

## STUNT DIFFICULTY

0.0-1.9		
Inversions	Stunts	Transitions
Non-released inversion FROM below <u>prep</u> level group stunt	2-foot <u>prep</u> level and below group stunt	Up to 1/4 twist TO 2-foot <u>prep</u> level stunt
	1-foot <u>prep</u> level and below group stunt (lib/torch, arabesque)	Up to 1/2 twist (non-released) FROM <u>prep</u> level stunt
Dismounts and Tosses	Partner Stunts	
Straight cradle from group stunt	Shoulder sits or other comparable partner stunt	
Up to 1/2 twist dismount from below <u>prep</u> level stunt		
2.0-3.9		
Inversions	Stunts	Transitions
Non-released inversion TO below <u>prep</u> level	2-foot <u>extended</u> group stunt	Up to 1/2 twist TO 2-foot <u>prep</u> level stunt
	1-foot <u>prep</u> level FRONT variations (stretch, bow, etc.)	Full twist FROM 2-foot <u>prep</u> level stunt
	1-foot <u>prep</u> level BACK variations (scorpion, scale, etc.)	Up to 1/2 twist (non-released) FROM 1-foot <u>prep</u> level stunt
Dismounts and Tosses	Partner Stunts	
Full twist dismount from 2-foot <u>prep</u> level stunt	Chair sits or other comparable partner stunt	
Up to 1/2 twist dismount from 1-foot <u>prep</u> level stunt	Straight cradle from any partner stunt	
Single skill toss	Assisted variation from ground to hands/ <u>prep</u> level	
4.0-5.9		
Inversions	Stunts	Transitions
Non-released inversion TO 2-foot <u>prep</u> level stunt	1-foot <u>extended</u> group stunt (lib/torch, arabesque)	Tic/switch up TO 1-foot <u>prep</u> level stunt
Released inversion TO below <u>prep</u> level stunt		Up to 1/2 twist TO 2-foot <u>extended</u> level stunt
Fold over non-released inversion FROM up to <u>extended</u> level stunt		Full twist TO 2-foot <u>prep</u> level stunt
Dismounts & Tosses	Partner Stunts	Full around FROM any <u>prep</u> level group stunt TO any <u>prep</u> level stunt
Full twist dismount from 2-foot <u>extended</u> stunt	Hands/ <u>prep</u> level and other comparable partner stunt	Up to 1/2 twist TO 1-foot <u>prep</u> level stunt
Up to 1/2 twist dismount from 1-foot <u>extended</u> stunt	Assisted from hands/ <u>prep</u> level to 2-foot <u>extended</u> stunt	Full twist (non-released) FROM 2-foot <u>extended</u> stunt
Full twist dismount from <u>prep</u> level partner stunt	Unassisted variation from ground to hands/ <u>prep</u> level	Up to 1/2 twist (non-released) FROM 1-foot <u>extended</u> stunt
Single twist toss	Unassisted from hands to 2-foot <u>extended</u> stunt	Full twist (non-released) FROM 1-foot <u>prep</u> level stunt
Multi-skill toss with no twist	Full twist dismount from stunt at hands/ <u>prep</u> level	

## STUNT DIFFICULTY

6.0-7.9		
Inversions	Stunts	Transitions
Non-released inversion TO 2-foot <u>extended</u> stunt	1-foot <u>extended</u> group stunt FRONT variation (stretch, bow, etc.)	Tic/switch up TO <u>extended</u> 1-foot stunt
Non-released inversion TO 1-foot <u>prep</u> level stunt	1-foot <u>extended</u> group stunt BACK variation (scorpion, scale, etc.)	Tic/switch up with up to 1/2 twist TO <u>extended</u> 1-foot stunt
Released inversion TO 2-foot <u>prep</u> level stunt		High to low tic toc TO <u>prep</u> 1-foot stunt
Dismounts and Tosses	Partner Stunts	Transitions
Full twist dismount from 1-foot <u>extended</u> level group stunt	Assisted from hands/ <u>prep</u> level to 1-foot <u>extended</u> stunt from hands/ <u>prep</u> level	Up to 1/2 twist TO 1-foot <u>extended</u> stunt
Full twist dismount from 2-foot <u>extended</u> level partner stunt	Assisted variation from ground to 2-foot <u>extended</u> stunt	Full around FROM any <u>prep</u> level stunt TO 2-foot <u>extended</u> stunt
Single skill toss with twist	Full twist from an <u>extended</u> 2-foot partner stunt	Full twist (non-released) FROM 1-foot <u>extended</u> stunt
		Up to 1 1/2 twist (non-released) FROM 2-foot <u>extended</u> stunt
8.0-10.0		
Inversions	Stunts	Transitions
Non-released inversion TO 1-foot <u>extended</u> stunt		Low to high tic toc TO <u>extended</u> 1-foot stunt
Released inversion TO 1-foot <u>prep</u> level stunt		High to high tic toc on <u>extended</u> 1-foot
Dismounts and Tosses	Partner Stunts	Transitions
Full twist with additional skill dismount from 1-foot stunt	<u>Unassisted</u> variation from ground to 2-foot <u>extended</u> stunt	Full twist TO 1-foot <u>extended</u> stunt
Full twist dismount from 1-foot <u>extended</u> partner stunt	<u>Unassisted</u> from hands/ <u>prep</u> level to 1-foot <u>extended</u> stunt	1 1/2 twist TO 2-foot <u>prep</u> level stunt
Multi-skill toss with twist	<u>Assisted or unassisted</u> from ground to 1-foot <u>extended</u> stunt	Full around FROM any <u>prep</u> level stunt TO 1-foot <u>extended</u> stunt
	<u>Assisted or unassisted</u> 1-foot advanced stunt (stretch, scale, arabesque, etc)	Full around FROM any <u>extended</u> stunt TO any <u>extended</u> stunt
	<u>Assisted or unassisted</u> 1-arm <u>extended</u> stunt (cupie, lib etc)	More than one twist (non-released) FROM 1-foot <u>extended</u> stunt
	Full twist from an <u>extended</u> 1-foot partner stunt	More than 1 1/2 twist (non-released) FROM 2-foot <u>extended</u> stunt

\*Group stunt routines need At least four skills (three skills for rec teams). Skills may not be repeated to get into that range. The variety and creativity of load-ins, transitions, stunts, and dismounts will move the score through that range. The pace/speed of skills can affect difficulty.

\* Partner routines need at least three skills in order to score in that difficulty range. Skills may not be repeated to get into that range. The variety and creativity of load-ins, transitions, stunts, and dismounts will move the score through that range. The pace/speek of skills can affect the difficulty.

\* If you do not meet the requirements to score in a range, you will score 0.50 in difficulty and be accurately rewarded for the

## STUNT EXECUTION

<b>1-7</b>
Poor technique, placement, flexibility and synchronization.
<b>8-11</b>
Standard technique, placement, flexibility and synchronization.
<b>12-15</b>
Nearly perfect to perfect technique, placement, flexibility and synchronization.

## BUILDING CREATIVITY

<b>1</b>
Little to no creative elements in stunts including load-ins, transitions, and dismounts.
<b>2-3</b>
Some creative elements in stunts including load-ins, transitions, and dismounts.
<b>4-5</b>
Strong creative elements in stunts including load-ins, transitions, and dismounts.

## SHOWMANSHIP

<b>1-3</b>
Little to no facial projection, eye contact, energy, confidence and/or recoveries.
<b>4-7</b>
Some facial projection, eye contact, energy, confidence and/or recoveries.
<b>8-10</b>
Strong facial projection, eye contact, energy, confidence and/or recoveries.