



# 2011-2012 Stunt Team Rules

<b>Stunt Team Guidelines</b>	
Each stunt team will have up to 1 minute & 30 seconds to perform their stunt routine.	<b><i>Level 1 Stunt Team-</i></b> Must follow all level 1 stunts, dismount, release moves, inversions and toss rules found in the cheer team section.
Routine may not begin in a stunt of any kind- pyramid, partner stunt, cradle, ect.	<b><i>Level 2 Stunt Team-</i></b> Must follow all level 2 stunts, dismount, release moves, inversions and toss rules found in the cheer team section.
Routines must not include a cheer. A 25-point deduction will result if a cheer is present.	<b><i>Level 3 Stunt Team-</i></b> Must follow all level 3 stunts, dismount, release moves, inversions and toss rules found in the cheer team section.
There is to be no tumbling in or out of a stunt. 25 points per occurrence will be deducted if tumbling is present.	<b><i>Level 4 Stunt Team-</i></b> Must follow all level 4 stunts, dismount, release moves, inversions and toss rules found in the cheer team section.
No additional props are permitted. A deduction of 25 points will be taken if props are used.	<b><i>Level 5 Stunt Team-</i></b> Must follow all level 4 stunts, dismount, release moves, inversions and toss rules found in the cheer team section.
Timing of routine will be taken when the stunt team comes to a stationary position and a designated member signals the timer. (Verbally or by an exit of routine.)	
Judging will take place out of a 10-point scale- judge out of a total of 70 points.	All age and level division should be found on the same grid as the cheer team age and level divisions.