

COLLEGE MULTI-BASE STUNT PROGRESSIONS

Inversion Style	Connected Ground Inversion to Stunt	Ground Inversion Release to Prep	Ground Inversion Release to Extended	Connected Full Twisting Prep Level and Below Inversions to Extended	Single Twist Released Inversion to Extended
	Below Extended Level Inversions to Ground (ex: Yo-Yo, Back Walkover, etc.)	Prep Level Released Inversion to Extended	Connected Full Twisting Ground Inversion to Extended	Prep Level Hand to Hand Inversion Snap Down to Extended	FHS 1.5
	Prep Level Releases to Prep/Below Prep Level			Ground Inversion Released to Hand to Hand	Hand to Hand Inversion Front Pop to Extended
	Suspended Forward Roll Variations & Inverted Dismounts (ex: Pancake, Cartwheel Style, etc.)			Hand in Hand Inversion Extended Release	Diamadov to Extended
				FHS 1/2 to Extended	Hand in Hand Inversion Release Full Twist
					Aerial 1.5
					BHS Double Up
Release Style	Release to Skill (Ball up, Quick Toss, etc.)	Release to Skill (Includes High to High)	Twist Release to Prep Level & Below Skill (1/2 Up Quick Toss or Full Up Quick Toss)	Back 3/4 Flip Half/Full Twist	Back Flip Full Twisting Dismount
	Prep Level or Below Tic Toc to Skill (Switch Up Included)	Front Flip to Ground/Cradle	Twisting Tic Toc to Skill (Prep Level to Extended)	Full Twist Release (High to High)	Ground Toss to Invert (Pop Tart)
		Back 3/4 to Prone	Single Base toss Extended or Below	Rewind (Ground, Cradle, Prep Level, Extended)	Fast Forward/Front to Stunt
			Back Flip to Cradle		Side Sumi
			Front Flip Full Twist Cradle		Stunt Flip to Stunt (Shotgun)
					Twisting Rewinds
Twisting Style	1/4 or 1/2 Twtisting or Less to Extended Position or Lower	Full Up to Prep Level	Hands Full Around to Extended	High to High Full Around to Extended	Quick Toss Full Up
	Full Up Variations (ex: Cross Leg, Bases Moving, Multiple Connections)	Full Up to Extended	Full Up Single Base Extended	Hands Double Around to Extended	Quick Toss Double Up
			1 1/2 Up to Extended	High to High 1 1/2 Around to Extended	
			Hands 1 1/2 Full Around to Extended		
			Double Up to Extended		
Other Skills	Ground up Extended or below	Single Base Extended			

Additional Info:

- 1. Libs, Platforms, Targets, etc., are NOT considered Body Positions. Body Positions Inculde Heel Stretch, Bow & Arrow, Arabesque, Scorpion, Scale, Needle, etc.
- 2. To Receive Credit, skills MUST show control throughout the Dismount, Pop-Off and/or Transition.
- 3. To Determine Difficulty
- a. Skills will be Evaluated and Assessed Within Each Category. (Ex: 1 1/4 Twisting Switch Up to Body Position) Full Twisting Switch Up to Body Position).
- b. Landing Position will be Evaluated and Assessed Within Each Category. (Ex: Double Up to Single Leg > Double Up to 2-Feet).
- c. Minimal movement of bases, limited number and type of connections between bases and top, top person's beginning and ending position, and completion of skill.



COLLEGE SINGLE-BASE STUNT PROGRESSIONS

Inversion Style	Connected Ground Inversion to Stunt	Ground Inversion Release to Prep	Ground Inversion Release to Extended	Connected Full Twisting Prep Level and	Single Twist ground inversion to
		Prep Level Released Inversion to Extended or below	(RO, BHS, FHS, Cartwheel) Connected Full Twisting Ground Inversion to Extended	Below Inversions to Extended Prep Level Hand in Hand Snap Down to Extended	Extended FHS 1.5
		Extended or below	inversion to extended	Ground Inversion Released to Hand to Hand	Hand to Hand Inversion Front Pop to Extended
				Hand in Hand Inversion Extended Release	Hand in Hand Release Full Twist
				FHS 1/2 to Extended	Diamadov to Extended
					Aerial 1.5
					Handski
					BHS Double Up
Release Style	Toss to Extended or Below	Release to Skill (Includes High to High)	Twist Release to Prep Level & Below Skill (1/2 Up Quick Toss or Full Up Quick Toss)	Back 3/4 Flip Half/Full Twist	Back Flip Full Twisting Dismount (3 athletes required)
	Toss to Extended or below with skill (Ball up, Toe Touch, etc.)	Front Flip to Ground/Cradle	Twisting Tic Toc to Skill (Prep Level to Extended)	Full Twist Release (High to High)	Toss to Invert (Pop Tart)
	Prep Level or Below Tic Toc to Skill	Back 3/4 to Prone	Back Flip to Cradle	Rewind (Ground, Cradle, Prep Level, Extended)	Fast Forward/Front to Stunt
	Toss to prep press to 1-arm extended	Pop Over	Front Flip Full Twist Cradle		1 Arm Rewind
		Toss One Arm Extended			Side Sumi
					Stunt Flip to Stunt (Shotgun)
					Twisting Rewinds
Twisting Style	Walk-in to Extension or Below	Full Up to Prep Level	Full Up to Extended	High to High Full Around to Extended	Hands Double Around to Extended
		Walk-in 1-arm extended	Hands Full Around to Extended	1 1/2 Up to Extended	Double Up to Extended
		14/ to Arabesque		Hands 1 1/2 Full Around to Extended	

Additional Info

- 1. Libs, Platforms, Targets, etc., are NOT considered Body Positions. Body Positions Inculde Heel Stretch, Bow & Arrow, Arabesque, Scorpion, Scale, Needle, etc.
- 2. To Receive Credit, skills MUST show control throughout the Dismount, Pop-Off and/or Transition.
- To Determine Difficulty
- a. Skills will be Evaluated and Assessed Within Each Category. (Ex: 1 1/4 Twisting Switch Up to Body Position) > Full Twisting Switch Up to Body Position).
- b. Landing Position will be Evaluated and Assessed Within Each Category. (Ex: Double Up to Single Leg > Double Up to 2-Feet).
- c. Minimal movement of bases, limited number and type of connections between bases and top, top person's beginning and ending position, and completion of skill.
- d. Coed Style skills should be unassisted through the stunt's entirety to receive credit (unless noted as Assisted)