

WASF

World Championship Divisions

STUNTS

TECHNIQUE (1-20 points)

1.0-10.0 pts: Stunt skills executed with poor to average technique, stability, flexibility and synchronization.

10.0-20 pts: Stunt skills with above average to excellent technique, stability, flexibility and synchronization.

DIFFICULTY (1-20 points)

1.0-10.0 pts: Non difficult to moderately difficult skills performed.

10.0-20 pts: Difficult skills performed.

PYRAMIDS

TECHNIQUE (1-20 points)

1.0-10.0 pts: Pyramid skills executed with below average to average technique, flexibility and synchronization.

10.0-20 pts: Pyramid skills with above average to excellent technique, flexibility and synchronization.

DIFFICULTY (1-20 points)

1.0-4.0 pts: No structures with transitional elements or pyramid actions.

4.0-10.0 pts: One structure with transitional elements and few pyramid actions.

10.0-20 pts: Two or more structures with seamless, visual creative elements from one structure to the next. Many pyramid actions.

The following are considered when scoring difficulty in stunts and pyramids:

- Degree of difficulty
- Percentage of team participation
- Variety of load-ins, dismounts, (pyramid actions in pyramids) and transitional elements.
- Additional skills and combination of skills (non level included) may increase your score.
- Minimal use of number of bases in stunts and some pyramids.