> of the team performs a level appropriate building skill
4.2	<b>Full team</b> performs a level appropriate building skill
4.4	<b>Less than a Majority</b> of the team performs the <u>same</u> ELITE building skill
4.6	<b>Majority</b> of the team performs the <u>same</u> ELITE building skill
4.8	<b>Most</b> of the team performs the <u>same</u> ELITE building skill
5.0	<b>Full team</b> performs the <u>same</u> ELITE building skill

COED QUANTITY - Worlds Level 5 & 6 coed teams only		
	COED Style <u>Assisted</u>	COED Style <u>Unassisted</u>
2.5	Coed Style skills performed that do not meet the 4.0 requirement	
4.0	Walk-in Extended double leg stunt Toss Extended double leg stunt Walk-in Hands press Extended single leg stunt/single arm stunt Toss Hands press Extended single leg stunt/single arm stunt	Walk-in Hands Toss Hands
4.2	Walk-in Extended single leg stunt/single arm stunt Toss Extended single leg stunt	Walk-in Hands press Extension Toss Hands press Extension
4.4	Toss 1/4-3/4 Twist to Extended Single leg stunt	Walk-in Extended double leg Toss Extended double leg stunt Walk-in Hands press Extended single leg stunt/single arm stunt Toss Hands press Extended single leg stunt/single arm stunt
4.6	Toss Extended 1 Arm Stunt Toss Full up to Extended Stunt Toss Front handspring 1/2 up to Extended stunt	Walk-in Extended single leg stunt/single arm stunt Toss Extended single leg stunt
4.8	N/A	Toss 1/4-3/4 Twist to Extended single leg stunt
5.0	N/A	Toss Extended 1 Arm Stunt Toss Full up to Extended Stunt Toss Front handspring 1/2 up to Extended Stunt

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

STUNT/PYRAMID CREATIVITY	
4.0 - 4.2	Minimal skills incorporate creativity
4.2 - 4.4	<b>Less than a majority</b> of the skills incorporate creativity
4.4 - 4.7	<b>Majority</b> of the skills incorporate creativity
4.7 - 5.0	<b>Most to all skills</b> incorporate creativity

TECHNIQUE	
3.0 - 3.5	<b>Minimal</b> athletes execute excellent precision, form and synchronization
3.5 - 4.0	<b>Less than a majority</b> of the athletes execute excellent precision, form and synchronization
4.0 - 4.5	<b>Majority</b> of athletes execute excellent precision, form and synchronization
4.5 - 5.0	<b>Most to all</b> athletes execute excellent precision, form and synchronization

STANDING TUMBLING DIFFICULTY		
3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	<b>Most</b> of team performs a level appropriate pass
4.0 - 4.5	MID	<b>Majority</b> of team performs <b>2</b> different level appropriate passes, 1 of which must be synchronized from initiation of the pass
4.5 - 5.0	HIGH (Levels 1 - 2)	<b>Most</b> of team performs <b>2</b> different level appropriate passes, 1 of which must be synchronized from initiation of the pass
4.5 - 5.0	HIGH (Levels 3 - 6)	<b>Most</b> of team performs <b>2</b> different level appropriate passes, 1 of which must be a synchronized advanced jump-tumble combination at initiation of the jump

RUNNING TUMBLING DIFFICULTY (Non-Worlds Teams: Level 1-4, Youth, Junior, Restricted 5 divisions)		
3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	<b>Less than majority</b> of the team performs a level appropriate pass
4.0 - 4.5	MID	<b>Majority</b> of the team performs a level appropriate pass
4.5 - 5.0	HIGH	<b>Most</b> of the team performs a level appropriate pass

RUNNING TUMBLING DIFFICULTY (Worlds Teams: Senior/International 5 & 6 divisions)		
3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	<b>Less than majority</b> of the team performs a level appropriate pass
4.0 - 4.5	MID	<b>Most</b> of team performs a level appropriate pass
4.5 - 5.0	HIGH	<b>Majority</b> of the team performs an Elite * level appropriate pass.
* Elite level appropriate passes include specialty passes to fulls, double fulls, and specialty passes to double fulls. Elite level appropriate passes do not include front walkovers/front handsprings at the entry into the pass.		

JUMP DIFFICULTY	
4.0	<b>Less than a majority</b> of the team performs 1 advanced jump
4.2	<b>Majority</b> of the team performs 1 advanced jump
4.4	<b>Most</b> of the team performs 1 synchronized advanced jump
4.6	<b>Most</b> of the team performs 2 connected, synchronized advanced jumps
4.8	<b>Most</b> of the team performs 3 connected, synchronized advanced jumps
5.0	<b>Most</b> of the team performs 4 connected, synchronized advanced jumps or 3 connected, synchronized advanced jumps plus 1 additional advanced jump. Sequence must include a variety of jumps.
All jump approaches must use a whip approach to be considered connected. <u>BASIC JUMPS</u> : Spread Eagle, Tuck Jump <u>ADVANCED JUMPS</u> : Pike, Front or Side Hurdlers, Toe Touch	

TECHNIQUE	
3.0 - 3.5	<b>Minimal</b> athletes execute excellent precision, form and synchronization
3.5 - 4.0	<b>Less than a majority</b> of the athletes execute excellent precision, form and synchronization
4.0 - 4.5	<b>Majority</b> of the athletes execute excellent precision, form and synchronization
4.5 - 5.0	<b>Most to all</b> athletes execute excellent precision, form and synchronization

QUANTITY TABLE		
# of Athletes	Majority (51% of team)	Most (75% of team)
5	3	4
6	4	5
7	4	5
8	5	6
9	5	7
10	6	8
11	6	8
12	7	9
13	7	9
14	8	10
15	8	11
16	9	12
17	9	12
18	10	13
19	10	14
20	11	15
21	11	16
22	12	17
23	12	17
24	13	18
25	13	19
26	14	20
27	14	20
28	15	21
29	15	22
30	16	23
31	16	23
32	17	24
33	17	25
34	18	26
35	18	26
36	19	27

TOSS DIFFICULTY	
4.0	Tosses are thrown, but none are level appropriate
4.2	<b>Less than a majority</b> performs a level appropriate toss
4.4	<b>Majority</b> performs a level appropriate toss
4.6	<b>Majority</b> performs a level appropriate toss, plus 1 additional toss
4.8	<b>Squad</b> (with or without front spots) performs a level appropriate toss
5.0	<b>Squad</b> (with or without front spots) performs a level appropriate toss, plus 1 additional toss
<i>(N/A) * Tosses cannot be performed in level 1 or Special Athlete divisions.</i>	

TOSS TECHNIQUE	
3.0 - 3.5	<b>Minimal</b> athletes execute excellent precision, form and synchronization
3.5 - 4.0	<b>Less than a majority</b> of the athletes execute excellent precision, form and synchronization
4.0 - 4.5	<b>Majority</b> of athletes execute excellent precision, form and synchronization
4.5 - 5.0	<b>Most to all</b> athletes execute excellent precision, form and synchronization

DANCE DIFFICULTY	
4.0 - 4.5	Dance incorporates multiple visual elements including a variety of levels, formation changes, partner work, footwork, floor work, pace and intricacy of dance moves.

DANCE TECHNIQUE	
0.1 - 0.5	A team's ability to demonstrate proper placement and execution, synchronization, and appropriate timing of dance moves performed

PERFORMANCE	
9.0 - 10.0	A team's ability to demonstrate high levels of energy and excitement while maintaining consistent uniformity, 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.