	Max Score		
Execution	10	Strong Top Person Level of Technique Strong Bases Level of Technique; Solid Stunts and Dismounts	9.1 - 10.0 Constantly 6.1 - 9.0 Frequently 4.1 - 6.0 Sometimes 2.1 - 4.0 Rarely 0.0 - 2.0 Seldom
Difficulty	10	9.0 - 10.0 Elite Stunts 7.0 - 8.9 Advanced Stunts 5.0 - 6.9 Intermediate Stunts 2.0 - 4.9 Beginner Stunts	

STUNTS: Single unbraced structures

Elite: 1.5+ rotations to extended single leg, inversion releasing to single leg extended, single base extended full twisting skills, extended full twisting release skills, high to high (requires release)

Advanced: < 1.5 rotations to extended single leg, inversion releasing to single leg below extended, inversion releasing to two legs extended, single base extended non-twisting skills, full twisting release skills below extended, extended non-twisting release skills, low to high

Intermediate: < 1.5 rotations to extended two leg, extended skills, single leg skills, inversion releasing to two legs below extended, non-twisting release skills below extended, single base below extended

Beginner: skills below extended, inversion releasing to two legs below prep level

Variety	10	10.0 Four Skills 8.0 Three Skills 6.0 Two Skills 4.0 One Skill		These will be the ONLY scores awarded based on this criteria. (Scores will not be within a range)
Creativity	10	Innovative/Creative load-ins and dismounts Clear/easy to read transitions within stunts/pyramids Good flow between skills with minimum down time Effective use of team members	9.1 - 10.0 Constantly 6.1 - 9.0 Frequently 4.1 - 6.0 Sometimes 2.1 - 4.0 Rarely 0.0 - 2.0 Seldom	

Comments: