# Stunt Progressions & Expectations

## Release
- **Release**
  - When scoring difficulty, judges will take into account the following: minimum movement of bases, limited number and type of connections between bases and top, top person's beginning and ending position, and completion of the skill.
  - • Release move from below prep level to below prep level
  - • Horizontal release move caught below prep level

## Inversion
- **Inversion**
  - Credit for inversions will only be received if the weight of the top person is held in the upper portion of the top and the skill is inverted at the dip.
  - • Inverted skills below prep level
  - • Ground inversions transitioned to below prep level
  - • Below prep level inversions out of stunts (yo-yo, back walkover, etc.)

## Twisting
- **Twisting**
  - When scoring difficulty, judges will take into account the following: limited movement of bases, limited number and type of connections between bases and top, top person's beginning and ending position, and completion of the skill.
  - • 1/4 up to prep
  - • 1/4 up to extended

## Other
- **Other**
  - • Straddle lift at prep level
  - • Flat back stunt

## Coed Style
- **Coed Style**
  - Unless listed as Assisted, All Coed stunts are not considered. Assisted skills will not receive full credit.
  - • Assisted walk in chair
  - • Assisted toss chair
  - • Assisted walk in hands
  - • Assisted toss hands

## Coed Male/Total Coed Stunts

## Stunt Group Expectations

<table>
<thead>
<tr>
<th>Stunt Group Expectations</th>
<th>Rec.</th>
<th>Full Team</th>
<th>Stunt Groups</th>
</tr>
</thead>
<tbody>
<tr>
<td>Small Junior Varsity</td>
<td>15</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Medium Varsity &amp; Non Tumble</td>
<td>19</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>Large Varsity &amp; Non Tumble</td>
<td>30</td>
<td>6</td>
<td></td>
</tr>
</tbody>
</table>

## Additional Info:
- • Libs and platform/target are not considered body positions
- • Skills will only receive full credit if they show control through the pop or transition to another skill.
- • Any skill including a successful completion of a ¼ turn shall be considered more difficult than the same skill without a ¼ turn.