

DoDEA-Europe Stunt Scoring Guidelines

Stunt Group Expectations

- The number of multi-base stunt groups possible is 3 when the team has 12 athletes.
- 3 stunt groups are not required but it is a consideration when comparing teams who utilize less than 3 stunt groups.

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 the next page 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, and types of dismounts.
- Coed style/single based skill difficulty is affected by the stunt being assisted or unassisted.
- Difficulty is driven first by coed/single base and then by multi-based skills.

Pyramid Difficulty

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

This skill list is NOT all inclusive; additional skills performed in various styles may fall between listed skills. Skills are listed least difficult at the top to most difficult at the bottom. A coed style skill assisted would always come before unassisted. Skills listed as multi-base styles would come before the single based version of the same skill.

Inversions	Releases	Twisting	Coed/ Single Base Style
Inversions below prep level	Release moves to below prep	Twisting transitions to side/prone/cradle	Walk in/ toss chair
Below prep level inversions out of stunts (yo-yo, back walkover, etc.)	Release moves to prep (load, switch up, quick toss)	$\frac{1}{4}$ - $\frac{1}{2}$ up to prep	Walk-in hands
Inverted dismounts	Load release to extended	$\frac{1}{4}$ - $\frac{1}{2}$ up to extended	Toss hands
Suspended rolls	Switch up release to extended	Vertical full twisting transitions down	Press extended
Ground inversion to prep level	Quick toss to extended	Full up variations to stunt (cross leg, bases moving)	Walk-in/ toss extended
Released inversions to below prep level	Stunt to stunt release moves	Full up to prep	Press to extended single leg
Prep level inversions	Stunt tick tock release moves to body positions	Prep full around to stunt	$\frac{3}{4}$ to full twisting entries and transitions
Ground inversions to extended	Up to $\frac{1}{2}$ twisting release moves to stunt (load, switch up, quick toss)	1 $\frac{1}{2}$ up to stunt	Toss to single leg extended
Twisting ground inversions to extended (1/2 twisting or more)	Full twisting release moves to stunt (load, switch up, quick toss)	Extended full around to stunt	Walk-in to extended single arm variations
Prep level inversions release to extended	Full twisting release moves to body position	Prep 1 $\frac{1}{2}$ around to extended	Tick tock low to high
Ground inversions released to extended (ex: roll, roundoff, BHS entries)	Full twisting tick tock stunt to stunt (high to low, low to high)	Double up to extended	$\frac{1}{2}$ twist released stunt/transition
Prep level hand in hand inversions release to extended		Extended full around single leg (lib to lib)	
Elite entries to hand to hand stunt release to stunt (ex: diamadov)			
Cartwheel/forward momentum entry ground inversions released to stunt			
Hand in hand inversions forward release to stunt			
Inversions released with up to $\frac{1}{2}$ twist to extended			
Inversions released with full twist to extended			

