



# QUANTITIES



These charts are for all teams to determine the number of skills required for 'Majority' and 'Most' when referenced in difficulty and quantity scores.

## STUNT/TOSS CHART

# of Athletes	Majority	Most
5-11	1	1
12-15	1	2
16-19	2	3
20-23	3	4
24-27	4	5
28-30	4	6
31-38	5	7

## TUMBLING/JUMP CHART

# of Athletes	Majority	Most
5-7	2	3
8-9	4	5
10-11	5	6
12-14	6	7
15-16	7	9
17-19	8	10
20-22	10	12
23-25	11	13
26-27	13	15
28-30	14	16
31-38	15	18

This stunt quantity chart is used to determine the stunt quantity score only for team not requiring to use the co-ed quantity score. For details on when to apply please see the judges methodology.

Stunt skills will only receive full credit if they show control through the pop or transition to another skill.

The stunt for the stunt quantity score must be done with a traditional group of 4 which includes two bases, a flyer and a backspot as a minimum. This group MAY include a front spot as long as the # of stunts performed to achieve the stunt quantity skill aligns with appropriate 'Majority' or 'Most'.

If the stunt quantity chart refers to an Elite skill, all groups counted towards 'Majority' or 'Most' must be performing the same Elite skill. If the skills are rippled they must be in the same section and not have any one athlete perform in more than one stunt group to satisfy stunt quantity score.

## STUNT QUANTITY (BASED ON A TRADITIONAL GROUP OF 4, RIPPLED OR SYNCHRONIZED IN THE SAME SECTION)

4.0	Less than a Majority of the team performs a level appropriate building skill
4.2	Majority of the team performs a level appropriate building skill
4.4	Most of the team performs a level appropriate building skill
4.6	Less than a Majority of the team performs the same Elite level appropriate building skill
4.8	Majority of the team performs the same Elite level appropriate building skill
5.0	Most of the team performs the same Elite level appropriate building skill



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Coed stunts style stunts must be performed with the same entry (toss or walk-in) & same skill to with a controlled dismount/pop off to the performance surface to receive full coed quantity credit.

For unassisted credit, the entire skill must be performed without the spotter assisting, up through the actual dismount of the skill to a cradle or to the performing surface.

If the skills are rippled they must be in the same section and not have any one athlete perform in more than one stunt group to satisfy coed quantity score.

## COED QUANTITY - LEVEL 3 & 4 SENIOR TEAMS

	Coed Style <b>ASSISTED</b>	Coed Style <b>UNASSISTED</b>
3.5	Skills performed do not meet 4.0 requirement.	Skills performed do not meet 4.0 requirement.
4.0	-Walk-in Hands -Toss Hands	N/A
4.2	-Walk-in Hands press Extension -Toss Hands press Extension	N/A
4.4	-Walk-in Extended double leg stunt -Toss Extended double leg stunt (lvl 4 ONLY) -Walk-in Hands press Extended single leg stunt/single arm stunt -Toss Hands press Extended single leg stunt/single arm stunt	Walk-in Hands Toss Hands
4.6	-Walk-in Extended single leg stunt/single arm stunt -Toss Extended single leg stunt/single arm stunt (lvl 4 ONLY)	-Walk-in Hands press Extension -Toss Hands press Extension
4.8	N/A	-Walk-in Extended double leg stunt -Toss Extended double leg stunt (lvl 4 ONLY) -Walk-in Hands press Extended single leg stunt/single arm stunt -Toss Hands press Extended single leg stunt/single arm stunt
5.0	N/A	-Walk-in Extended single leg stunt/single arm stunt -Toss Extended single leg stunt/single arm stunt (Lvl 4 ONLY)

# males	# req
1-3	1
4-5	2
6-7	3
8-9	4
10-11	5
12-13	6
14-15	7
16-17	8
18-19	9

## COED QUANTITY - LEVEL 5 & 6 WORLDS TEAMS

	Coed Style <b>ASSISTED</b>	Coed Style <b>UNASSISTED</b>
3.5	Skills performed do not meet 4.0 requirement.	Skills performed do not meet 4.0 requirement.
4.0	-Walk-in Extended double leg stunt -Toss Extended double leg stunt -Walk-in Hands press Extended single leg stunt/single arm stunt -Toss Hands press Extended single leg stunt/single arm stunt	-Walk-in Hands -Toss Hands
4.2	-Walk-in Extended single leg stunt/single arm stunt -Toss Extended single leg stunt	-Walk-in Hands press Extension -Toss Hands press Extension
4.4	-Toss ¼ - ¾ Twist to Extended single leg stunt	-Walk-in Extended double leg stunt -Toss Extended double leg stunt -Walk-in Hands press Extended single leg stunt/single arm stunt -Toss Hands press Extended single leg stunt/single arm stunt
4.6	-Toss Extended single arm stunt -Toss Full up to Extended Stunt -Toss Front handspring 1/2 up to Extended stunt	-Walk-in Extended single leg stunt/single arm stunt -Toss Extended single leg stunt
4.8	N/A	-Toss ¼ - ¾ Twist to Extended single leg stunt
5.0	N/A	-Toss Extended single arm stunt -Toss Full up to Extended Stunt -Toss Front handspring 1/2 up to Extended stunt