



YOUTH & RECREATION CHEER

RULES & REGULATIONS

2020-2021



THE QUEST RECREATIONAL CHAMPIONSHIP

APRIL 16-17, 2021 | ORLANDO, FL

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TEAM GUIDELINES & REQUIREMENTS

- Team must submit a roster with birthdates for each athlete. Roster must be updated prior to each event and uploaded into your account on the Varsity Spirit portal. A copy of this roster must also be brought to registration at each competition.
- Team members must fulfill the age requirement for the division that they are entering on/before August 31, 2020. Birth Certificates must be readily available in hard copy or as a pdf at each competition. If a question or protest arises, teams must be able to immediately produce this information to event management or risk disqualification and/or suspension.
- Team must submit a medical waiver/form for each athlete for each event.
- Team agrees to adhere to all event producer rules and regulations, as well as music guidelines.
- All appropriate general safety rules and level rules must be followed for the division in which the team is registered.

Any violation of the rules and regulations can result in a penalty, point deduction, or disqualification.

CROSSOVERS

- A Recreation Cheer athlete will not be allowed to compete on more than 2 cheer teams within their organization per competition.
- A participant may only represent one organization at a competition.
- ***Exception for 2020-2021 – No more than 25% of your team may crossover from an All Star program at a particular event. An athlete should not compete more than 3 times on any given event day.***

EXHIBITION PERFORMANCES

- Teams that exhibition must adhere to the Recreation Division document and Level Safety Rules.
- A team of less than 5 participants may perform as exhibition only.
- Exhibition performances will NOT compete against another team and will NOT be scored.
- CheerAbilities (Special Athlete) exhibition teams may only perform level 1 and 2 skills. (CheerAbilities Divisions will not be offered at The Quest)

APPROPRIATE APPEARANCE

Uniform. All athletes should be appropriately covered. Pants, skirt or shorts are appropriate bottoms, and cover the hips of the athlete. There must be a minimum of a 2" inseam in all participants shorts. A pair of shorts or skirt should cover the entire bottom of an athlete when standing at attention. If an athlete is wearing a skirt, their bottom must be covered with briefs and the skirt must fall at least 1" below the briefs. Uniform tops must be secured to avoid any possible wardrobe malfunction. Tube tops are not allowed. All tops must be secured by at least 1 strap over the shoulder or around the neck. Uniform tops may not include an exposed midriff. Bows should not be excessive in size and should be pulled back away from the face and not touch the athletes' forehead, to ensure it does not inhibit the eyesight of the athlete.

Make-up. It is recommended that make-up and hair style look natural and appropriate for the age of the athlete. Rhinestones are not allowed to be adhered to the body. Making the athletes look older by use of make-up, hair style, or provocative clothing is not recommended.

Shoes. All athletes must wear soft-soled shoes, with a solid sole while in warm-ups and competing. (*Example: Sneakers.*)

Jewelry. Athletes may not wear jewelry during warm-ups and while on the competition floor. All jewelry, including, but not limited to necklaces, piercings, and rings, must be removed before warm-ups and may not be taped over or be replaced with a spacer. Medical ID tags are the only exception.

APPROPRIATE CHOREOGRAPHY

All movement performed in the routine should be suitable for a family viewing audience. Inappropriate gestures may include, but not be limited to: slapping, touching and/or rubbing body parts, sticking bottom out at the crowd, aggressive thrusting, positioning of body parts relative to another person, or any sexually specific movement. If the appropriateness of the movement is questionable, it is recommended that the movement is removed from the routine.

CREDENTIALS AT COMPETITION

When coaches check in at registration, they will be given credentials to wear throughout the competition that will identify them as a coach. Coaches must provide a valid form of photo identification when checking in. Coaches' credentials must be worn at all times. You will not be allowed to enter the warm up area, coaches' hospitality room (if available at your event) or enter AccuScore without this. Bracelets and/or lanyards attached to bags do not count.

SCORING

Officials will only discuss a routine and scores of a team with a coaching representative from that team.

Coaches/directors may not challenge scores and/or deductions of other teams. Each team has 20 minutes after a first-round performance, and 10 minutes after a second-round performance to report to AccuScore to review scores. After this time period, coaches/directors waive the right to review their teams' scores.

SPLITTING & COMBINING DIVISIONS

Teams will compete in the division in which they register. Small and large teams of the same organization type, routine style, age division, and level may be combined.

COMBINED EXAMPLE:

'Affiliated – Performance Rec- 12 & Younger – Level 2 – Small' can be combined with an
'Affiliated – Performance Rec- 12 & Younger – Level 2 – Large.'

CANNOT COMBINE:

- Affiliated with Non-Affiliated
 - Traditional Rec with Performance Rec
 - A team of a different age group; *i.e. 14 & Younger with 8 & Younger*
 - A team of a different level; *i.e. Level 1 with Level 2*
- Recreation cheer divisions may be split into Small and Large divisions provided there are at least 2 teams left in each division.
 - Small = 5-15 members
 - Large = 16-36 members
- Split Exception: If an organization has 2 teams competing in the same division, but one team is small and one team is large, a mandatory split will occur. (If an organization has 2 teams competing in the same division, but both teams are the same size, they will compete against each other.)
 - An event producer may further split a division by squad size, if there are at least 10 or more teams in the division. The event producer must clearly identify the number range for the split, and label the two groups, "A", and "B". This split may not occur unless a minimum of 2 teams are left in group A and B.

ROUTINE TIMING

The maximum total performance time may not exceed two minutes and thirty seconds (2:30) for traditional and performance rec teams. Traditional rec teams also have a maximum music time of one minute and thirty seconds (1:30). Timing will begin with the first word, movement, or beat of music, and end with the last word, movement or beat of music. Choreographed team entrances and exits are not recommended and WILL be counted as part of performance time. If a team runs onto the floor and uses "5-6-7-8" set to get ready, this will NOT be counted as part of the team's performance time.

MUSIC POLICY

1. I have read and understand the USA Cheer Music Copyrights Educational Initiative and all sound recordings used in our team's music shall only be used with written license from the owners(s) of the sound recordings.
2. For the most up to date music information, visit <http://varsity.com/music>. If you have any questions, cheer teams should email info@usacheer.net. Please check Preferred Provider list for updates and changes periodically.
3. Teams must be able to provide proof of licensing, in the form of a printed copy, during registration at the event.
4. For example:
 - a. Clementune – provide team's invoice from camp.
 - b. Itunes – provide screenshot of the song you are using from your purchased playlist
 - c. Music Provider – provide a printed copy of proof of licensing.
 - d. Band Music - If you'd like to perform to a recording of your band playing a single musical composition, you will need to provide documentation that confirms the following:
 - The team has secured a compulsory license to make copies of the recording made by the band or orchestra
 - The band or orchestra recorded the song for and in conjunction with the cheer/dance squad
 - The school principal or dean was aware of and approved this recording
 - The band or orchestra does not provide music to other cheer/dance squads
 - No other musical compositions are embodied in the recording to be used by the authorized cheer/dancesquad
5. If your team is featured in the TV broadcast and uses an original composition created for your performance, your routine music will be used in the show if you also secured synchronization rights. Teams must be able to provide written documentation that synchronization rights were properly secured during registration at the event for the original routine music to be included in the show.
6. When recording your music for the event, coaches or music editors should edit their song in a Digital Audio Workstation (DAW) and make sure that the volume of the song is at 0. Things to note:
 - Most DAW's have a default that sets a track at -6 when a track is added.
 - Check to see if there is a normalization process after you render or save your work.
7. If you would like to perform your school's original fight song, you may bring a recording of your marching band playing the song. You will need to get the school's permission to use the song and recording. A letter granting permission for the cheer or dance team to use the fight song on school letterhead is sufficient. It should be signed by your program's administrative supervisor. Go to varsity.com/music for more details.
8. If a team does not have required paperwork, they will be given the option to count the routine verbally or perform to an approved track of music or a track with counts (Provided by Varsity Spirit).
9. If a team does not have the required paperwork and chooses not to count the routine or perform to an approved track of music or a track with counts, the team will be disqualified from the competition and not allowed to perform or compete.
10. If there are concerns regarding a certain team's use of music, a Challenge Form must be completed immediately following the team's performance.
11. A challenge can only be made by the official coach of a team competing at the event at which the challenge is being made.

12. Challenge Process

- a. All music challenges must be submitted in writing to the event director.
- b. There will be \$100 fee to request a music challenge and must be in the form of a check made out to St Jude Children's Research Hospital.
- c. Fees collected will be voided if challenge is correct.
- d. If the team challenged can provide documentation during the event and can be verified, the fees will be donated to St. Jude.
- e. If the team challenged can provide documentation that requires further review, a decision will be finalized within 48 hours of the event.

13. It is required that each team have a responsible adult at the music station that knows the routine and music (no alternates or team members allowed). This representative is responsible for starting the music and stopping the music in case of technical malfunction or injury. Should an adult choose not to stay at the music table for the duration of the routine, and a malfunction occurs, teams may or may not be permitted to perform the routine again. Clarification: Athletes/Alternates are not allowed.

14. It is not recommended that a smart phone be used for playing music, due to interference that may be caused during a routine. No cover may be on any MP3 player so that a jack may be easily inserted into the device.
- 15. All teams must provide their own device for use on the event provided sound system. Music should be on a digital music player/iPod/iPhone. CD's will no longer be allowed, and CD players will not be provided at competition.**
- 16. Music must be recorded at the correct tempo and loaded onto an MP3 device.**
17. Please make sure that all devices have a headphone jack to connect to sound system and are fully charged, volume turned up and placed in airplane mode.
18. Please ensure that jacks are clean and free of any debris which may impact connectivity. You will need to acquire an adapter in advance if your player does not have a headphone jack.
19. Teams/Mascots may not use Disney themes nor may they have costumes that resemble a Disney character. However, Disney music is acceptable if following the music guidelines.

Music Appropriateness: Music or words unsuitable for family listening, which includes, but is not limited to swearwords and connotations of any type of sexual act or behavior, drugs, explicit mention of specific parts of the body, and/or violent acts or behavior are other examples of inappropriate. Removing improper language or words from a song and replacing with sound effects or other words may still constitute 'inappropriate.'

Varsity Spirit will not be responsible if your device cannot be read by the sound equipment.

VIDEO MEDIA POLICY

No commercial recording (audio or visual) or commercial live streaming is allowed in the event venue or other event-related venues (including, but not limited to, hotels and restaurants) or on the grounds of any such venues (collectively, “Event Location”). In the event a team authorizes the commercial recording or streaming in any Event Location, the team will be automatically disqualified. In addition, the personal non-commercial use of live streaming apps (such as Periscope, Facebook Live, etc.) to capture all or any part of a performance during the event is not permitted. By attending/purchasing admission to the event, each attendee grants permission to Varsity Spirit, LLC and its affiliates, designees, agents, licensees, and invites to use the image, likeness, actions and statements of the attendee in any live or recorded audio, video, film, or photographic display or other transmission, exhibition, publication, or reproduction made of, or at, the event in any medium, whether now known or hereafter created, or context for any purpose, including commercial or promotional purposes, without further authorization or compensation.

LOGO USAGE

Teams will not be allowed to use any Varsity Spirit Brand logo including: banners, rings, bows, t-shirts, etc. without prior approval from the Varsity Spirit office. The use of the brand letters will be allowed.

SPOTTERS POLICY

In an effort to promote a higher level of safety for competing athletes, Varsity Spirit will allow programs to provide spotters at Varsity Spirit competitions. We feel that the program is more qualified to provide spotters because of their familiarity with routine skills and safety concerns. The use of spotters is left to the discretion of the coach or gym owner. Programs may use up to 4 spotters for each performance; however, spotters are not required. **Definition of Additional Spotter:** Individuals on the competition floor provided as safety precaution to spot certain elements of a routine.

Additional Spotters:

- a. Should only be used during the stunt, pyramid, and/or basket toss sections. Additional spotters are provided for added safety and should stand at the back of the floor when not spotting those sections. Spotters are not allowed to verbally coach while their team is on the performance surface, perform physical choreography of the routine or assist athletes with their choreography.
- b. Should not touch, assist, or save skills being performed. Additional spotters should only be used to prevent a fall to the competition floor. Any touch, assist, or saved skill will be given a major fall deduction. Additional Spotters are not allowed to replace a legal spotter required for building skills.
- c. Should be dressed so that they are presentable, professional, and distinguishable from the performing athletes. Program provided additional spotters should not wear clothing similar to the performing team’s uniform.
- d. Should not dress or act in a manner that distracts from the athletes and their performance.
- e. Should be at least 18 years old and familiar with spotting the skills of the performing team.

Note: To provide the safest competitive environment, teams should not attempt skills beyond their ability level.

INTERRUPTION OF PERFORMANCE

1. UNFORSEEN CIRCUMSTANCES

- a. If, at the option of the competition officials, a team's routine is interrupted because of failure of the competition equipment, facilities, or other factors attributable to the competition rather than the team, the team affected should STOP the routine.
- b. The team will perform the routine again in its entirety but will be evaluated ONLY from the point where the interruption occurred. All point deductions accumulated to that point (if any) will carry over. The degree and effect of the interruption will be determined by the competition officials.
- c. If worn, and an athlete's mask is no longer appropriately secured to their face, competition must stop in order for the athlete to properly affix their mask.

2. FAULT OF TEAM

- a. In the event a team's routine is interrupted because of failure of the team's own equipment, the team must either continue the routine or withdraw from the competition.
- b. The competition officials will determine if the team will be allowed to perform at a later time. If decided by officials, the team will perform the routine again in its entirety but will be evaluated ONLY from the point where the interruption occurred. All point deductions accumulated to that point (if any) will carry over.

3. INJURY

- a. The only persons that may stop a routine for injury are: a) competition officials, b) the program director/coach from the team performing or c) an injured individual.
- b. The competition officials will determine if the team will be allowed to perform at a later time. If the competition officials allow a routine to be performed at a later time, the spot in the schedule where the re- performance is to take place is at the sole discretion of competition officials. The team will perform the routine again in its entirety but will be evaluated ONLY from the point where the interruption occurred. All point deductions accumulated to that point (if any) will carry over.
- c. The injured participant that wishes to perform may not return to the competition floor unless:
 1. The competition officials receive clearance from, first, the medical personnel attending to that participant, the parent (if present) AND THEN the head coach/advisor of the competing team.
 2. If the medical personnel do not clear the participant, the participant can only return to the competition if a parent or legal guardian in attendance signs a return to participation waiver.
 3. Any athlete who exhibits signs or symptoms consistent with concussion must be removed from the activity at that time and should not be allowed to return to activity that day. The athlete should not return to activity on a subsequent day until evaluated by and receives written clearance for such participation from a qualified physician (MD or DO specifically trained in concussion management).
- d. In addition to the USA Cheer head injury policy, we encourage you to be familiar with the specific laws of the state where the competition is being held.

INJURED ATHLETE

If an athlete is wearing a hard cast or a walking boot, they are allowed on the competitive floor, but may not be involved in any building or tumbling skills. They may also not be considered a legal spotter in building skills. If the athlete has a lower extremity hard cast or walking boot, they are also not allowed to jump. Athletes that are wearing supports, braces and soft casts which are unaltered from the manufacturer's original design are allowed to compete in each aspect of the performance in which the coach, legal guardian, and doctor have permitted. If the support, brace or soft cast has been altered from the original design then it must be padded with a closed-cell, slow-recovery foam padding no less than one-half inch thick if the participant is involved in building skills.

UNPLANNED ATHLETE REPLACEMENT

In the event of an absent/injured member of a team, a team may replace that athlete with another athlete from the same organization for the current season, who was not initially on the team's roster. The replacement athlete must meet the age requirements for that division. If the replacement athlete does not meet the age requirements for that division, then the team is not permitted to compete and may only perform in the exhibition division.

ELIGIBILITY CHALLENGE

Coaches are required to bring documentation of ages for every athlete. If there is a concern regarding the eligibility of an athlete, a Challenge Form must be completed. A challenge can only be made by the official coach, advisor, or director of a team competing at the event in which the challenge is being made.

Challenge Process:

- a. All athlete eligibility challenges must be submitted in writing to the event director.
- b. There will be a \$200 fee to request an athlete eligibility challenge, which must be in the form of a check made payable to St. Jude Children's Research Hospital.
- c. Challenges will be reviewed and finalized prior to awards for the division in which the athlete is competing.
- d. If the challenge is correct, fees collected will be voided. If the challenge is incorrect, fees will be donated to St. Jude.

GENERAL RULES

- A coach must supervise athletes throughout warm-ups, while on the competition floor, and during awards. It is recommended that athletes also remain with a coach, team representative, or parent during the competition event when not competing.
- All teams within an organization should have a separate emergency response plan for practices and competitions.
- It is illegal for athletes to consume alcohol, narcotics, and performance enhancing substances. If an athlete is taking medication, it is the responsibility of the coach to ensure that the athlete is still capable of executing the routine safely before allowing them to compete. All coaches should be sober when checking into registration and remain free of alcohol and drugs until awards are over. (If a venue is serving alcohol to adults, coaches should not be purchasing or consuming alcohol.)
- Athletes at competitions may only practice on grass, foam mats, or a spring floor. Skills should not be performed on concrete, asphalt, brick, or tile surfaces. All appropriate surfaces should also be flat and dry. (Athletes may also perform skills on Velcro that is adhered to the competition surface.)
- Trampolines and springboards are not allowed to be brought onto the performance surface to be used during the competition. The only props allowed in a routine are a flag, standard flat banner or sign, pom poms, megaphones, and pieces of cloth. Props should be simple, clear, and appropriately include organization, team, mascot, logo, or team colors on it. Athletes may not bear weight on the prop for any reason. A prop may not obstruct an athlete's vision. Athletes may not step on or off of the competition floor to get prop(s) or discard prop(s). All props must be safely discarded. (Ex. Teams may not throw a hard sign from a stunt or across the floor.)
- All athletes must start with at least 1 body part on the performance surface when the routine begins.
- Athletes cannot be exchanged during the routine. Any athlete who begins the routine must stay within the performance surface boundaries during the routine. A team cannot have one athlete start the routine and

replace that athlete with a different athlete part of the way through the routine.

- Athletes may not have items in their mouth during warm-ups or while competing, to prevent choking.

ROUTINE LEVEL SAFETY RULES

- It is the responsibility of the coach to ensure that athletes are placed on a team that is appropriate for their skill ability (Example: An athlete should be able to perform level 1 skills with good execution, before moving to level 2.)
- Within the building and tumbling level safety rules, if a skill is allowed in a preceding level, it is allowed in a higher level. If a skill is not allowed in a higher level, it is also not allowed in a lower level. (Example: If the skill is allowed in level 1, you can also do the same skill in level 2. If the skill is not allowed in level 2, it is also not allowed in level 1.

QUEST CHAMPIONSHIP RULES & REGULATIONS

The Semi-Final Round:

The Semi-Final Round of The Quest will take place on Friday, April 16th at the Walt Disney World® Resort, FL. Teams advancing from the Semi-Final round will compete in the Final Round on Saturday, April 17th. The Quest reserves the right to split divisions based on size. All split divisions will be recombined in the Final Round. Below is the number of teams that will advance from Semi-Finals to Finals based on division size:

- All divisions with 10 or less teams in Semi-Finals will have no more than 5 teams advance to finals. *In the event of a tie for the 5th spot, both teams will advance to Finals.
- All divisions with 11 – 19 teams in Semi-Finals will have no more than 50% of the division advance to finals.
- All divisions with 20 – 30 teams in Semi-Finals will have no more than 10 teams advance to finals. *In the event of a tie for the 10th spot, both teams will advance to Finals.
- Once registration is FINAL, division with 31 or more teams in Semi-Finals will be evaluated to consider advancing additional teams.

The Final Round:

The Final Round of The Quest will take place on Saturday, April 17th at the Walt Disney World® Resort, FL. Teams advancing from the Semi-Final rounds will face off to determine who will be named The Quest Recreational Champion. Ties will not be broken at The Quest– in the event that there is a tie for first place, The Quest will name Co-Champions.

APPEARANCES, ENDORSEMENTS, AND PUBLICITY

All teams winning titles, awards, or prizes agree to have all appearances, endorsements, and publicity approved through the Quest office.

AWARDS AND PRIZES

- All athletes: Commemorative Quest medallions
- All teams: Quest Qualifier banners
- Teams in finals: Full sized team banner
- 1st-3rd place teams: Individual sized placement banners
- 1st place teams: Full sized championship banner and Quest Championship rings

Tournament Facility

The competition is scheduled to be held at Disney's Wide World of Sports® Complex. The tournament officials shall have the right to alter the time and location of the competition in the event changes become necessary due to inclement weather, facility problems, television production requirements, or any other situation deemed by the tournament officials to be essential to the successful execution of the championship.

COVID-19 RULES AND REGULATIONS UPDATES

Safety is our priority for your competition experience. We are deeply committed to the safety and well-being of our athletes, coaches and spectators. We are prepared to administer a competition that will meet the state and local guidelines related to COVID-19 at the time of the event. While the final details and schedule of any competition could require up to the day adjustments, and all guidelines are subject to change based on Centers for Disease Control and Prevention ("CDC"), federal, state, local and venue guidance, please be assured that Varsity Spirit is committed to delivering the same quality of competition experience for which we are known. We appreciate your understanding of the flexibility this will require. By accepting the Terms and Conditions as the authorized person from my program, I agree and acknowledge to abide by the COVID-19 Varsity Competition Rules.

GENERAL TUMBLING, JUMPS & DROPS

All tumbling must begin and land on the performance surface. After an athlete has landed their pass on their feet, they are allowed to rebound into a non-inverted stunt.

An athlete cannot jump up into the air and land on their knees, bottom, core, shoulders, back, or head without first putting weight on their hands or feet.

An athlete CANNOT tumble over or under any part of a person, stunt, or prop. An athlete CANNOT tumble while in contact with a prop. An athlete CAN jump over a person or prop without assistance, without touching the person or prop.

Assisted Tumbling (where the support begins before the initiation of the tumbling skill and is still in contact throughout the completion of the tumbling skill) will be viewed as a stunt transition.

STANDING TUMBLING				
	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Non-airborne skills	Non-airborne skills are allowed. <i>Ex. Rolls, Handstand, Handstand-Forward Roll, Back Extension, Cartwheel, Walkover</i>	Non-airborne skills are allowed. <i>Ex. Rolls, Handstand, Handstand-Forward Roll, Back Extension, Cartwheel, Walkover</i>	Non-airborne skills are allowed. <i>Ex. Rolls, Handstand, Handstand-Forward Roll, Back Extension, Cartwheel, Walkover</i>	Non-airborne skills are allowed. <i>Ex. Rolls, Handstand, Handstand-Forward Roll, Back Extension, Cartwheel, Walkover</i>
Airborne skills with hand support	Airborne skills with hand support are NOT allowed.	Non-twisting, Airborne skills with hand support are allowed. <i>Ex. Handspring, Bounder, non- arched dive roll</i> Clarification: Swan arched dive rolls are NOT allowed. Twisting, Airborne skills with hand support are NOT allowed. Clarification: Athletes can land their back handspring with 2 feet together and jump-turn and keep tumbling, but they cannot step out of the back handspring–twist-and keep tumbling.	Non-twisting, Airborne skills with hand support are allowed. <i>Ex. Handspring, Bounder, non- arched dive roll</i> Clarification: Swan arched dive rolls are NOT allowed. Twisting, Airborne skills with hand support are NOT allowed.	Airborne skills with hand support are allowed. <i>Ex. Onodi, Handspring, Bounder, non- arched dive roll</i> Clarification: Swan arched dive rolls, and twisting dive rolls are NOT allowed.
Airborne skills without hand support	Airborne skills without hand support are NOT allowed.	Airborne skills without hand support are NOT allowed.	Airborne skills without hand support are NOT allowed.	Non-twisting, Airborne skills without hand support are only allowed in a tuck position. <i>Ex. Standing Back Tuck or Front Tuck</i> Exception: Aerial Cartwheel is allowed.

STANDING TUMBLING cont.

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Connecting Standing Tumbling Skills	Non-airborne skills may be performed consecutively. <i>Ex. Forward Roll-Forward Roll or Back Extension Roll step out-Back Walkover is allowed.</i>	An airborne skill with hand support may only be directly connected to a non-airborne skill. <i>Ex. Back handspring-Back Handspring is not allowed. Back Walkover-Back Handspring is allowed.</i>	Airborne skills with hand support may be performed consecutively. <i>Ex. Back handspring-Back Handspring is allowed.</i>	An airborne skill without hand support may be directly preceded by a non-airborne skill or an airborne skill with hand support. No tumbling is allowed after the airborne skill without hand support. <i>Ex. Back Handspring-Back Tuck is allowed. Back Walkover-Back Tuck is allowed. Back Tuck-Back Handspring is not allowed.</i>
Connecting Jumps to Standing Tumbling	A non-airborne skill may be connected to any jump. <i>Ex. Toe Touch-Forward Roll, or Forward Roll-Toe Touch is allowed.</i>	An airborne skill with hand support may only be connected to a straight jump. <i>Ex. Straight jump-Back Handspring or Back Handspring-Straight jump is allowed. Toe Touch-Back handspring or Back Handspring-Toe Touch is NOT allowed.</i>	An airborne skill with hand support may be connected to a jump. <i>Ex. Toe Touch-Back Handspring or Back Handspring- Toe Touch is allowed.</i>	An Airborne skill without hand support may be directly connected to only a straight jump. <i>Ex. Straight jump-Back Tuck or Back Tuck-Straight jump is allowed. Toe Touch-Back Tuck or Back Tuck-Toe Touch is not allowed. Toe Touch-Back Handspring-Back Tuck is allowed.</i>

RUNNING TUMBLING

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Non-airborne skills	Non-airborne skills are allowed. <i>Ex. Cartwheel, Front Walkover</i>	Non-airborne skills are allowed. <i>Ex. Cartwheel, Front Walkover</i>	Non-airborne skills are allowed. <i>Ex. Cartwheel, Front Walkover</i>	Non-airborne skills are allowed. <i>Ex. Cartwheel, Front Walkover</i>
Airborne skills with hand support	Airborne skills with hand support are NOT allowed. Exception: Block Cartwheels and Round offs are allowed.	Non-twisting, Airborne skills with hand support are allowed. <i>Ex. Handspring, Bounder, non-arched dive roll</i> Clarification: Swan arched dive rolls are NOT allowed.	Non-twisting, Airborne skills with hand support are allowed. <i>Ex. Handspring, Bounder, non-arched dive roll</i> Clarification: Swan arched dive rolls are NOT allowed.	Airborne skills with hand support are allowed. <i>Ex. Block Cartwheel, Round off, Onodi, Handspring, Bounder, non-arched dive roll</i> Clarification: Swan arched dive rolls, and twisting dive rolls are NOT allowed.

RUNNING TUMBLING *cont.*

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Airborne skills with hand support <i>cont.</i>		Twisting, Airborne skills with hand support are NOT allowed. Exception: Block Cartwheels and Round offs are allowed. Clarification: Athletes can land their back handspring with 2 feet together and jump-turn and keep tumbling, but they cannot step out of the back handspring-twist-and keep tumbling.	Twisting, Airborne skills with hand support are NOT allowed. Exception: Block Cartwheels and Round offs are allowed.	
Airborne skills without hand support	Airborne skills without hand support are NOT allowed.	Airborne skills without hand support are NOT allowed.	Non-twisting, Airborne skills without hand support are only allowed in a tuck position. <i>Ex. Back Tuck, Front Tuck</i> Exception: Aerial Cartwheel is allowed.	Non-twisting, Airborne skills without hand support are only allowed. <i>Ex. Layout, Whip, Pike, Aerial Walkover</i> Exception: Aerial Cartwheel is allowed.
Connecting Running Tumbling Skills	Non-airborne skills may be performed consecutively. <i>Ex. Cartwheel-Cartwheel, Front Walkover-Cartwheel</i> No tumbling is allowed after a Round off. A Round off may only be preceded by a non-airborne skill. <i>Ex. Cartwheel-Round off is allowed. Round off-Backwards roll is not allowed.</i>	An airborne skill with hand support may be performed repetitively. <i>Ex. Round off-Back Handspring-Back Handspring</i>	No tumbling is allowed after a Back Tuck. A Back Tuck may be preceded by an airborne skill with hand support. <i>Ex. Round off-Back Handspring-Back Tuck is allowed. Round off-Back Tuck-Backwards roll is NOT allowed.</i> No tumbling skills may precede a Front Tuck. If the athlete wants to tumble after a Front Tuck, they must take 2 steps or power hurdle before their next skill. <i>Ex. Front Tuck-step-hurdle-Round off Back Tuck is allowed. Front Handspring-Front Tuck and Front Tuck-Forward roll are not allowed.</i> If an athlete wants to tumble after an aerial cartwheel, they must chassé or take 2 steps before their next skill.	A non-twisting airborne skill without hand support may be performed repetitively. <i>Ex. Round off-Back Handspring-Whip-Back Layout, Front Tuck-Front Tuck</i>

RUNNING TUMBLING *cont.*

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Connecting Running Tumbling to Jumps	<p>A straight jump only is allowed after a Round off.</p> <p>A non-airborne skill may be connected to any jump. <i>Ex. Front Walkover-Cartwheel step together-toe touch</i></p>	<p>If a jump is performed in the running tumbling pass, it will end the pass. If tumbling is performed after the jump, it will be considered the beginning of a new pass.</p> <p>An airborne skill with hand support may only be connected to a straight jump. <i>Ex. Round off-Back Handspring-straight jump</i></p>	<p>If a jump is performed in the running tumbling pass, it will end the pass. If tumbling is performed after the jump, it will be considered the beginning of a new pass.</p> <p>An airborne skill with hand support may be connected to a jump. <i>Ex. Round off-Back Handspring-toe touch</i></p>	<p>If a jump is performed in the running tumbling pass, it will end the pass. If tumbling is performed after the jump, it will be considered the beginning of a new pass.</p> <p>An airborne skill without hand support may be directly connected to only a straight jump. <i>Ex. Punch Front-straight jump</i></p>

GENERAL BUILDING RULES

Any time 1 or more people lift another person off of the performance surface they are considered to be in a stunt. If two people are connected and standing on the performance surface, and one jumps or propel themselves into the air off of the performance surface, they are also considered to be in a stunt, and must follow stunt rules.

A stunt, pyramid, toss or prop may not move over or under a separate building skill. A prop may not be held by a spotter. A prop with poles should not be used by individuals while performing building skills.

Assisted Tumbling (where the support begins before the initiation of the tumbling skill and is still in contact throughout the completion of the tumbling skill) will be viewed as a stunt transition and must follow Stunt rules.

STUNTS

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Spotters	<p>A spotter is NOT required if a top person is below prep level. Exception: A spotter is required for a top person in a floor stunt.</p> <p>A spotter is required if a top person is passing through or stopping at prep or extended level. Exception: Shoulder Sit, T-lifts, and stunts in which the base is only supporting the top person by the waist do NOT require a spotter.</p>	<p>A spotter is NOT required if the top person is at prep level or below.</p> <p>A spotter is required if a top person is passing through or stopping at extended level.</p>	<p>A spotter is NOT required if the top person is at prep level or below.</p> <p>A spotter is required if a top person is passing through or stopping at extended level.</p>	<p>A spotter is NOT required if the top person is at prep level or below.</p> <p>A spotter is required if a top person is passing through or stopping at extended level.</p>
One person cannot be a required spotter for 2 different top persons. Each top person requires a separate spotter.				

STUNTS cont.

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
2-Leg Stunt Levels	<p>2-leg stunts are allowed at prep level and below. 2 leg stunts MAY pass through extended level, but NOT stop at extended level.</p> <p><i>Ex. Thigh Stand, Prep</i></p> <p>Clarification: The base(s) must have contact with the bottom of both of the top persons feet before the top person passes into prep level.</p>	<p>2-leg stunts are allowed at extended level and below.</p> <p><i>Ex. Extension</i></p> <p>Clarification: The base(s) must have contact with the bottom of both of the top persons feet before the top person passes into extended level.</p>	<p>2-leg stunts are allowed at extended level and below.</p> <p><i>Ex. Extension</i></p>	<p>2-leg stunts are allowed at extended level and below.</p> <p><i>Ex Extension</i></p>
1-Leg Stunt Levels	<p>1-leg stunts are only allowed below prep level.</p> <p><i>Ex. Liberty at waist level</i></p> <p>Exception: 1-leg stunts passing through or stopping at prep level are only allowed if the top person has hand/arm connection with a separate bracer throughout the skill.</p> <p>Exception: A walk-up shoulder stand is also allowed if the top person is braced to both hands of the base by hand-hand connection throughout the transition.</p> <p>Single-based stunts with multiple top persons are NOT allowed.</p>	<p>1-leg stunts passing through extended level or stopping at prep level or below are only allowed. 1 leg stunts may NOT stop at extended level.</p> <p><i>Ex. Liberty at prep level</i></p> <p>Single-based stunts with multiple top persons are NOT allowed.</p>	<p>1-leg stunts passing through or stopping at extended level or below are only allowed.</p> <p><i>Ex. Liberty at extended level</i></p> <p>Single-based stunts with multiple top persons are allowed.</p>	<p>1-leg stunts passing through or stopping at extended level or below are only allowed.</p> <p><i>Ex. Liberty at extended level</i></p> <p>Single-based stunts with multiple top persons are allowed.</p>
<ul style="list-style-type: none"> • A top person may NOT be in contact with a person who is in an inverted position or in a backbend. • If a base is supporting a top person at prep level and kneels or squats, the top person will still be considered to be at prep level. If the base is supporting a top person in an extended position and kneels or squats, the top person will still be considered to be at an extended level. 				

STUNTS cont.

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Twisting Stunt Transitions	<p>¼ rotation is allowed by the top person to, at, or from prep level provided the top person is not released from the base.</p> <p><i>Ex. ¼ up to waist level, ¼ up to prep</i></p> <p>Exception: If a top person is picked up by a base at the waist only, they are allowed to make ½ transition provided the top person starts and lands only on the performance surface on at least one foot.</p> <p>Exception: A top person may rebound off of the performance surface, ½ turn and land in a prone position at waist level.</p>	<p>½ rotation is allowed by the top person to, at, or from extended level or below provided the top person is not released from the base.</p> <p><i>Ex. ½ up to prep level, ½ up to extension</i></p>	<p>1 full rotation is allowed by the top person to, at, or from prep level or below provided the top person is not released from the base.</p> <p><i>Ex. Full up to Prep, Full around at Prep</i></p> <p>½ rotation is allowed by the top person to, at, or from extended level or below provided the top person is not released from the base.</p> <p><i>Ex. ½ up to extended 1-leg stunt</i></p>	<p>1 ½ rotation is allowed by the top person to, at, or from prep level or below provided the top person is not released from the base.</p> <p><i>Ex. 1 ½ up to Prep level</i></p> <p>1 rotation is allowed by the top person to, at, or from extended level or below provided the top person is not released from the base.</p> <p><i>Ex. Full up to extension, Extended Full around to Extension</i></p> <p>Clarification: If a top person performs a full twisting transition to or at extended level, the top person must land in a 2-leg stunt, platform position or liberty.</p>
<ul style="list-style-type: none"> To determine the degree of the rotation, at the bottom of the dip the official will look to see which direction the top persons hips are facing. Once the movement of the bases and top person comes to a stop, the official will determine the final angle. The top person must not exceed the rotational allowance for their level. <p>Exception: Once a stunt group is STATIC, the bases may walk their stunt group, exceeding the rotational allowance for their level, as long as the top person does not change body position. Once they get to a new location, the bases and top person must PAUSE before they transition to another skill.</p> <p><i>Ex. Level 1- Top person is in a 2-leg stunt facing the back of the floor. Stunt group pauses, then walks the top person in a half circle to face the front of the floor. She remains in the same 2-leg stunt. When she gets to the front of the floor, they pause again before going to a V-sit. This is allowed because the top person is not changing position and the stunt is pausing before and after the rotation.</i></p> <p>Clarification: If a stunt group is NOT static before or after the transition, and moves to a new location while performing stunt transitions, the stunt group must follow the rotational allowance for their level.</p> <p><i>Ex. Level 1 – Top person is in a 2-leg stunt facing the back of the floor. Stunt group begins walking the top person in a half circle to face the front of the floor. As her bases walk, they transition her to a V-sit. This is illegal because the stunt transitions ½ and only ¼ is allowed in level 1. Level 1 – Top person is in a 2-leg stunt facing the back of the floor. Stunt group begins walking the top person in a quarter circle to face the side of the floor. As her bases walk, they transition her to a V-sit. This is legal.</i></p>				
Athletes moving under/over stunts	<p>A person may NOT move under or over a stunt.</p>	<p>A person may NOT move under or over a stunt, unless they are touching the stunt and in a non-inverted position.</p> <p><i>Ex. Leap frog variations</i></p>	<p>A person may NOT move under or over a stunt, unless they are touching the stunt and in a non-inverted position.</p> <p><i>Ex. Leap frog variations</i></p> <p>Clarification: Multi-based suspended rolls are allowed. See <i>Stunt Inversions</i>.</p>	<p>A separate person MAY move under a stunt, as long as they remain in a non-inverted position.</p>

STUNTS cont.

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Stunt Release Transitions	<p>No release moves other than what is acceptable in 'Dismounts' are allowed. During all other stunt transitions, at least 1 base must remain in contact with the top person.</p> <p><i>Ex. Cradle from 2-leg prep level stunt</i></p>	<p>No release moves other than what is acceptable in 'Dismounts' and 'Tosses' are allowed. During all other stunt transitions, at least 1 base must remain in contact with the top person.</p> <p><i>Ex. Cradle from 1-leg prep level stunt, Cradle from 2-leg extended level stunt</i></p> <p>Exception: A single Barrel Roll is allowed if the top person starts and ends in a cradle position.</p>	<p>A top person may be released from waist level or below and land at prep level or below provided they begin and remain in a non-inverted position throughout the transition.</p> <p><i>Ex. Switch up to prep level</i></p> <p>Release skills are restricted to 1 trick and 0 twists.</p> <p>Exception: A top person may twist up to 1 rotation only with no additional tricks, if they begin and land in a cradle, flatback or prone position.</p>	<p>A top person may be released from prep level or below and land at prep level or below. A top person may be released from waist level or below and land at extended level. A top person may be released from extended level and land at prep level or below. The top person must land in a non-inverted position.</p> <p><i>Ex. Switch up to extended level</i></p> <p>Clarification: Top person may begin in an inverted position and be released to a non-inverted position, but they may not begin in a non-inverted position and pass through an inverted position once released or land in an inverted position.</p> <p>Release skills are limited to 1 ½ twists if starting and landing at prep level or below.</p> <p><i>Ex. Full twisting switch up to prep level</i></p> <p>Exception: A helicopter release may not twist.</p> <p>Exception: A double barrel roll is allowed if the flyer starts and ends in a cradle position.</p> <p>Release skills may NOT twist when starting or landing at extended level.</p> <p><i>Ex. Drop tic-toc from extended level to prep level.</i></p>

STUNTS cont.

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Stunt Release Transitions cont.			<p>A top person must NOT pass above extended arm level of the bases during the stunt release.</p> <p>Clarification: At the highest point of the release if the distance from the top persons hips to the extended arms of the bases is greater than the length of the top persons legs, the release must land in a cradle and follow 'Dismount' and 'Toss' rules.</p>	<p>A top person must NOT pass above extended arm level of the bases during the stunt release.</p> <p>Clarification: At the highest point of the release if the distance from the top persons hips to the extended arms of the bases is greater than the length of the top persons legs, the release must land in a cradle and follow 'Dismount' and 'Toss' rules.</p>
<ul style="list-style-type: none"> • Release moves may NOT intentionally travel. Released top person may NOT travel over a person. • A top person may NOT come in contact with another released top person. • If a top person is released from a single-based stunt and lands in a horizontal position they need 2 catchers, if they land in an upright position, they need 1 catcher. If a top person is released from a multi-based stunt and lands in a horizontal position, they need 3 catchers, if they land in an upright position, they need 2 catchers. Exception: A helicopter release always requires 3 catchers. • Free flipping releases are NOT allowed. 				
Stunt Inversions	<p>A top person may not be inverted off of the performance surface.</p> <p><i>Ex. Assisted handstand on the performance surface.</i></p>	<p>A top person may start in an inverted position on the performance surface, and transition directly to a non-inverted position in a 1-leg stunt at prep level or below, or a 2-leg stunt at extended level or below.</p> <p><i>Ex. Handstand on the performance surface lifted up to an upright prep level stunt</i></p> <p>Clarification: An inverted top person may not be connected to another inverted person.</p>	<p>A top person may start in an inverted position on the performance surface, and transition directly to a non-inverted position in an extended stunt or below.</p> <p><i>Ex. Handstand on the performance surface lifted up to an upright extended level stunt</i></p> <p>Clarification: An inverted top person may not be connected to another inverted person.</p>	<p>A top person may start in an inverted position on the performance surface, and transition directly to a non-inverted position in an extended stunt or below.</p> <p><i>Ex. Handstand on the performance surface lifted up to an upright extended level stunt</i></p> <p>Clarification: An inverted top person may not be connected to another inverted person.</p>

STUNTS cont.

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Stunt Inversions cont.		<p>An inversion is limited to ½ twist to extended level or below. <i>Ex. Inverted ½ up to 1 leg at prep level</i></p> <p>Downward inversions are NOT allowed. Clarification: A top person CANNOT be supported off of the performance surface, and then place hands on the ground, keeping their feet off of the ground.</p>	<p>A top person may be in an inverted position at prep level or below. <i>Ex. Cartwheel inversion at waist level</i> Exception: Multi-based suspended rolls are allowed to pass above the bases head provided the top person is in hand/hand contact with both hands connected to separate hands of a base, and the skill lands on the performance surface, in a load position, cradle, prone or flatback position.</p> <p>An inversion is limited to ½ twist to extended level, and 1 twist to prep level or below. Exception: Forward suspended rolls with 1 twisting rotation must land in a cradle. Backwards suspended rolls may not twist.</p> <p>Downward inversions are only allowed from waist level, and must be assisted by 2 catchers, who remain in contact with the top person between the waist and shoulder until the top person is touching the performance surface. <i>Ex. Back Walkover out of cradle, Forward roll from prone</i> Exception: A 2 leg pancake is NOT allowed.</p>	<p>A top person may be in an inverted position at extended level or below. <i>Ex. Handstand</i> Clarification: A top person may NOT pass through extended level in a non-inverted position and then become inverted while transitioning down to prep level or below. A top person may be in a static extended inverted position, pause, and then be slowly lowered to prep level. Exception: A 2 leg pancake is allowed only if the top person begins at prep level and may pass through extended level.</p> <p>An inversion is limited to 1 twist to extended level, and 1 ½ twist to prep level or below. <i>Ex. Inverted full up to extension.</i></p> <p>Downward inversions are only allowed from prep level or below and must be assisted by 3 catchers when beginning at prep level, 2 who remain in contact with the top person between the waist and shoulder until the top person is touching the performance surface. <i>Ex. Back Walkover from flatback</i> Clarification: If the downward inversion begins at waist level, only 1 catcher is required.</p>

STUNTS cont.

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Stunt Dismounts	<p>Only a straight cradle or assisted straight pop down from prep level is allowed. <i>Ex. Straight cradle from prep</i> Clarification: Waist level cradles are NOT allowed.</p> <p>A top person may NOT be released and twist to cradle.</p> <p>Dismounts from an inverted position are NOT allowed.</p>	<p>Only a straight cradle, assisted straight pop down, and ¼ turn cradle are allowed from a 1-leg stunt or platform position at prep level. <i>Ex. Straight cradle from a prep level liberty</i></p> <p>Only a straight cradle, assisted straight pop down, and ¼ turn cradle are allowed from a 2-leg stunt at prep or extended level. <i>Ex. Straight cradle from extension</i></p> <p>Dismounts from an inverted position are NOT allowed.</p>	<p>Only a straight cradle, assisted straight pop down, and ¼ turn cradle are allowed from a 1-leg stunt or platform position. <i>Ex. Straight cradle from extended liberty</i></p> <p>Only twists up to 1 ¼ rotations are allowed from a 2-leg stunt. <i>Ex. Full down from a prep</i></p> <p>A top person may perform 1 trick during a dismount from a 2-leg stunt. If a top person performs 1 trick, they must be caught in a cradle position. <i>Ex. Toe touch cradle from a prep</i></p> <p>Dismounts from an inverted position are NOT allowed.</p>	<p>Only twists up to 1 ¼ rotations are allowed from a 1-leg stunt or platform position. <i>Ex. Full down from extended liberty</i></p> <p>Only twists up to 2 ¼ rotations are allowed from a 2-leg stunt. <i>Ex. Double down from a prep</i></p> <p>A top person may perform 2 tricks during a dismount. If more than 1 ¼ twist is performed an additional trick is not allowed. <i>Ex. Kick-Full from prep level</i></p> <p>Dismounts from an inverted position may not twist. <i>Ex. Handstand release to cradle</i> Clarification: The top person must start inverted and finish in a non-inverted position. The top person may not start in a non-inverted position and pass through an inverted position.</p>
<ul style="list-style-type: none"> • A movement is only considered a 'Dismount' if the top person lands in a cradle or is first released and then bases absorb/assist the top person directly to the performance surface. • If a single-based stunt is dismounted, there must be a minimum of 1 catcher and 1 spotter. If a multi-based stunt is dismounted, there must be a minimum of 2 catchers and 1 spotter. The original base(s) must catch the top person. During the catch, at least 1 person must support the top person with 1 arm between the waist to shoulder area. A base and spotter are NOT allowed to catch more than 1 top person at a time. Each top person needs a separate set of catchers and spotter. • Dismounts to the performance surface must be assisted by a base or spotter, except small hop offs or straight drops with no additional skills from waist level or below. • A top person is NOT allowed to free flip during dismounts. • A released top person may not come in contact with another released top person. • Dismounts may NOT intentionally travel. 				

PYRAMID

Skills that are not braced must follow Stunt, Dismount and Toss level rules.
Skills that do not adhere to Stunt, Dismount and Toss rules, must be braced and may only follow the pyramid rules below.

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
2-Leg Pyramid Levels	<p>2-leg stunts are allowed at extended level and below. A top person must be braced by hand/arm connection to another person at prep level or below in a 2-leg stunt or shoulder sit, before dipping to go to extended level. The connection must remain until the extended top person returns to prep level or below, or dismounts.</p> <p><i>Ex. Prep connected to prep, Extension connected to prep by hand/arm grip</i></p>	<p>2-leg stunts are allowed at extended level and below and do not need to be braced.</p> <p>Extended 2-leg stunts may NOT be braced to another Extended stunt.</p> <p><i>Ex. Extension connected to liberty at prep level</i></p>	<p>2-leg stunts are allowed at extended level and below and do not need to be braced.</p> <p>Extended 2-leg stunts MAY be braced to another Extended 2 leg stunt.</p> <p><i>Ex. Extension connected to an extension</i></p>	<p>2-leg stunts are allowed at extended level and below and do not need to be braced.</p> <p>Extended 2-leg stunts MAY be braced to another Extended stunt.</p> <p><i>Ex. Extension connected to an extended liberty.</i></p>
1-Leg Pyramid Levels	<p>1-leg stunts are allowed at prep level and below. A top person must be braced by hand/arm connection to another person at prep level or below in a 2-leg stunt or shoulder sit, before dipping to go to prep level. The connection must remain until the prep level single leg top person returns to waist level, dismounts, or transitions to a 2-leg stunt.</p> <p><i>Ex. Waist level liberty connected to waist level liberty</i></p>	<p>1-leg stunts are allowed at extended level and below. A top person must be braced by hand/arm connection to another person at prep level or below in a 2-leg stunt or shoulder sit, before dipping to go to extended level. The connection must remain until the extended level single leg top person returns to prep level, dismounts or transitions to a 2-leg stunt.</p> <p><i>Ex. Prep level liberty connected to prep level liberty, Extended liberty connected to Prep by hand/arm grip</i></p>	<p>1-leg stunts are allowed at extended level and below and do not need to be braced.</p> <p>Extended 1-leg stunts may NOT be braced to another Extended stunt.</p> <p><i>Ex. Extended liberty connected to Prep by foot/hand grip</i></p>	<p>1-leg stunts are allowed at extended level and below and do not need to be braced.</p> <p>Extended 1-leg stunts may NOT be braced to another 1-leg Extended stunt.</p> <p><i>Ex. Extended liberty connected to Extension</i></p>

PYRAMID cont.

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Twisting Pyramid Transitions	<p>¼ rotation is allowed by the top person to, at, or from extended level provided the top person is not released from the base.</p> <p><i>Ex. Braced ¼ up to 1-leg stunt at prep level</i></p>	<p>½ rotation is allowed by the top person to, at, or from extended level or below provided the top person is not released from the base.</p> <p><i>Ex. Braced ½ up to extended 1-leg stunt</i></p>	<p>1 rotation is allowed by the top person to, at, or from extended level or below provided the top person is not released from the base. If the top person is full or ¾ twisting to or from extended level, the top person must be connected by hand/arm to 1 bracer at prep level or below. The initial connection must remain in contact throughout the transition (and the grip must not change during the transition.)</p>	<p>1 ½ rotation is allowed by the top person to, at, or from extended level or below provided the top person is not released from the base. If the top person is full twisting to an extended body position or twisting more than 1 rotation to or from extended level, the top person must be connected to 1 bracer at prep level or below. The initial connection must remain in contact throughout the transition (and the grip must not change during the transition.)</p>
Athletes moving under/over pyramids	<p>A person may NOT move under or over a stunt or pyramid.</p>	<p>A person may NOT move under a stunt, unless they are touching the stunt, and in a non-inverted position.</p> <p><i>Ex. Stunt leap frog variations are allowed.</i></p>	<p>A person may NOT move under a stunt, unless they are touching the stunt, and in a non-inverted position.</p> <p><i>Ex. Stunt leap frog variations are allowed.</i></p>	<p>A separate person MAY move under a stunt or pyramid, as long as they remain in a non-inverted position.</p> <p><i>Ex. Person walks under prep level stunt</i></p> <p>A top person MAY move over another top person at prep level or below if they are connected to that top person and remain in a non-inverted position.</p> <p><i>Ex. Pyramid leap frog variations are allowed.</i></p>
Pyramid Releases	<p>A top person may only receive primary support from a base.</p> <p>Exception: If a top person is released by bases, the skill must be allowed under 'Dismount' rules.</p>	<p>A top person may only receive primary support from a base.</p> <p>Exception: If a top person is released by bases, the skill must be allowed under 'Toss' or 'Dismount' rules.</p>	<p>All released transitions must be continuous, and the weight of the released top person may not be directly borne on another top person.</p>	<p>All released transitions must be continuous, and the weight of the released top person may not be directly borne on another top person.</p>

- Any time a top person is released, the top person may NOT be braced to another person at extended level.
- The bracer must be connected to the top person before the initiation of the release. During the release, the bracer must maintain the initial connection to the top person, until a base is touching the top person. The bracer may not let go or change the initial connection with the released top person during the skill.

PYRAMID cont.

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Pyramid Releases cont.			<p>A non-inverted top person may be released from extended level or below and pass above 2 persons high, if they are braced by 2 different people at prep level or below on two different sides of the body. If the top person performs a non-twisting release skill then the top person must be connected by one bracer with hand/arm connection and the second bracer with hand/arm or hand/foot-lower leg connection. If the top person performs a twisting release skill then the top person must be connected to 2 bracers with hand/arm connection only.</p> <p align="center"><i>Ex. Extended level Tic-Tock with 2 bracers</i></p> <p>A non-inverted top person may be released from waist level or below, and land at prep level and below, if they are not connected to a bracer or braced by 1 person at prep level or below. The height of the release may not pass above the extended arm level of the bases. The top person may not twist and is restricted to 1 skill.</p> <p align="center"><i>Ex. Ball release at waist level with 1 bracer</i></p> <p>Released top person must return to the original bases. Bases must be stationary and visually focused on that top person during the release. Bracers must maintain contact until the top person is in contact with a base.</p>	<p>A non-inverted top person may be released from extended level or below and pass above 2 persons high, and land at extended level and below, if they are braced by 1 person at prep level or below.</p> <p align="center"><i>Ex. Extended level Tic-Tock with 1 bracer</i></p> <p>Clarification: Released non-inverted top person may transition to new bases, provided the transitioning top person is caught by 2 catchers who are stationary and visually attentive to the top person that is being released. The catchers cannot be involved in additional choreography when the bases begin to dip for the release.</p> <p>A top person passing through an inverted position may be released and pass above 2 persons high, if they are connected by 2 bracers on different sides of the top person's body at prep level or below. The inverted top person may rotate no more than 1 ¼ flipping rotations and 0 twists.</p> <p>Clarification: Released top person that is passing through an inverted position must return to the original bases and be caught by 3 people. Bases must be stationary and visually focused on that top person during the release. Bracers must maintain contact until the top person is in contact with a base.</p>

PYRAMID cont.

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Pyramid Inversions	<p><i>See Stunt Inversions.</i></p>	<p><i>See Stunt Inversions.</i></p> <p>A top person may start in an inverted position on the performance surface, and transition directly to a non-inverted 1-leg extended position provided that they are braced from the time of the dip by hand/arm connection. The bracer must be standing on the performance surface or in bases hands that are resting on top of the performance surface at the bottom of the dip and remain in contact with the top person throughout the transition.</p> <p><i>Ex. Handstand on the performance surface lifted up to extended level</i></p>	<p><i>See Stunt Inversions.</i></p> <p>A top person may pass through extended level and then become inverted if the skill starts and ends at prep level or below, finishes in a non-inverted position, and the top person remains in contact with a base and a bracer at prep level or below throughout the transition.</p> <p><i>Ex. Braced Roll</i></p> <p>Clarification: Braced flips are NOT allowed.</p>	<p><i>See Stunt Inversions.</i></p> <p>Braced Flips are allowed. See <i>Pyramid Releases</i>.</p> <p>A top person may begin at extended level and pass through an inverted position, provided the top person remains in contact with a base and 2 different bracers at prep level or below on 2 different sides of the top person, and lands in a non-inverted position. A top person may NOT remain in an inverted position and travel downwards towards the performance surface from extended level.</p> <p><i>Ex. Braced Extended Pancake</i></p>
Pyramid Dismounts	<p><i>See Stunt Dismounts.</i></p> <p>A top person may NOT be dismounted from an extended position.</p>	<p><i>See Stunt Dismounts.</i></p> <p>Only a straight cradle, assisted straight pop down, and ¼ turn cradle are allowed from an extended 1-leg stunt.</p> <p><i>Ex. Straight cradle from extended liberty</i></p>	<p><i>See Stunt Dismounts.</i></p>	<p><i>See Stunt Dismounts.</i></p>

TOSSES

Basket and Sponge Tosses are only allowed in Performance divisions, and NOT in Traditional divisions.

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Releases	A top person may NOT be released from waist level. Tosses are NOT allowed.	Only straight ride tosses are allowed. Clarification: The top person may perform different arm variations only. Ex. Wave at the top of a straight ride toss.	Up to 1 trick may be performed by a top person. <i>Ex. Toe touch toss</i> Exception: A ball-X is allowed. Clarification: A natural arch/snap following the 1 trick does not count as a skill. Tosses may not exceed 1 ¼ twisting rotations. Ex. Full twisting toss	Up to 2 tricks may be performed by a top person. <i>Ex. Kick-Full twisting toss</i> Tosses may not exceed 2 ¼ twisting rotations. <i>Ex. Double twisting toss</i>
<ul style="list-style-type: none"> There can be a minimum of 3 tossers, or a maximum of 4 tossers per 1 top person. 1 person must always be behind the top person during a toss. At least 3 original tossers must catch the top person. A tosser must have both feet on the performance surface, and a top person must start with support under both feet. A released top person in one toss may not touch a released top person in another toss. Tosses may not intentionally travel to a new place on the performance surface. A top person may NOT be inverted at any time during a toss. Tosses may NOT be performed over or under props. Twisting counts as a trick. A single non-twisting skill also counts as a trick. All twisting up to 1 ¼ is considered 1 trick. Anything beyond that, up to 2 ¼ is considered 2 tricks. Twisting rotation is cumulative. Therefore, if a top person does a ½ twist-single skill- ½ twist, then it will be considered as 2 tricks (1 twist + 1 skill) 				

TUMBLING GLOSSARY

Aerial: Cartwheel or Walkover performed without placing hands on the ground.

Airborne: To be free of contact with the ground.

Airborne with hand support: A skill in which an athlete pushes off of the performance surface. After they are free of contact with the ground, they place their hand(s) on the performance surface.

Block Cartwheel: A cartwheel that becomes airborne after the tumbler pushes through their shoulders against the performance surface.

Cartwheel: A non-airborne skill where the athlete performs a sideways hip-over-head rotation in which the athlete supports the weight of their body on their arm(s), transitioning through an inverted position, landing on one foot at a time in a non-inverted position.

Chassé: A gallop

Back Handspring: An airborne skill with hand support in which an athlete starts from a standing position and jumps backwards from two feet into a handstand position placing weight on arms. To complete the hip-over-head rotation, the athlete blocks off the ground by pushing through their shoulders to land back on their feet in a non-inverted position.

Back Extension Roll: A non-airborne skill where the athlete performs a backwards roll to a handstand position.

Bounder: An airborne skill with hand support in which an athlete starts from a standing position and jumps forwards from two feet into a handstand position placing weight on arms. To complete the hip-over-head rotation, the athlete blocks off the ground by pushing through their shoulders to land back on their feet in a non-inverted position.

Dive Roll: An airborne skill with hand support where the athlete first jumps into the air, then reaches towards the floor to perform a forward roll.

Front Handspring: An airborne skill with hand support in which the athlete lunges forward into a handstand, while blocking off the ground by pushing through their shoulders to become airborne. The athlete performs a hip-over-head rotation, and lands back on their feet in a non-inverted position.

Handstand: A non-airborne static inverted position where the arms of the athlete are supporting the weight of the body in a linear position.

Handstand Forward Roll: A non-airborne skill in which the athlete performs a handstand and then rounds their spine to transition from a linear position to a tucked position in a hip-over-head rotation. The athlete transitions from an inverted static position to an upright position on the performance surface.

Inverted: A position in which the person has their shoulders below their hips, and their hips below one foot.

Jump: A non-inverted airborne skill in which an athlete is standing, creates power with the lower body to push off of the performance surface, and returns back to their feet on the performance surface.

Layout: An airborne skill without hand support, where the athlete first jumps into the air, performs a forwards or backwards hip-over-head rotation by lifting hips over the head and shoulders while keeping a hollow body position. The athlete transitions through an inverted position off of the performance surface, and lands on feet in a non-inverted position on the performance surface.

Non-Airborne: Athlete does not leave the performance surface.

Non-Inverted Position: A body position in which a person's feet are below their shoulders, or their shoulders are in line or above their hips.

Onodi: An airborne skill with hand support in which the athlete starts like a back handspring, pushes off the performance surface, performs a ½ twist landing in a handstand, and finishes the skill like a front handspring step out.

Pike: An airborne skill without hand support, where the athlete first jumps into the air, performs a forwards or backwards hip-over-head rotation by lifting hips over the head and shoulders while keeping the legs straight with body bent at the hips. The athlete transitions through an inverted position off of the performance surface, and lands on feet in a non-inverted position on the performance surface.

Power Hurdle: An athlete begins from a standing position with two feet together. They jump into the air, and on the descend they step out, landing one foot at a time.

Prop: A flag, standard flat signs and banners, pom poms, megaphones and pieces of cloth are allowed in routines.

Rebound: A non-inverted airborne skill that occurs after a tumbling skill in which an athlete uses their lower body to propel themselves off of the performance surface.

Roll: A non-airborne skill where the athlete performs a backwards or forwards hip-over-head rotation on the performance surface, lifting hips over the head and shoulders while keeping the spine rounded, and transitioning through an inverted position to a non-inverted position.

Round off: A airborne skill with hand support in which the athlete begins like a Cartwheel but pushes through their shoulders to block off the performance surface bringing feet together, and lands on the ground facing the direction in which they began the skill.

Running Tumbling: A skill performed from a forward step or hurdle used to gain momentum, in which the athlete transitions from a standing position, through an inverted position and back to an upright position.

Standing Tumbling: A skill performed from a static position without any previous forward momentum, in which the athlete transitions from an upright position, to a position in which the athletes' hips move above the athletes' shoulders and returns back to an upright position. (If an athlete walks backwards prior to beginning the skill, it will still be considered standing tumbling.)

Step Out: A part of a tumbling skill in which the athlete lands one foot at a time.

Straight: A position in which the body is free from bends, angles or curves.

Tuck – An airborne skill without hand support, where the athlete first jumps into the air, performs a backwards or forwards hip-over-head rotation by lifting hips over the head and shoulders while keeping the spine rounded and legs bent. The athlete transitions through an inverted position off of the performance surface, and lands on feet in a non-inverted position on the performance surface.

Upright: When an athlete is in a standing or sitting position

Walkover: A non-airborne skill where the athlete begins standing, leans forwards or backwards to a handstand position, and completes a hip-over-head rotation landing on one foot at a time.

Whip: An airborne skill without hand support in which the athlete performs a back handspring without placing hands on the ground.

BUILDING GLOSSARY

Backbend: The athlete is supported under the hands and feet while their body is in an arched position with their abdomen facing upwards.

Ball-X: The body position of the top person when transitioning from a tucked position to a straddle position.

Barrel Roll (Log Roll): A stunt release skill, that begins and ends at waist level with the top person in a cradle position. During the release, the top person makes a 360-rotation parallel to the performance surface.

Base: A person who is standing on the performance surface, while supporting a top person off of the performance surface. A base may NOT be in an inverted or backbend position when touching a top person. If there is only one person under a top person's foot, they will be considered a base.

Basket Toss: A type of release that requires the hands/wrists of the bases to be interlocked to the hands/wrists of another base. The top person begins the toss by standing on top of the interlocked hands/wrists at waist level before being released. After the release, the bases catch the top person in a cradle.

Bracer: A person that is in direct physical contact with a top person, who is not the required base or spotter. A bracer may be a separate person standing on the performance surface or a different top person. The bracer provides stability for another top person and must remain connected by a body part and not connected to a person's hair, uniform, or prop in which that person is holding.

Braced Flip: A pyramid skill in which the top person is released from their bases and performs a hip-over-head rotation while staying in physical contact with 2 bracers.

Braced Roll: A pyramid skill in which the top person performs a hip-over-head rotation while staying in physical contact with at least 1 bracer and 1 base.

Catcher: The person who is responsible for absorbing the weight of the top person safely during building skills. A catcher must be standing on the performance surface not involved in any other choreography, visually attentive to the top person, make physical contact with the top person during the catch, and not be holding a prop.

Chair: A prep level stunt in which the base is supporting the top person in a liberty by placing their hand under their bottom and other hand on the ankle of the straight leg.

Cradle: A dismount where the top person is released by the bases and is caught in a hollow body position with legs straight and together, with the abdomen facing upwards. The top person is supported under their back and legs, by the arms of the base(s).

Dismount: A stunt or pyramid skill in which the top person is released to a cradle, or the top person is released and then bases absorb/assist the top person directly to the performance surface. A top person may not be released to the performance surface without assistance.

Downward Inversion: A stunt or pyramid skill in which a person's center of gravity is traveling towards the performance surface, while the top person has shoulders below hips, and hips below a foot.

Extended arm level: The highest point a base can reach when they straighten their arms, reaching towards the ceiling.

Extended level: When the entire body of a top person is above the head of all standing or kneeling bases who are supporting the top person in a vertical position. (When the top person is above the head of all bases but is in a horizontal or seated position, they will be considered to still be at prep level. If the top person is in a floor stunt, they will be considered to be at waist level.)

Extension: A 2-leg stunt in which the top person is being supported by bases in a non-inverted vertical position at extended level.

Flat Back: A 2-leg stunt in which a top person is lying with their abdomen facing the ceiling in a straight body position and supported by bases.

Flip: A skill that passes through an inverted position with hip-over-head rotation.

Floor Stunt: A stunt in which the base is lying on the performance surface with their abdomen facing the ceiling. The base has arms extended towards the ceiling and is supporting a top person's foot/feet with their hands.

Free Flipping: A top person begins in a non-inverted position, passes through an inverted position, returning back to a non-inverted position while released from the base(s).

Full: A 360-degree twisting rotation

Hand/Arm Connection: Direct physical contact between two people, where one person uses their hand to grab another athlete's hand or arm. The shoulder is not considered part of the arm.

Hand/Foot-Lower Leg Connection: Direct physical contact between two people, where one person uses their hand to grab another athlete's foot or lower leg. The knee is not considered part of the lower leg.

Helicopter: A stunt in which a top person is supported in a horizontal position, released from all bases and tossed around a vertical axis in a 180-degree rotation before being caught by bases.

Hollow: A concave body position in which the arms and legs are straight, with shoulders and legs raised up.

Initiation: The beginning of a skill

Inversion/Inverted: A position in which the person has their shoulders below their hips, and their hips below one foot.

Kick Full: A skill in which the top person performs a single kick and then a 360-degree twisting rotation. (An additional $\frac{1}{4}$ turn is allowed prior or during the kick only.)

Leap Frog (Stunt): A stunt in which a top person transitions over the torso of a base while in constant connection with that base. The released top person will transition from one set of bases to a different set of bases, or transition between the same set of bases.

Leap Frog (Pyramid): A pyramid skill in which a top person transitions over the torso of another top person while in constant connection with that top person. The released top person will transition from one set of bases to a different set of bases. All athletes must stay in a non-inverted position during the transition.

Liberty: A vertical body position of a non-inverted top person, in which the top person is standing on one straight leg, while placing the foot of the other leg next to knee of the straightened leg.

Multi-based: A stunt that has at least 2 bases. (This does not include the spotter.)

Non-Inverted Position: A body position in which a person's feet are below their shoulders, or their shoulders are in line or above their hips.

Original Base: A person that is standing on the performance surface and supporting the weight of the top person at the beginning of the skill.

Pancake: A downward inversion, hip-over-head rotation stunt in which the upright top person is continuously supported by a base(s) while folding over forwards in a pike position and landing on their back at waist level.

Pike: The body has neutral spine posture, hinged at the hip, with legs straight and together.

Platform Position: A 1-leg vertical stunt where the non-inverted top person's non-supported leg is straight and positioned directly next to the supported leg.

Prep Level: When the lowest body part of a top person is between the base(s) chest and the top of the head of all standing or kneeling bases who are supporting the top person in a vertical position. When the top person is above the head of all bases but is in a horizontal or seated position, they will also be considered to still be at prep level.

Prep: A 2-leg stunt in which the top person is being supported by bases in a non-inverted vertical position at prep level.

Prone: When the top person is lying face down in a straight body position, parallel to the performance surface.

Prop: A flag, standard flat signs and banners, pom poms, megaphones and pieces of cloth are allowed in routines. A prop may be held by a top person or separate person not involved with basing or spotting.

Pyramid: The top person in one stunt must be directly physically connected to a top person in another stunt.

Release Move/Released: A top person is free of contact with all people who are standing on the performance surface.

Single-based: A stunt that has 1 base. (This does not include the spotter.)

Shoulder Sit: A prep level stunt in which the top person is sitting on the shoulders of a base.

Sponge Toss: A type of release that requires the hands of the bases to support under the feet of the top person. The top person begins the toss by standing on top of the bases palms at waist level before being released. After the release, the bases catch the top person in a cradle.

Spotter: A person who is responsible for the safety of the top persons head, neck, back and shoulder area during building skills. A spotter must be standing on the performance surface to the side or back of the top person, within one arms distance from them. A spotter is not allowed to hold a prop. They must be looking at the top person and not involved in any other choreography from the initiation of the building skill through the completion of the building skill.

A spotter may use one of the following grips: 1) grab the ankles/legs of the top person, 2) grab the wrists/arms of the base(s), 3) stand attentive within an arms distance without touching, or 4) A spotter may also place their front hand under the top persons foot in which a base is already supporting. They can choose to place their back hand on the ankle/leg of the top person, wrist/arm of a base, or raise their arm up behind the top person. (If a spotter only has their hand under a foot that is not being supported by a base, the spotter will be considered a base.)

Straddle: A body position in which the legs are straight but not together.

Straight Cradle: A dismount in which the top person is released from a stunt in a hollow body position to a cradle position.

Straight Ride: When a top person is released from the bases in a vertical straight-line position.

Stunt: Any skill in which the top person is in contact with a base while above the performance surface.

1-Leg stunt: When the top person is being supported by a base(s) under 1 foot.

2-Leg stunt: When the top person is being supported by a base(s) under 2 feet, or when the top person is in a horizontal or seated body position.

Suspended Roll: A prep level stunt skill in which the top person performs a forward or backwards hip-over-head rotation while connected by hand to the base(s).

Switch up: The top person is standing on the performance surface on one foot and has a base(s) supporting underneath their other foot at waist level. The top person is released upwards and is caught in a static vertical 1-leg stunt on the opposite leg.

T-Lift: A stunt in which a non-inverted top person is supported under both arms in a T-motion.

Thigh Stand: A stunt in which the two bases lunge towards one another, and a non-inverted top person stands on the bases' upper legs, close to their hip, with their legs in straddle position.

Tic-Tock: When a top person is in a static 1-leg stunt and switches their weight onto their opposite leg and lands in a static 1-leg stunt.

Toe Touch: A skill performed once the top person has been released from bases. A top person straddle's their legs while rolling their hips under, creating their knees to point upwards/backwards.

Top Person: An athlete that is being supported off of the performance surface.

Toss: A stunt where the top person begins at waist level, is released by the bases and then caught in a cradle position.

Tosser: A person who is supporting a top person and releases the top person into the air.

Transition: A top person moving from one position in a building skill to a different position in a building skill.

Tuck: A body position in which the knees are bent, the thighs drawn towards the chest creating a bend at the waist.

Twist: When a person performs a rotation around a vertical or horizontal axis. (In building skills, twisting on each axis is counted separately.)

Upright: When a top person is in a standing or sitting position

V-Sit: Body shape creates 90-degree angle. The body has neutral spine posture, hinged at the hip, with legs in a straddle position.

Waist level: When the lowest body part of a top person is above the performance surface and below the base(s) chest. (If the top person is in a floor stunt, they will be considered to be at waist level.)

Waist Level Cradle: A building skill in which a top person is released from below prep level and caught in a cradle position. Waist level cradles must follow Toss rules.