

BODY POSITIONS

- Lib and platform are not considered body positions
- Body positions include: Stretch, bow and arrow, arabesque, scale, scorpion.

COED QUANTITY

- Level 3 - 5 Senior Coed and Level 5 - 6 International Open Coed must satisfy this requirement.
- Only the skills listed on the coed requirement grid will count for Coed Quantity.
- The entry and stunt must be the same to receive credit for the skill.
- Performing the same skill includes performing the same entry into the skill. Stunts may be rippled or synchronized in the same section.

COED STYLE

- Consists of a Base, Top Person and Spotter.
- Entry must be a Toss or Walk-In. The same entry must be used by all groups.
- Toss - Top person starts with both feet on performing surface. Base starts with hands on Top Persons' waist.
- Walk-In - Top person and Base start facing each other with one-foot loaded in.
- Base must be directly under the stunt.
- Base and Spotter may not be chest to chest.
- Coed stunts must have a controlled dismount/pop off to the performance surface to receive full Coed Quantity credit.

STANDING TUMBLING/RUNNING TUMBLING

- Tumbling passes must land on feet to be considered level appropriate and receive difficulty credit (i.e. jump 3/4 front flip to seat, back handsprings which lands in a prone position, etc. would not count).
- L1 – L5 Youth, Junior & Restricted Standing Tumbling – Same level appropriate synchronized pass cannot be used to fulfill Majority pass requirement.
- No skills out of a RO that are ILLEGAL in L1 will count for Level Appropriate credit in L2.
- No skills out of a BHS step out ½ turn that are ILLEGAL in L2 will count for Level Appropriate credit in L3.
- No skills out of a Tuck, in standing tumbling, that is ILLEGAL in L4 will count for Level Appropriate credit in L5 Restricted (i.e. BHS-Tuck-BHS-Tuck).
- Punch front forward roll will not count for Level Appropriate credit in L4.
- Standing Tumbling skills ending in a layout that are LEGAL in Restricted 5 will not receive Level Appropriate credit for L5 and L6 (i.e. BHS-BHS-Layout).
- Jumps within a pass will not break up the pass (i.e. Toe Touch BHS Toe Touch BHS is 1 pass in L3).
- T-Jumps are not considered a jump and will break up a pass into two separate passes.

STANDING TUMBLING DIFFICULTY

In an effort to reduce the number of Standing Tumbling passes performed in L1-L5 Youth, Junior and Restricted, the following criteria will be used when awarding higher scores within a range:

- Degree of Difficulty of the passes
- Variety of Passes
- Satisfies or exceeds the quantity requirement utilizing grouped or synchronized passes

JUMPS

- Variety - at least 2 different jumps. Performing the same jump with different legs doesn't constitute as variety. (i.e. left/right hurdler).
- Jump skills must land on feet to be considered level appropriate and receive difficulty credit (i.e. jumps that land on knee(s) or seat, etc. would not count).

SAME SECTION

- Single portion of the routine where skills from a skill set (i.e. Standing Tumbling, Tosses, etc.) are performed.
- For Tosses and Stunt/Coed Quantity, athletes cannot be recycled in the same section.

DIFFICULTY DRIVERS

- Factors that judges will consider when determining an actual score within range.
- Difficulty drivers do not have an associated set value.

TECHNIQUE

- All scores will start at 5.0
- Judges will look at a Team's precision and form of the entire skill(s) 1st, not just 1 or 2 athletes
- The drivers will be used to reduce a team's score from the 5.0
- Each driver is worth either .2 or .3 off the 5.0
- The number of athletes that lack precision of each driver will dictate if .2 or .3 should be taken off
- If the issue is noticeable, .2 will come off a score for that driver
- If it is a widespread issue for the team, .3 will come off the score for that driver
- No more than .3 will be taken off for any driver
- The Obvious Mistakes driver for Stunts/Pyramids will always be worth .3
- Stylistic differences will not factor into a technique score