



# STUNT SCORING GUIDELINE

## Stunt Group Expectations

Division	Full Team	Stunt Groups
Rec/Club		
All Divisions		
	36	#/4*
Junior High	Full Team	Stunt Groups
Small Junior High		
	16	4
Large Junior High & Non-Tumbling		
	30	6 or 7
Junior Varsity	Full Team	Stunt Groups
Small Junior Varsity		
	16	4
Large Junior Varsity & Non-Tumbling		
	30	6 or 7
Varsity	Full Team	Stunt Groups
Small Varsity & Non-Tumbling		
	15	3
Medium Varsity & Non-Tumbling		
	19	4
Large Varsity & Non-Tumbling		
	23	5
Super Varsity & Non-Tumbling		
	30	6 or 7
Coed	Male/Total	Coed/Group
Coed Non-Tumbling		
	4/30	C-4 Gr-4
Junior Varsity Coed		
	1+/30	C-4
Small Coed		
	4/20	C-4 Gr-2
Large Coed		
	5+/30	C-5

## Stunt Group Expectations

- The number of stunt groups listed for each division shows the number of stunt groups possible when the division number is maxed out.
- The stunt group number is not a requirement but is a consideration when comparing teams who utilize less stunt groups than the max for the division.
- The minimum stunt groups by any individual team should be total number of participants on the floor divided by 4 rounded down.
- Coed Stunt Expectations are a minimum number of coed style/single-based groups performing skills simultaneously.
  - Small Coed and Coed Non-Tumbling stunt expectations combine coed groups with multi-based groups based on number of males allowed in those divisions.

## Additional Difficulty Considerations

- Landing position can increase degree of difficulty of a skill. Positions in order from prep, extended, single leg, to body position.
- Number of bases affects the difficulty of the skill. It is harder to do a skill with less bases.
- Credit for inversion stunts is only given when weight of the top person is held in the upper portion of the body and the skill is inverted at the dip.
- When comparing inversions, the entry style is a factor that affects difficulty. See "Inversions" column on page 1 for a reference of various inversion entry styles listed in order.
- Other factors that affect difficulty: variety of skills, pace between and connection of skills, the total number of skills performed, the number of bases in a skill, and types of dismounts.
- Coed style/single based skill difficulty is affected by the stunt being assisted or unassisted.
- Coed divisions stunt difficulty is driven by coed/single-based skills. Small Coed and Coed Non-Tumbling divisions should include multi-based stunts, difficulty is driven first by coed and then by multi-based skills.

## Pyramid Difficulty

- Pyramid difficulty factors include: difficulty of stunts being performed, number of bracers, variety of skills performed, entries and dismounts into skills, and pace of transitions.