

# 2009-2010 STUNTS/PYRAMID GRID

STUNTS		PYRAMIDS	
	DIFFICULTY		DIFFICULTY
<b>4.0-5.0</b>	Any two-legged stunt below prep level	<b>4.0-5.0</b>	Pyramids below prep level ----- N/A
<b>5.0-6.0</b>	Any one-legged stunt below prep level/any two legged stunt at prep level (Multiple body positions will increase your score within range)	<b>5.0-6.0</b>	Pyramids at prep level ----- Straight ride tosses not by majority
<b>6.0-7.0</b>	Two-legged extended stunt and/or one-legged stunt at prep level (Multiple body positions will increase your score within range)	<b>6.0-7.0</b>	Basic extended 2 legged pyramids ----- Straight ride tosses by majority
<b>7.0-8.0</b>	Extended one legged one body position stunts, not in a combination	<b>7.0-8.0</b>	Extended 1 legged 1 structure pyramids ----- Single twisting and/or 1 skill tosses
<b>8.0-9.0</b>	Combination of one legged extended stunts with 2 body positions and/or assisted single base extended stunts	<b>8.0-9.0</b>	Extended 1 legged multiple structure ----- Double twisting tosses and/or any 1 skill twisting tosses
<b>9.0-10.0</b>	Combination of one-legged extended stunts with 3 or more body positions or Non-Assisted single base extended stunt	<b>9.0-10.0</b>	Extended pyramids involving braced release moves w/ at least one 1 legged extended structure ----- Speciality double twisting tosses

- For **DIFFICULTY**, all the skills are to be performed by the **MAJORITY** (half plus 1) of the team. If the skills are **NOT** performed by the majority of the team, then the score will be placed in the lower scoring bracket.

- Poorly executed skills can lower your score within each range

## SKILLS THAT CAN INCREASE YOUR SCORE WITHIN RANGE

- Twisting Cradles
- Release Moves
- Turning Stunts
- Moving Stunts
- Twisting Transitions
- Inversions
- Other Unique Transitional Elements



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