

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.

* 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.

PYRAMID DIFFICULTY		
2.5		Skills in which the top person is only connected to a bracer standing on the ground
A team is eligible for the ranges below if their pyramid consists of 2 or more directly connected top persons.		
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

BUILDING QUANTITY CHART			
# of ATHLETES	LESS THAN MAJORITY	MAJORITY	MOST
5 - 11			1
12 - 15		1	2
16 - 19	1	2	3
20 - 23	1 - 2	3	4
24 - 27	1 - 3	4	5
28 - 30	1 - 3	4	6
31 - 38	1 - 4	5	7

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

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>
3.5	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)

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 - 19	9

Coed teams that attempt to perform a synched skill with the appropriate number of stunts, but have a group hit but not hold for the 2 counts will be credited with -.2 from the initial start value of the skill per group that doesn't hold.

COED QUANTITY - Worlds Level 5 & 6 coed teams only		
	COED Style <u>Assisted</u>	COED Style <u>Unassisted</u>
3.5	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
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

STUNT/PYRAMID CREATIVITY	
2.0 - 2.3	Less than 50% of the 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.

STUNT/PYRAMID TECHNIQUE	
3.5 - 4.0	Most skills performed with below average execution, uniformity, stability, body position, and synchronization.
4.0 - 4.5	Most skills performed with average execution, uniformity, stability, body position, and synchronization.
4.5 - 5.0	Most skills performed with above average execution, uniformity, stability, body position, and synchronization.

STANDING TUMBLING DIFFICULTY (Non-Worlds Teams: Levels 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	Majority of team performs a level appropriate pass
4.0 - 4.5	MID	Most of team performs the same level appropriate pass which must be synchronized from the initiation of the pass
4.5 - 5.0	HIGH	Most of team performs the same level appropriate pass which must be synchronized from the initiation of the pass, plus a Majority of the team performs an additional level appropriate pass.

RUNNING TUMBLING DIFFICULTY (Non-Worlds Teams: Levels 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	Less than majority of the team performs a level appropriate pass
4.0 - 4.5	MID	Majority of team performs a level appropriate pass
4.5 - 5.0	HIGH	Most of team performs a level appropriate pass

STANDING 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	Most of team performs a level appropriate pass
4.0 - 4.5	MID	Majority of team performs an Elite *level appropriate pass
4.5 - 5.0	HIGH	Most of the team performs an Elite *level appropriate pass in the same section
* Standing tumbling elite level appropriate passes consist of skills that include a full or double.		

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	Majority of team performs a level appropriate pass
4.0 - 4.5	MID	Most of team performs a level appropriate pass
4.5 - 5.0	HIGH	Majority of the team performs an Elite * level appropriate pass.
* Running tumbling 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	
3.5	Skills performed do not meet the 4.0 requirement
4.0	Most of team performs 1 advanced jump
4.5	Most of team performs 2 advanced jumps.
5.0	Most of team performs 3 connected* advanced jumps, or 2 connected advanced jumps plus 1 additional advanced jump. All jumps must be synchronized and the sequence must include two types of variety.
* Tiny and Mini teams do not have to connect jumps. Youth, Junior, Senior, and Open teams 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, Double Nine	

QUANTITY TABLE		
# 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

TUMBLING/JUMP TECHNIQUE	
3.5 - 4.0	Most skills performed with below average execution, uniformity, body position, synchronization, and power.
4.0 - 4.5	Most skills performed with average execution, uniformity, body position, synchronization, and power.
4.5 - 5.0	Most skills performed with above average execution, uniformity, body position, synchronization, and power.

TOSS DIFFICULTY	
3.5	Tosses are thrown, but none are level appropriate
4.0	Less than a majority performs a level appropriate toss
4.5	Majority performs a level appropriate toss (cumulative throughout routine)
5.0	Majority performs a level appropriate toss (synchronized or rippled in the same section)
<i>(N/A) * Tosses cannot be performed in level 1, mini level 2, prep, or Special Athlete divisions.</i>	

TOSS TECHNIQUE	
3.5 - 4.0	Most skills performed with below average execution, uniformity, body position, synchronization and height.
4.0 - 4.5	Most skills performed with average execution, uniformity, body position, synchronization and height.
4.5 - 5.0	Most skills performed with above average execution, uniformity, body position, synchronization and height.

TOSS QUANTITY CHART			
# of ATHLETES	LESS THAN MAJORITY	MAJORITY	MOST
5 - 11			1
12 - 15		1	2
16 - 19	1	2	3
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DANCE	
9.0 - 10.0	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.

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.