

# All-Star / Rec - Stunts and Pyramids

## Stunt Body Positions

L1-5 can score a max point value of a 5 for Stunt Body Positions. Each one legged stunt will count as one point until the max point value of 5 is reached. L1 & L2 must execute a two legged stunt at the appropriate level (L1: Prep Level/L2: Extended level) to max out their score. This two legged stunt will count towards a body position, therefore they would only need to execute 4 one legged body positions and a level appropriate two legged stunt to max out.

## Stunt LDT Difficulty

1-2 Elements	L1: 5-5.3 • L2: 6-6.3 • L3: 7 – 7.3 • L4: 8 – 8.3 • L5: 9 – 9.3
3-4 Elements	L1: 5.4-5.6 • L2: 6.4-6.6 • L3: 7.4 – 7.6 • L4: 8.4 – 8.6 • L5: 9.4 – 9.6
5-5+ Elements	L1: 5.7-6 • L2: 6.7-7 • L3: 7.7 – 8 • L4: 8.7 – 9 • L5: 9.7 – 10

\*Must be level appropriate (not allowed in the level below)

## Pyramid Structures

Level appropriate pyramid structures will be counted to generate this score. Structures must be held for at least two counts.

Pyramid Structures that Never Touch/Brace = 1  
 One Structure = 2  
 Two Structures = 3  
 Three Structures = 4  
 Four Structures = 5

\*Level 5 teams must execute an extended one-legged braced structure as one of their structures

## Pyramid LDT Difficulty

1-2 Elements	L1: 5-5.3 • L2: 6-6.3 • L3: 7 – 7.3 • L4: 8 – 8.3 • L5: 9 – 9.3
3-4 Elements	L1: 5.4-5.6 • L2: 6.4-6.6 • L3: 7.4 – 7.6 • L4: 8.4 – 8.6 • L5: 9.4 – 9.6
5-5+ Elements	L1: 5.7-6 • L2: 6.7-7 • L3: 7.7 – 8 • L4: 8.7 – 9 • L5: 9.7 – 10

\*Must be level appropriate (not allowed in the level below)

All subjective scores will be out of a 7-10 point range. Please look at the appropriate grids for guidelines when scoring technique.