



RULEBOOK Mountain Cup 2024

Version as of October 2023

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1 General

1.1 Participation Requirements

The following rules and regulations apply to the Mountain Cup 2024.

1. All teams have to designate one official contact person throughout the competition.
2. The registration for the Mountain Cup has to be made in the official Mountain Cup registration tool.
3. By registering for a competition, teams acknowledge that the respective registration fees for the club and membership for the athletes, coaches and supervisors have to be paid to the Mountain Cup organizer. If the total amount of registration and membership fees due has not been paid, the Mountain Cup organizer responsible may ban the team from starting at the competition.
4. Participation in the Mountain Cup is at every athlete's risk, including liability for accidents and third-party liabilities. If the athlete who is injuring (for example injury to other athletes or spectators) is underage, the legal guardians will be held liable.
5. Personal Data Protection: All teams must comply with all data protection principles, including acquiring the consent of each member of a team they register to the Mountain Cup for the transfer of their data to the Mountain Cup organizer as third parties for the purposes necessary for event registration.

1.2 Divisions

These categories will be offered at the Mountain Cup 2024

Division	Number of participants	Level
Mini Cheer	8-24	0
Mini Cheer	8-24	1
Primary Cheer	8-24	0
Primary Cheer	8-24	1
Primary Cheer	8-24	2
Primary Group Stunt	4-5	2
Youth Cheer	8-24	2
Youth Cheer	8-24	3
Youth Cheer	8-24	4
Youth Group Stunt	4-5	3
Youth Individual	1	3
Junior All Girl Cheer	8-24	3
Junior Coed Cheer	8-24	3
Junior All Girl Cheer	8-24	4
Junior Coed Cheer	8-24	4
Junior All Girl Cheer	8-24	5
Junior Coed Cheer	8-24	5
Junior Partner Stunt	2	5
Junior Group Stunt	4-5	5
Junior Twobase	3	5
Junior Individual	1	4
Senior All Girl Cheer	8-24	4
Senior Coed Cheer	8-24	4
Senior All Girl Cheer	8-24	5
Senior Coed Cheer	8-24	5
Senior All Girl Cheer	8-24	6
Senior Coed Cheer	8-24	6
Senior Coed Partner Stunt	2	6
Senior All Girl Group Stunt	4-5	6
Senior Coed Group Stunt	4-5	6
Senior Twobase	3	6
Senior Individual	1	5
Master Group Stunt	4-5	5
Showcase Cheerleading	-	-
Showcase Group Stunt	-	-

In Coed divisions at least one (1) male athlete must be participating on the team. No male athletes are allowed in All Girl divisions. In the Pee wee divisions there are no number restrictions for male contestants.

1.3 Age Groups

Age Group	Age Criteria	Birth years (for 2024)	Level 6 (Premier)	Level 5 (Elite)	Level 4 (Advanced)	Level 3 (Median)	Level 2 (Intermediate)	Level 1 (Novice)	Level 0 (Beginner)
Masters	30 years+	1994 or before	x	x	x	x	x	x	x
Senior	16 years+	2008 or before	x	x	x	x	x	x	X
Junior	15-18 years	2005-2009		x	x	x	x	x	X
Youth	12-14 years	2009-2012		x	x	x	x	x	x
Primary	8-12 years	2011-2016			x	x	x	x	X
Mini & Tiny	8 years and younger *	2015 and younger					x	x	X

The age of athlete is considered as the age that athlete will become in the year of the competition. Any team proven to be in violation of the age requirements will be automatically disqualified.

1.4 Cross-overs

Each athlete may only compete in one team in the specific division. Cross-overs to other divisions are allowed. Each athlete may only compete in one age group. A cross-over to another age group is not allowed.

1.5 Time of the routine

- Team Categories:
 - **Cheer portion:** can be placed in the beginning or middle of routine. Time minimum requirement of thirty seconds (0:30).
 - Maximum time between Cheer and Music portion: twenty seconds (0:20).
 - **Music routine portion:** Maximum two minutes fifteen seconds (2:15).
- Group Stunt / Partner Stunt categories : Maximum one minute (1:00)

1.6 Music / Entrances

1. Every effort should be made to ensure that the lyrics of the music are appropriate for all audience members.
2. Timing will begin with the first choreographed movement or note of the music and end with the last choreographed movement or note of music whichever comes last.
3. If a team exceeds the maximum time limit of the music portion or the time between Cheer and Music portion or if a team falls short of the minimum time limit of the Cheer portion, a penalty will be assessed for each violation. One (1) point deduction for 5-10 seconds and three (3) point deduction for 11 seconds and over per judge.
4. Because penalties are severe, it is recommended that all teams time their performance several times prior to competition and leave several seconds cushion to allow for variations in sound equipment.
5. Each team must have a coach/representative to play their music. This person is responsible for bringing the music to the music table and pushing «play» and «stop» for the team.
6. The requirements for music including the type of carrier will be determined by the event organizer. In any case, SCA recommends that you also bring mp3 type music file.

7. In order to keep the competition running on time, teams must enter the performance floor as quickly as possible. Teams will have limited time to enter the floor and start their routine. Elaborate choreographed entrances will not be allowed.

1.7 Performance Surface

1. **Cheerleading:** No spring floor, standard foam mat surface. Minimum surface area of 12 meters x 12 meters.
2. Teams may line up anywhere inside the competition area.
3. There is no penalty for stepping outside the area.

1.8 How to handle procedural questions

1. Rules & Procedure: Any questions concerning the rules or procedures of the competition will be handled exclusively by the advisor/coach of the team and will be directed to the Competition Director. Such questions should be made prior to the team's competition performance.
2. Performance: Any questions concerning the team's performance should be made to the Competition Director immediately after the team's performance and/or following the outcome of the competition.

1.9 Sportsmanship

All participants agree to conduct themselves in a manner displaying good sportsmanship throughout the competition with positive presentation upon entry and exit from the performance area as well as throughout the routine. The advisor and coach of each team is responsible for seeing that team members, coaches, parents and other persons affiliated with the team conduct themselves accordingly throughout the entire event. Severe cases of unsportsmanlike conduct are grounds for disqualification.

1.10 Interruption of performance

- A. Unforeseen circumstances
 1. If, in the opinion 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.
 2. The team will perform the routine again in its entirety, but will be evaluated only from the point where the interruption occurred. The degree and effect of the interruption will be determined by the competition officials.
 3. If a team needs to re-perform a routine but fails to do the routine in its entirety, then this team will receive a score based on the lower level performance.

B. Fault of Team

1. 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.
2. 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.
3. If a team needs to re-perform a routine but fails to do the routine in its entirety, then this team will receive a score based on the lower level performance.

C. Injury

1. The only persons that may stop a routine for injury are: a) competition officials/judges, b) the advisor/coach from the team performing or c) an injured individual.
2. The competition officials/judges 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 may perform the routine again in its entirety, but will be evaluated ONLY from the point where the interruption occurred.
3. If a team needs to re-perform a routine but fails to do the routine in its entirety, then this team will receive a score based on the lower level performance.
 - a. The injured participant that wishes to perform may not return to the competition floor unless:
 - 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.
 - 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.
 - In the event of a suspected concussion/head injury, the participant cannot return to perform without clearance from a medical professional, even with a waiver from a parent or legal guardian.

1.11 Interpretations and/or rulings

Any interpretation of any aspect of these Rules and Regulations or any decision involving any other aspect of the competition will be rendered by the Competition Rules Committee. The committee will render a judgment in an effort to ensure that the competition proceeds in a manner consistent with the general spirit and goals of the competition. If the interpretation needs to be made during an ongoing competition, it is made together by those committee members present and holding a function in the jury of the respective competition and the Head Judge.

1.12 Disqualification

Any team that does not adhere to the terms and procedures of these «Rules and Regulations» will be subject to disqualification from the competition, will automatically forfeit any right to any prizes or awards presented by the competition. The following behavior may, in any case, lead to disqualification:

- Assaults or insults to the judges, officials, participants, visitors
- Competing of a non-registered person
- Violation of age requirements
- Violation of the anti-doping-decree
- Unsportsmanlike conduct

1.13 Judging procedure

As the teams perform, a panel of judges will score the teams using a 100 point system. The team who receives the highest overall score from the jury in a category wins. If the panel consists of five or more judges, the highest score and the lowest score given for each team will be dropped and the remaining judges' scores will be added to determine the overall team score. In the event of a tie of two or more teams, all teams take the same place. The respective number of following places will remain unfilled. In the event of a first place tie, the high and low score will be added back into the total score. If a tie remains, the ranking points from each judge will be used to break the tie.

1.14 Scores and Rankings

Individual score sheets are for the exclusive use of each particular judge. Each judge has the responsibility and authority to review and submit his or her final scores and rankings prior to the final tally of the scores for all teams. Scores and rankings will be available only to coaches or captains at the conclusion of the competition. No scores or rankings will be given over the telephone. After the competition, teams will receive the judges' score sheets. In addition, teams will receive a ranking sheet with the name and score of the teams final placement.

1.15 Finality of Decisions

By participating in the Mountain Cup, each team agrees that judges' decisions are final and will not be subject for review. Each team acknowledges the necessity for the judges to make prompt and fair decisions in this competition and each team therefore expressly waives any legal, equitable, administrative or procedural review of such decisions.

1.16 Judges

1. The judging panel of a competition consists of a minimum of three (3) judging members who judge the team routines. Up to two (2) additional judges can be added, e.g. to take the time (and another max. two (2) safety judges can be added. Their functions are to judge the shown routines and to apply eventual penalties.

2. The deductions will be deducted from the overall sum.
3. The choice of judges for the Mountain Cup is made by the organizer of the Mountain Cup.
4. Jury protocols are being made showing the decisions, special cases, and so on.
5. A list of all places and rankings will be made for the jury protocol and the organizer of the Mountain Cup.
6. The jury stays in a separate area, not open to the participants and coaches. For the award ceremony, the head judge has to be available for possible questions.

1.17 Penalties

A five (5) point penalty per judge whose individual score was added to the overall team's score will be assessed to any team violating any of the specific rules. This deduction does not apply to violations that are designated a lesser point value. Violation of a specific rule in more instances at the same time (ripples included) will be considered as just one violation of that specific rule and will result in just five (5) point penalty. If you have any questions concerning the legality of a move or trick, please send a video to sport@mountaincup.ch. This must be submitted clearly labeled with Team name, contact person name, telephone number and e-mail.

2 Glossary of Terms – Cheerleading

1. ½ Wrap around

A stunt skill that involves a single base holding a top person usually in a cradle position (as seen in "Swing Dancing"). The base then releases the legs of the top person and swings the legs (which are together) around the back of the base. The base then wraps their free arm around the legs of the top person with the top person's body wrapped around the back or the base.

2. Aerial (noun)

Cartwheel or walkover executed without placing hands on the ground.

3. Airborne / Aerial (adjective)

To be free of contact with a person or the performing surface.

4. Airborne Tumbling Skill

An aerial maneuver involving hip-over-head rotation in which a person uses their body and the performing surface to propel himself/herself away from the performing surface.

5. All 4s Position

An "All 4s Position" is when an athlete is on their hands and knees on the performing surface but not in a tucked (nugget) position. When this person is supporting a top person, the "All 4s" position is a waist level stunt.

6. Assisted-Flipping Stunt

A stunt in which a top person performs a hip-over-head rotation while in direct physical contact with a base or top person when passing through the inverted position. (See "Suspended Flip", "Braced Flip")

7. Backbend (Stunting)

The athlete's body forms an arch, typically supported by the hands and feet with the abdomen facing upward.

8. Back Walkover

A non-aerial tumbling skill where the athlete moves backward into an arched position, with the hands making contact with the ground first, then rotates the hips over the head and lands on one foot/leg at a time.

9. Backward Roll

A non-aerial tumbling skill where the athlete rotates backward into/or through an inverted position by lifting the hips over the head and shoulders while curving the spine (a tucked position) to create a motion similar to a ball "rolling" across the floor.

10. Ball - X

A body position (usually during a toss) where the top person goes from a tucked position to a straddle/x-position with the arms and legs or just the legs.

11. Barrel Roll

See "Log Roll".

12. Base

A person who is in direct weight-bearing contact with the performance surface who provides support for another person. The person(s) that holds, lifts or tosses a top person into a stunt. (See also: New bases and/or Original Base). If there is only one person under a top person's foot, regardless of hand placement, that person is considered a base.

13. Basket Toss

A toss involving 2 or 3 bases and a spotter - 2 of the bases use their hands to interlock wrists.

14. Block

A gymnastic term referring to the increase in height created by using ones hand(s) and upper body power to push off the performing surface during a tumbling skill.

15. Block Cartwheel

A momentarily airborne cartwheel created by the tumbler blocking through the shoulders against the performing surface during the execution of the skill.

16. Brace

A physical connection that helps to provide stability from one top person to another top person. A top person's hair and/or uniform is not an appropriate or legal body part to use while bracing a pyramid or pyramid transition.

17. Braced Flip

A stunt in which a top person performs a hip-over-head rotation while in constant physical contact with another top person(s).

18. Bracer

A person in direct contact with a top person that helps to provide stability to the top person. This person is separate from a base or spotter.

19. Cartwheel

A non-aerial tumbling skill where the athlete supports the weight of their body with the arm(s) while rotating sideways through an inverted position landing on one foot at a time.

20. Catcher

Person(s) responsible for the safe landing of a top person during a stunt/ dismount/toss/release. All catchers:

- 1) must be attentive
- 2) must not be involved in other choreography
- 3) must make physical contact with the top person upon catching
- 4) must be on the performing surface when the skill is initiated

21. Chair

A prep level stunt in which the base(s) supports the ankle of the top person with one hand and underneath the seat of the top person with the other hand. The supported leg must be in a vertical position underneath the torso of the top person.

22. Coed Style Toss

A single base grabs the top person at the waist and tosses the top person from ground level.

23. Cradle

A dismount in which the top person is caught in a cradle position.

24. Cradle Position

Base(s) supporting a top person by placing arms wrapped under the back and under the legs of the top person. The top person must land in a "V"/pike/hollow body position (face up, legs straight and together) below prep level.

25. Cupie

A stunt where a top person is in an upright (standing) position and has both feet together in the hand(s) of the base(s). Also referred to as an "Awesome."

26. Dismount

The ending movement from a stunt or pyramid to a cradle or the performing surface.

Movements are only considered "Dismounts" if released to a cradle or released and assisted to the performing surface. Movement from a cradle to the ground is not considered a "Dismount". When/if performing a skill from the cradle to the ground the skill will follow stunt rules (twisting, transitions, etc.)

27. Dive Roll

An airborne tumbling skill with a forward roll where the athlete's feet leave the ground before the athlete's hands reach the ground.

28. Double-Leg Stunt

See "Stunt".

29. Double Cartwheel

An inverted stunt with partnered or paired cartwheel with hand/ankle or arm/thigh connection done simultaneously.

30. Downward Inversion

A stunt or pyramid in which an inverted top person's center of gravity is moving towards the performing surface.

31. Drop

Dropping to the knee, thigh, seat, front, back or split position onto the performing surface from an airborne position or inverted position without first bearing most of the weight on the hands/feet which breaks the impact of the drop.

32. Extended Arm Level

The highest point of a base's arm(s) (not spotter's arms) when standing upright with the arm(s) fully extended over the head. Extended arms do not necessarily define an "extended stunt". See "Extended Stunt" for further clarification.

33. Extended Position

A top person, in an upright position, supported by a base(s) with the base(s) arms extended. Extended arms do not necessarily define an "extended stunt". See "Extended Stunt" for further clarification.

34. Extended Stunt

When the entire body of the top person is above the head of the base(s).

Examples of "Extended Stunts": Extension, Extended Liberty, Extended Cupie

Examples of stunts that are not considered "Extended Stunts": Chairs, torches, flat backs, arm-n-arms, straddle lifts, suspended rolls and leap frogs. (These are stunts where the base(s) arm(s) are extended overhead, but are NOT considered "Extended Stunts" since the height of the body of the top person is similar to a shoulder/prep level stunt.)

35. Extension Prep

See "Prep".

36. Flat Back

A stunt in which the top person is lying horizontal, face-up, and is usually supported by two or more bases.

37. Flip (Stunting)

A stunting skill that involves hip-over-head rotation without contact with the performing surface or base(s) as the body passes through the inverted position.

38. Flip (Tumbling)

A tumbling skill that involves hip-over-head rotation without contact with the performing surface as the body passes through the inverted position.

39. Flipping Toss

A toss where the top person rotates through an inverted position.

40. Floor Stunt

Base lying on performance surface on their back with arm(s) extended. A "Floor Stunt" is a waist level stunt.

41. Flyer

See "Top Person".

42. Forward Roll

A non-aerial tumbling skill where one rotates forward through an inverted position by lifting the hips over the head and shoulders while curving the spine to create a motion similar to a ball "rolling" across the floor.

43. Free-Flipping Stunt

A Stunt Release Move in which the top person passes through an inverted position without physical contact with a base, brace, or the performing surface. This does not include Release Moves that start inverted and rotate to non-inverted.

44. Free Release Move

A release move in which the top person becomes free of contact with all bases, bracers, or the performing surface.

45. Front Limber

A non-aerial tumbling skill where one rotates forward through an inverted position to a non-inverted position by arching the legs and hips over the head and down to the performing surface landing on both feet/legs at the same time.

46. Front Tuck

A tumbling skill in which the tumbler generates momentum upward to perform a forward flip.

47. Front Walkover

A non-aerial tumbling skill in which an athlete rotates forward through an inverted position to a non-inverted position by arching the legs and hips over the head and down to the performing surface landing one foot/leg at a time.

48. Full

A 360-degree twisting rotation.

49. Ground Level

To be on the performing surface.

50. Half (Stunt)

See "Prep".

51. Hand/Arm Connection

The physical contact between two or more individuals using the hand(s)/arm(s). The shoulder is not considered a legal connection when hand/arm connection is required.

52. Handspring

An airborne tumbling skill in which an athlete starts from the feet and jumps forwards or backwards rotating through a handstand position. The athlete then blocks off the hands by putting the weight on the arms and using a push from the shoulders to land back on the feet, completing the rotation.

53. Handstand

A straight body inverted position where the arms of an athlete are extended straight by the head and ears.

54. Hanging Pyramid

A pyramid in which one or more persons are suspended off the performing surface by one or more top persons. A "Hanging Pyramid" would be considered a 2 and ½ high pyramid due to the weight of the top person being borne at the second level.

55. Helicopter Toss

A stunt where a top person in a horizontal position is tossed to rotate around a vertical axis (like helicopter blades) before being caught by original bases.

56. Horizontal Axis (Twisting in Stunts)

An invisible line drawn from front to back through belly button of a non-upright top person.

57. Initiation/Initiating

The beginning of a skill; the point from which it originates. The point of initiation for a stunt is the bottom of the dip from which the skill originates.

58. Inversion

See "Inverted"; it is the act of being inverted.

59. Inverted

When the athlete's shoulders are below her/his waist and at least one foot is above her/his head.

60. Jump

An airborne position not involving hip-over-head rotation created by using one's own feet and lower body power to push off the performance surface.

61. Jump Skill

A skill which involves a change in body position during a jump (e.g. toe touch, pike, etc.)

62. Jump Turn

Any turn that is added to a jump. A "straight jump" with a turn does not make the jump a "jump skill".

63. Kick Double Full (Kick Double)

Skill, typically in a toss, that involves a kick and a 720-degree twisting rotation. A quarter turn performed by the top person during the kick portion is customary and permitted to initiate the twists.

64. Kick Full

Skill, typically in a toss, that involves a kick and a 360-degree twisting rotation. A quarter turn performed by the top person during the kick portion is customary and permitted to initiate the twist.

65. Knee (Body) Drop

See "Drop".

66. Layout

An airborne tumbling skill which involves a hip over head rotation in a stretched, hollow body position.

67. Leap Frog

A stunt in which a top person is transitioned from one set of bases to another or back to the original bases, by passing over the torso and through the extended arms of the base. The top person remains upright and stays in continuous contact with the brace while transitioning.

68. (Second Level) Leap Frog

Same as above but the top person is supported by bracer(s) instead of base(s) when traveling from one set of base(s) to another (or same) set of bases.

69. Leg/Foot Connection

The physical contact between two or more athletes using the leg(s)/foot (feet). Any connection from the shin to the toe is considered a legal connection when leg/foot connection is allowed

70. Liberty

A stunt in which the base(s) hold 1 foot of the top person while the top person's other leg is bent placing the bent leg foot next to the supporting leg knee.

71. Load-In

A stunting position in which the top person has at least one foot in the base(s) hands. The base(s) hands are at waist level.

72. Log Roll

A release move, that is initiated at waist level, in which the top person's body rotates at least 360 degrees while remaining parallel to the performing surface. An "Assisted Log Roll" would be the same skill, with assistance from an additional base that maintains contact throughout the transition.

73. Mount

See "Stunt".

74. Multi-Based Stunt

A stunt having 2 or more bases not including the spotter.

75. New Base(s)

Bases previously not in direct contact with the top person of a stunt.

76. Non-Inverted Position

A body position in which either of the conditions below are met.

1. The top person's shoulders are at or above their waist.
2. The top person's shoulders are below their waist and both feet are below their head.

77. Nugget

A body position in which an athlete is in a tucked position on their hands and knees on the performing surface. When an athlete in a nugget position is supporting a top person, they are considered a base of a waist level stunt.

78. Onodi

Starting from a back hand-spring position after pushing off, the athlete performs a ½ twist to the hands, ending the skill as a front handspring step out.

79. Original Base(s)

Base(s) which is in contact with the top person during the initiation of the skill/stunt.

80. Pancake

A downward inversion stunt in which both of the top person's legs/feet remain in the grip of a base(s) while performing a fold over/pike forward rotation to be caught on the top person's back.

81. Paper Dolls

Single-leg stunts bracing each other while in the single leg position. The stunts may or may not be extended.

82. Pike

Body bent forward at the hips with legs straight and together.

83. Platform Position

A single leg stunt where the top person's non-supported leg is held straight next to the supporting leg. Also known as a "dangle" or "target position".

84. Power Press

When bases bring the top person from an extended position, down to prep level or below, and then immediately re-extend the top person.

85. Prep (stunt)

A multi base, two leg stunt in which the top person is being held at shoulder level by the bases in an upright position.

86. Prep-Level

The lowest connection between the base(s) and the top person is above waist level and below extended level (e.g. prep, shoulder level hitch, shoulder sit, etc.). A stunt may also be considered at Prep-Level if the arms of the base(s) are extended overhead, but are NOT considered "Extended Stunts" since the height of the body of the top person is similar to a shoulder/prep level stunt (e.g. flatback, straddle lifts, chair, t-lift, etc.).

Clarification: A stunt is considered below Prep Level if at least one foot of the top person is at waist level, as determined by the height/positioning of the base. (Exception: chair, t-lift and shoulder sit are prep level stunts).

87. Primary Support

Supporting a majority of the weight of the top person.

88. Prone Position

A face down, flat body position.

89. Prop

An object that can be manipulated. Flags, banners, signs, pom poms, megaphones, and pieces of cloth are the only props allowed. Any uniform piece purposefully removed from the body and used for visual effect will be considered a prop.

90. Punch

See "Rebound".

91. Punch Front

See "Front Tuck".

92. Pyramid

Two or more connected stunts.

93. Rebound

An airborne position not involving hip-over-head rotation created by using one's own feet and lower body power to propel off the performance surface – typically performed from or into a tumbling skill.

94. Release Move

When top person becomes free of contact with all people on the performing surface; see "Free Release Move".

95. Rewind

A free-flipping release move from ground level used as an entrance skill into a stunt.

96. Round Off

Similar to a cartwheel except the athlete lands with two feet placed together on the ground instead of one foot at a time, facing the direction from which they arrived.

97. Running Tumbling

Tumbling that involves a forward step or a hurdle used to gain momentum as an entry to a tumbling skill.

98. Second Level

Any person being supported above the performing surface by one or more bases.

99. Second Level Leap Frog

Same as "Leap Frog" but the top person is supported by bracer(s) instead of base(s) when traveling from one set of base(s) to another (or same) set of bases.

100. Series Front or Back Handsprings

Two or more front or back handsprings performed consecutively by an athlete.

101. Shoulder Level

A stunt in which the connection between the base(s) and top person is at shoulder height of the base(s).

102. Shoulder Sit

A stunt in which a top person sits on the shoulder(s) of a base(s). This is considered a prep level stunt.

103. Shoulder Stand

A stunt in which an athlete stands on the shoulder(s) of a base(s).

104. Show and Go

A transitional stunt in which a stunt passes through an extended level and returns to a non-extended stunt.

105. Shushunova

A straddle jump (toe touch) landing on the performing surface in a prone/push-up position.

106. Single-Based Stunt

A stunt using a single base for support.

107. Single-Leg Stunt

See "Stunt".

108. Split Catch

A stunt with a top person who is in an upright position having knees forward. The base(s) is holding both inner thighs as the top person typically performs a high "V" motion, creating an "X" with the body.

109. Sponge Toss

A stunt similar to a basket toss in which the top person is tossed from the "Load In" position. The top person has both feet in the bases' hands prior to the toss.

110. Spotter

A person whose primary responsibility is to prevent injuries by protecting the head, neck, back and shoulders area of a top person during the performance of a stunt, pyramid or toss. All "Spotters" must be your own team's members and be trained in proper spotting techniques.

The spotter

- Must be standing to the side or the back of the stunt, pyramid or toss.
- Must be in direct contact with the performing surface.
- Must be attentive to the skill being performed.
- Must be able to touch the base of the stunt in which they are spotting, but does not have to be in direct physical contact with the stunt.
- Cannot stand so that their torso is under a stunt.
- May grab the wrist(s) of the base(s), other parts of the base(s) arms, the top person(s) legs/ankles, or does not have to touch the stunt at all.
- May not have both hands under the sole of the top person's foot/feet or under the hands of the bases.

May not be considered both a base and the required spotter at the same time. If there is only one person under a top person's foot, regardless of hand placement, that person is considered a base. Example: In a two leg stunt, the base of one of the legs is not allowed to also be considered the required spotter (regardless of the grip). Note: If the spotter's hand is under the top person's foot it must be their front hand., the spotter's back hand MUST be placed at the back of the ankle/leg of the top person or on the back side of the back wrist of the base.

111. Standing Tumbling

A tumbling skill (series of skills) performed from a standing position without any previous forward momentum. Any number of steps backward prior to execution of tumbling skill(s) is still defined as "standing tumbling".

112. Standing Tumbling

Step Out: A tumbling skill that lands on 1 foot at a time as opposed to landing on both feet simultaneously.

113. Straight Cradle

A release move/dismount from a stunt to a catching cradle position where the top person keeps their body in a "Straight Ride" position - no skill (i.e. turn, kick, twist, pretty girl, etc.) is performed.

114. Straight Ride

The body position of a top person performing a toss or dismount that doesn't involve any trick in the air. It is a straight line position that teaches the top to reach and to obtain maximum height on toss.

115. Stunt

Any skill in which a top person is supported above the performance surface by one or more persons. A stunt is determined to be "One Leg" or "Two Leg" by the number of feet that the top person has being supported by a base(s). If the top person is not supported under any foot than the skill will be considered a "Two Leg" stunt.

116. Suspended Roll

A stunt skill that involves hip over head rotation from the top person while connected with hand/wrist to hand/wrist of the base(s) that is on the performing surface. The base(s) will have their arms extended during the rotation of the skill. The rotation of the top person is limited to either forward or backward.

117. Suspended Forward Roll

A suspended roll that rotates in a forward rotation. See Suspended Roll.

118. Suspended Backward Roll

A suspended roll that rotates in a backward rotation. See Suspended Roll.

119. T-Lift

A stunt in which a top person with arms in a t-motion is supported on either side by two bases that connects with each of the hands and under the arms of the top person. The top person remains in a non-inverted, vertical position while being supported in the stunt.

120. Tension Roll / Drop

A pyramid/stunt in which the base(s) and top(s) lean forward in unison until the top person(s) leaves the base(s) without assistance. Traditionally the top person(s) and/or base(s) perform a forward roll after becoming free from contact from each other.

121. Three Quarter (¾) Front Flip (stunt)

A forward hip-over-head rotation in which a top person is released from an upright position to a cradle position.

122. Three Quarter (¾) Front Flip (tumbling)

A forward hip-over-head rotation from an upright position to a seated position on the ground, with the hands and/or feet landing first.

123. Tic-Tock

A stunt that is held in a static position on one leg, base(s) dip and release top person in an upward fashion, as the top person switches their weight to the other leg and lands in a static position on their opposite leg.

124. Toe/Leg Pitch

A single or multi-based skill in which the base(s) toss upward traditionally using a single foot or leg of the top person to increase the top person's height.

125. Torso

The midsection/waist area of an athlete's body.

126. Toss

An airborne stunt where base(s) execute a throwing motion initiated from waist level to increase the height of the top person. The top person becomes free from all contact of bases, bracers and/or other top persons. The top person is free from performing surface when toss is initiated (ex: basket toss or sponge toss). Note: Toss to hands, toss to extended stunts and toss chair are NOT included in this category. (See Release Moves).

127. Top Person

The athlete(s) being supported above the performance surface in a stunt, pyramid or toss.

128. Tower Pyramid

A stunt on top of a waist level stunt.

129. Transitional Pyramid

A top person moving from one position to another in a pyramid. The transition may involve changing bases provided at least one athlete at prep level or below maintains constant contact with the top person.

130. Transitional Stunt

Top person or top persons moving from one stunt position to another thereby changing the configuration of the beginning stunt. Each point of initiation is used in determining the beginning of a transition. The end of a transition is defined as a new point of initiation, a stop of movement, and/or the top person making contact with the performance surface.

131. Traveling Toss

A toss which intentionally requires the bases or catchers to move in a certain direction to catch the top person. (This does not include a quarter turn by the bases in tosses such as a "Kick Full")

132. Tuck Position

A position in which the body is bent at the waist/hips with the knees drawn into the torso.

133. Tumbling

Any hip over head skill that is not supported by a base that begins and ends on the performing surface.

134. Twist

An athlete performing a rotation around their body's vertical axis (vertical axis = head to toe axis).

135. Twisting Stunt

Any twisting transition involving a top person and a base(s). The degree of twist is generally determined by the total continuous rotation(s) of the top person's hips in relation to the performance surface. Twisting will be measured by using both the "Vertical Axis" (head-to-toe) and "Horizontal Axis" (through belly button in a non-upright position). Simultaneous rotation on the Vertical and Horizontal axes should be considered separately, not cumulatively, when determining the degree of twist. A dip by the bases and/or change in direction of the twisting rotation starts a new transition.

136. Twisting Tumbling

A tumbling skill involving hip over head rotation in which an athlete rotates around their body's "Vertical Axis".

137. Two - High Pyramid

A pyramid in which all top persons are primarily supported by a base(s) who is in direct weight-bearing contact with the performing surface. Any time a top person is released from their base(s) in a "Pyramid Release Move", regardless of the height of the release, this top person would be considered "passing above two persons high". "Passing above two persons high" does not relate to the actual height of the top person but to the number of layers to which they are connected.

138. Two & One Half (2-½) High Pyramid

A pyramid in which the top person(s) has weight bearing support (not braced) by at least one other top person and is free of contact from the base(s). Pyramid height for a "Two and One Half High Pyramid" is measured by body lengths as follows:

- Chairs, thigh stands and shoulder straddles are 1-½ body lengths.
- Shoulder stands are 2 body lengths;
- Extended stunts (i.e. extension, liberty, etc.) are 2-½ body lengths.

139. Upright

A body position of a top person in which the athlete is in a standing position on at least one foot while being supported by a base(s).

140. V-Sit

A top person's body position when sitting in a stunt with straight legs parallel to the performing surface in a "V" position.

141. Vertical Axis (Twisting in Stunts or Tumbling)

An invisible line drawn from head to toe through the body of the tumbling athlete or top person.

142. Waist Level

A stunt in which the lowest connection between the base(s) and the top person is above ground level and below prep level, and/or at least one foot of the top person is below prep level, as determined by the height/positioning of the base. Examples of stunts that are considered waist level: All 4s position based stunts, a nugget-based stunt. A chair and a shoulder sit are considered prep level stunts, based on the point of connection to the base(s), and is not considered a Waist Level stunt.

143. Walkover

A non-aerial tumbling skill involving hip-over-head rotation in which a person rotates forward/backward (usually performed with the legs in a split position) with support from one or both hands.

144. Whip

A non-twisting, backward-travelling, aerial tumbling skill in which the athlete's feet rotate over their head and body, while the body remains in an arched position (not tucked and not in layout position). A "whip" has the look of a back handspring without the hands contacting the ground.

145. X-Out

A tumbling skill or toss in which an athlete performs a flip while spreading the arms and legs into an "X" fashion during the rotation of the flip.

3 CHEERLEADING DIVISIONS

General Cheerleading Safety Rules and Routine Requirements

All teams have to observe the following safety rules and level restrictions of their category.

1. All athletes must be supervised during all official functions by a qualified director/coach.
2. Coaches must require proficiency before skill progression. Coaches must consider the athlete, group, and team skill levels with regard to proper performance level placement.
3. All teams, gyms, coaches and directors must have an emergency response plan in the event of an injury.
4. Athletes and coaches must not be under the influence of alcohol, narcotics, performance enhancing substances, or over-the-counter medications that would hinder the ability to supervise or execute a routine safely, while participating in a practice or performance.
5. Athletes must always practice and perform on an appropriate surface. Technical skills (stunts, pyramids, tosses or tumbling) may not be performed on concrete, asphalt, wet or uneven surfaces or, surfaces with obstructions.
6. Soft-soled shoes must not be worn while competing. No dance shoes/boots, and/or gymnastics slippers (or similar) allowed. Shoes must have a solid sole.
7. Jewelry of any kind including but not limited to ear, nose, tongue, belly button and facial rings, clear plastic jewelry, bracelets, necklaces and pins on uniforms are not allowed. Jewelry must be removed and may not be taped over (Exception: medical ID tags/bracelets). Clarification: Rhinestones are legal whether adhered to the uniform or the skin.
8. Any height increasing apparatus used to propel an athlete is not allowed.
9. Flags, banners, signs, pom poms, megaphones and pieces of cloth are the only props allowed.
10. Props with poles or similar support apparatus may not be used in conjunction with any kind of stunt or tumbling.
Exception: As is common with Cheerleaders at sporting events; for divisions that allow the standing single back tuck flip skill, an athlete, already proficient in a standing single back tuck flip skill, may perform a standing single back tuck flip with poms only in the athlete's hands during the Cheer portion of the routine
11. All props must be safely discarded out of harm's way (example throwing a hard sign across the mat from a stunt is not allowed). Any uniform piece purposefully removed from the body and used for visual effect will be considered a prop once it is removed from the body.
12. Supports, braces and soft casts which are unaltered from the manufacturer's original design/production do not require additional padding. Supports/braces and soft casts that have been altered from the manufacturer's original design/production must be padded with a closed-cell, slow-recovery foam padding no less 1.27 centimeters thick if the participant is involved in stunts, pyramids, tumbling or tosses. A participant wearing a hard cast (example: fiberglass or plaster) or a walking boot must not be involved in stunts, pyramids, tumbling or tosses.
13. On the level grid, all skills allowed for a particular level encompass all skills allowed in the preceding level.
14. Required spotters for all skills must be your own team's members and be trained in proper spotting technique.

Drops including but not limited to knee, seat, thigh, front, back, and split drops from a jump, stunt, or inverted position are not allowed unless the majority of the weight is first borne on the hands or feet, which breaks the impact of the drop. Shushinovas are allowed. *Clarification: Drops that include any weight bearing contact with the hands and feet are not in clear violation of this rule.*

15. Athletes must have at least one foot, hand or body part (other than hair) on the performing surface when the routine begins. Exception: Athletes may have their feet in the hands of base(s) if the base(s) hands are resting on the performing surface.
16. The competitors who begin a routine must remain the same throughout the course of a routine. A performer is not permitted to be “replaced” by another performer during a routine.
17. An athlete must not have gum, candy, cough drops or other such edible or non-edible items, which may cause choking, in her/his mouth during practice and/or performance.
18. For purposes of promotion of international sport and the global athletic image of the Sport of Cheer, athletes are recommended to compete in team attire that does not intentionally expose the midriff/mid-section of the athlete while the athlete is in a standing position. For purposes of awareness, this is only a recommendation for now.

3.1 Level 0 Division (Beginner)

BEGINNER GENERAL TUMBLING

- A. All tumbling must originate from and land on the performing surface. Clarification: A tumbler may rebound from his/her feet into a stunt transition. For relevant divisions, if the rebound from the tumbling pass involves hip-over-head rotation, then the tumbler/top person must be caught and stopped in a non-inverted position before continuing into the hip-over-head transition or stunt.
Example: Round off handspring and then a bump or contact from a base or bracer straight into a back flip would break this rule. A clear separation from the tumbling to the stunt is needed to make this legal. Catching the rebound and then dipping to create the throw for the rotation is legal. This would also be true if coming from just a standing back handspring without the round off.
Exception: Rebounding to a prone position ($\frac{1}{2}$ twist to stomach) in a stunt is allowed in Level 0.
- B. Tumbling over, under, or through a stunt, individual, or prop is not allowed. Clarification: An individual may jump (rebound) over another individual.
- C. Tumbling while holding or in contact with any prop is not allowed.
- D. Dive rolls are not allowed.
- E. Jumps are not considered a tumbling skill from a legalities point of view. Therefore, if a jump skill is included in a tumbling pass, the jump will break up the pass.

BEGINNER STANDING / RUNNING TUMBLING

- A. Skills must involve constant physical contact with the performing surface.
Exception: Block cartwheels and round offs are allowed.
- B. Forward and backward rolls are allowed.
- C. Cartwheels, round offs and handstands are allowed.
- D. Front and back walkovers are not allowed.
- E. No tumbling is allowed in immediate combination after a round off. If tumbling does occur after a round off, a clear and distinct pause must immediately follow a round off or round off rebound.
- F. Front and back handsprings are not allowed.

BEGINNER STUNTS

- A. Spotters
 - 1. A spotter is required for each top person above ground level.
Example: Thigh stands, ground stunts, knee stunts (e.g. a knee table top) are examples of stunts above ground level.
Clarification: The spotter may grab the top person's waist for all stunts above ground level.
- B. Stunt Levels
 - 1. Single leg, two leg and all stunts are only allowed at waist level if the top person is connected to someone standing on the performing surface (e.g. spotter grabbing the waist of the top person, a hand/arm connection etc.), which must be a separate person other than the base(s) or spotter.
 - 2. Stunts above waist level are not allowed. A stunt may not pass above waist level.
Clarification: Taking the top person above the waist level of the bases is not allowed.
- C. Twisting stunts and transitions are not allowed.
Clarification: Rebounding to a prone position ($\frac{1}{2}$ twist to stomach) is a stunt allowed in Level 0.
- D. During transitions, at least one base must remain in contact with the top person.
Exception: Leap frogs and leap frog variations are not allowed in Level 0.

- E. Free flipping or assisted flipping stunts and transitions are not allowed.
- F. No stunt, pyramid, or individual may move over or under another separate stunt, pyramid or individual.
Clarification 1: This pertains to an athlete's torso (midsection of an athlete's body) not moving over or under the torso of another athlete; this does not pertain to an athlete's arms or legs.
Clarification 2: A top person may not pass over or under the torso (midsection of an athlete's body) of another top person regardless if the stunt or pyramid is separate or not.
 Example: A load in walking under another stunt is not allowed.
 Exception: An individual may jump over another individual.
- G. Single based split catches are not allowed.
- H. Single based stunts with multiple top persons are not allowed.

- I. Beginner Stunts – Release Moves
 - 1. Release moves are not allowed.
Clarification 1: Helicopters are not allowed.
Clarification 2: Log / barrel rolls are not allowed.
- J. Beginner Stunts – Inversions
 - 1. Inversions are not allowed.
 Clarification: All inverted athletes (the top person) must maintain contact with the performance surface (see Level 0 rules for "standing / running tumbling").
 Example: A supported handstand on the performance surface is not considered a stunt but is a legal inversion.
- K. Bases may not support any weight of a top person while that base is in a backbend or inverted position.
Clarification: A person standing on the ground is not considered a top person.

BEGINNER PYRAMIDS

- A. Pyramids must follow Level 0 "Stunts" and "Dismounts" rules.
- B. Top persons must receive primary support from a base.
Clarification: Anytime a top person is released by the base(s) during a pyramid transition, the top person must dismount to the performing surface, may not cradle and must follow the Level 0 dismount rules.
- C. No stunt, pyramid, or individual may move over or under another separate stunt, pyramid or individual.
Clarification: A top person may not pass over or under the torso (midsection of an athlete's body) of another top person regardless if the stunt or pyramid is separate or not.
 Example: A load in walking under another stunt is not allowed.

BEGINNER DISMOUNTS

Note: Movements are only considered "Dismounts" if released to a cradle or released and assisted to the performing surface.

- A. Only straight pop downs are allowed.
 Clarification 1: Dismounts to the performing surface must be assisted by either an original base and/or spotter.

Clarification 2: Straight drops or small hop offs, with no additional skill(s), from the waist level or below to the performance surface require assistance in Level 0.

Clarification 3: An individual may not land on the performance surface from waist level without assistance.

- B. Waist level cradles are not allowed.
- C. Twisting dismounts (including a $\frac{1}{4}$ turn / rotation) are not allowed.
- D. No stunt, pyramid, individual, or prop may move over or under a dismount, and a dismount may not be thrown over, under, or through stunts, pyramids, individuals, or props.
- E. No dismounts are allowed from skills above waist level in pyramids.
Clarification: An individual may not land on the performance surface from above waist level without assistance.
- F. No free flipping or assisted flipping dismounts are allowed.
- G. Dismounts may not intentionally travel.
- H. Top persons in dismounts may not come in contact with each other while released from the bases.
- I. Tension drops/rolls of any kind are not allowed.

BEGINNER TOSSES

- A. Tosses are not allowed.

Clarification 1: This includes "Sponge" (also known as Load Ins or Squish) tosses.

Clarification 2: All waist level cradles are not allowed.

3.2 Level 1 Division (Novice)

NOVICE GENERAL TUMBLING

- A. All tumbling must originate from and land on the performing surface.

Clarification: A tumbler may rebound from his/her feet into a stunt transition. If the rebound from the tumbling pass involves hip-over-head rotation, then the tumbler/top person must be caught and stopped in a non-inverted position before continuing into the hip-over-head transition or stunt.

Example: Round off handspring and then a bump or contact from a base or bracer straight into a back flip would break this rule for levels 1-5. A clear separation from the tumbling to the stunt is needed to make this legal. Catching the rebound and then dipping to create the throw for the rotation is legal. This would also be true if coming from just a standing back handspring without the round off.

Exception: Rebounding to a prone position ($\frac{1}{2}$ twist to stomach) in a stunt is allowed in Level 1.

- B. Tumbling over, under, or through a stunt, individual, or prop, is not allowed.

Clarification: An individual may jump (rebound) over another individual.

- C. Tumbling while holding or in contact with any prop is not allowed.

- D. Dive rolls are not allowed.

- E. Jumps are not considered a tumbling skill from a legalities point of view. Therefore, if a jump skill is included in a tumbling pass, the jump will break up the pass.

NOVICE STANDING / RUNNING TUMBLING

- A. Skills must involve constant physical contact with the performing surface.

Exception: Block cartwheels and round offs are allowed.

- B. Forward and backward rolls, front and back walkovers, and handstands are allowed.

- C. Cartwheels and round offs are allowed.

- D. No tumbling is allowed in immediate combination after a round off. If tumbling does occur after a round off, a clear and distinct pause must immediately follow a round off or round off rebound.

- E. Front and back handsprings are not allowed.

NOVICE STUNTS

- A. Spotters

1. A spotter is required for each top person at prep level and above.

Example: Suspended splits, flat-bodied positions and preps are examples of prep level stunts.

Extended arm stunts that are not in the upright position (such as extended v-sits, extended flat backs, etc....) are considered prep level stunts.

Clarification: The center base in an extended v-sit may be considered a spotter as long as they are in a position to protect the head and shoulders of the top person.

Clarification 2: If the primary bases squat, go to their knees or drop the overall height of the stunt while extending their arms (excluding floor stunts), this skill would be considered extended and therefore illegal, regardless of the back spot's positioning.

Exception: Shoulder sits/straddles & T-Lifts and stunts with up to ½ twist transition where the top person starts and ends on the performance surface and is only supported at the waist, do not require a spotter.

2. A spotter is required for each top person in a floor stunt.

Clarification: The spotter may grab the top person's waist in a floor stunt.

B. Stunt Levels

1. Single leg stunts are only allowed at waist level.

Exception 1: Prep level single leg stunts are allowed if the top person is connected to someone standing on the performance surface, which must be a separate person other than the base(s) or spotter. The connection must be hand/arm to hand/arm and must be made prior to initiating the single leg prep level stunt.

Exception 2: A walk up shoulder stand is legal in level 1 if both hands of the top person are in contact with both hands of the base until both feet of the top person are placed on the shoulders of the base.

2. Stunts above prep level are not allowed. A stunt may not pass above prep level.

Clarification: Taking the top person above the head of the bases would be illegal.

- C. Twisting stunts and transitions are allowed up to a ¼ twisting rotation by the top person in relation to the performing surface.

Clarification: A twist performed with an additional turn by the bases performed in the same skill set, would be illegal if the resulting cumulative rotation of the top person exceeds ¼ rotations. The safety judge will use the hips of the top person to determine the amount of total rotation a top person performs in a skill set. Once a stunt is hit (i.e. prep) and the athletes show a definite and clear stop with a stationary top person, then they may continue to walk the stunt in additional rotation.

Exception 1: Rebounding to a prone position (½ twist to stomach) in a stunt is allowed in Level 1.

Exception 2: ½ Wrap around stunts are legal in Level 1.

Exception 3: Up to a ½ twist is allowed if the top person starts and ends on performance surface and is only supported at the waist and does not require an additional spotter.

- D. During transitions, at least one base must remain in contact with the top person. Exception: Leap frogs and leap frog variations are not allowed in L1.

- E. Free flipping or assisted flipping stunts and transitions are not allowed.

- F. No stunt, pyramid, or individual may move over or under another separate stunt, pyramid or individual.

Clarification: This pertains to an athlete's torso moving over or under the torso of another athlete; not the arms or legs.

Clarification: A top person may not pass over or under the torso of another top person regardless if the stunt or pyramid is separate or not.

Example: A shoulder sit walking under prep is illegal. Exception: An individual may jump over another individual.

- G. Single based split catches are not allowed.

- H. Single based stunts with multiple top persons are not allowed.

Clarification: "True" (unassisted) Double Cupies are not allowed at extended, prep or waist level. i.e. "True" (unassisted) Double Cupies = one base holding two top people.

However, depending on the technique used, other variations of "Fake" (assisted) Double Cupies may or may not be allowed.

I. Novice Stunts – Release Moves

1. Release moves are not allowed other than those allowed at Level 1 in "Dismounts".
2. Release moves may not land in a prone or inverted position.
3. Release moves must return to original bases.
Clarification: An individual may not land on the performing surface without assistance.
4. Helicopters are not allowed.
5. A single full twisting log/barrel roll is not allowed.
6. Release moves may not intentionally travel.
7. Release moves may not pass over, under or through other stunts, pyramids or individuals.

J. Novice Stunts – Inversions

1. Inversions are not allowed.
Clarification: All inverted athletes must maintain contact with the performance surface (see tumbling L1 tumbling rules).
Example: A supported handstand on the performance surface is not considered a stunt but is a legal inversion.

K. Bases may not support any weight of a top person while that base is in a backbend or inverted position.

Clarification: A person standing on the ground is not considered a top person.

NOVICE PYRAMIDS

- A. Pyramids must follow Level 1 "Stunts" and "Dismounts" rules and are allowed up to 2 high.
- B. Top person must receive primary support from a base.

Clarification: Anytime a top person is released by the bases during a pyramid transition, the top person must land in a cradle or dismount to the performing surface and must follow the L1 dismount rules.

C. Two leg stunts:

1. Two leg extended stunts must be braced by a top person at prep level or below with hand-arm connection only, with the following conditions:
 - a. The connection must be made prior to initiating the two leg extended stunt.
 - b. Prep level top person bracers must have both feet in bases' hands.
Exception: Prep level top persons do not have to have both feet in the bases' hands if they are in a shoulder sit, flat back, straddle lift or shoulder stand
2. Two leg extended stunts may not brace or be braced by other extended stunts.

D. Single Leg Stunts

1. Prep level single leg stunts must be braced by at least one person at prep level or below with hand-arm connection only.

a. The connection must be made prior to initiating the single leg prep level stunt.

b. Prep level bracers must have both feet in bases' hands.

Exception: Prep level bracers do not have to have both feet in the bases' hands if they are in a shoulder sit, flat back, straddle lift or shoulder stand.

2. Extended single leg stunts are not allowed.

E. No stunt, pyramid, or individual may move over or under another separate stunt, pyramid or individual.

Clarification: A top person may not pass over or under the torso of another top person regardless if the stunt or pyramid is separate or not.

Example: A shoulder sit walking under a prep is illegal.

NOVICE DISMOUNTS

Note: Movements are only considered "Dismounts" if released to a cradle or released and assisted to the performing surface.

A. Cradles from single based stunts must have a spotter with at least one hand-arm supporting the waist to shoulder region to protect the head and shoulder area through the cradle.

B. Cradles from multi-based stunts must have two catchers and a spotter with at least one hand-arm supporting the waist to shoulder region to protect the head and shoulder area through the cradle.

Clarification: Sponge, Load In, Squish cradles are considered tosses and are not allowed. See Level 1 Tosses. Clarification: All waist level cradles are illegal.

C. Dismounts must return to original base(s).

Exception 1: Dismounts to the performing surface must be assisted either by an original base and/or spotter.

Exception: straight drops or small hop offs, with no additional skills, from waist level or below are the only dismounts allowed to the performing surface without assistance.

Clarification: An individual may not land on the performing surface from above waist level without assistance.

D. Only straight pop downs and basic straight cradles are allowed.

E. Twisting dismounts (including $\frac{1}{4}$ turns) are not allowed.

F. No stunt, pyramid, individual, or prop may move over or under a dismount, and a dismount may not be thrown over, under, or through stunts, pyramids, individuals, or props.

G. No dismounts are allowed from skills above prep level in pyramids.

Clarification: An extended stunt in a pyramid must be brought down to prep level or below before it can be dismounted.

H. No free flipping or assisted flipping dismounts allowed.

Dismounts may not intentionally travel.

I. Top persons in dismounts may not come in contact with each other while released from the bases.

J. Tension drops/rolls of any kind are not allowed.

NOVICE TOSSES

- A. No tosses allowed.

Clarification: This includes "Sponge" (also known as Load In or Squish) tosses.

Clarification: All waist level cradles are illegal.

3.3 Level 2 Division (Intermediate)

INTERMEDIATE GENERAL TUMBLING

- A. All tumbling must originate from and land on the performing surface.

Clarification: A tumbler may rebound from his/her feet into a stunt transition. If the rebound from the tumbling pass involves hip-over-head rotation, then the tumbler/top person must be caught and stopped in a non-inverted position before continuing into the hip-over-head transition or stunt.

Example: Round off handspring and then a bump or contact from a base or bracer straight into a back flip would break this rule for levels 1-5. A clear separation from the tumbling to the stunt is needed to make this legal. Catching the rebound and then dipping to create the throw for the rotation is legal. This would also be true if coming from just a standing back handspring without the round off.

- B. Tumbling over, under, or through a stunt, individual, or prop, is not allowed.

Clarification: An individual may jump (rebound) over another individual.

- C. Tumbling while holding or in contact with any prop is not allowed.

- D. Dive rolls are allowed.

Exception: Dive rolls performed in a swan/arched position are not allowed.

Exception: Dive rolls that involve twisting are not allowed.

- E. Jumps are not considered a tumbling skill from a legalities point of view. Therefore, if a jump skill is included in a tumbling pass, the jump will break up the pass.

- F. There is no twisting or turning allowed after a back handspring step out. The feet must come together after the skill is completed prior to twisting or turning.

Example: A back handspring step out immediately moving into a ½ turn is not allowed

INTERMEDIATE STANDING TUMBLING

- A. Flips and aerials are not allowed.

- B. Series front and back handsprings are not allowed.

Clarification: A back walkover into a back handspring is allowed.

- C. Jump skills in immediate combination with handspring(s) are not allowed.

Example: Toe touch handsprings and handspring toe touches are not allowed.

- D. No twisting while airborne.

Exception: Round offs are allowed.

INTERMEDIATE RUNNING TUMBLING

- A. Flips and aerials are not allowed.
- B. Series front and back handsprings are allowed.
- C. No twisting while airborne.
Exception: Round offs are allowed.

INTERMEDIATE STUNTS

- A. Spotters
 - 1. A spotter is required for each top person above prep level.
 - 2. A spotter is required for each top person in a floor stunt.
Clarification: The spotter may grab the top person's waist in a floor stunt.
- B. Stunt Levels
 - 1. Single leg stunts above prep level are not allowed. A single leg stunt may not pass above prep level.
Clarification 1: Taking the top person in a single leg stunt above the head of the bases would be illegal.
Clarification 2: If the primary bases squat, go to their knees or drop the overall height of the stunt while extending their arms (excluding floor stunts), this skill would be considered extended and therefore illegal, regardless of the back spot's positioning.
- C. Twisting stunts and transitions are allowed up to a total of $\frac{1}{2}$ twisting rotation by the top person in relation to the performing surface.
Clarification: A twist performed with an additional turn by the bases performed in the same skill set, would be illegal if the resulting cumulative rotation of the top person exceeds $\frac{1}{2}$ rotations. The safety judge will use the hips of the top person to determine the amount of total rotation a top person performs in a skill set. Once a stunt is hit (i.e. prep) and the athletes show a definite and clear stop with a stationary top person, they may continue to walk the stunt in additional rotation.
Exception: A single full twisting log/barrel roll is allowed as long as it starts and ends in a cradle position and is assisted by a base.
Clarification: Log/Barrel roll may not include any skill (example: kick full twists) other than the twist.
Clarification: The log roll may not be assisted by another top person.
- D. During transitions, at least one base must remain in contact with the top person.
- E. Free flipping or assisted flipping stunts and transitions are not allowed.
- F. No stunt, pyramid, or individual may move over or under another separate stunt, pyramid or individual.
Clarification: This pertains to an athlete's torso moving over or under the torso of another athlete; not the arms or legs.
Clarification: A top person may not pass over or under the torso of another top person regardless if the stunt or pyramid is separate or not.
Example: A shoulder sit walking under prep is illegal.
Exception: An individual may jump over another individual.
- G. Single based split catches are not allowed.
- H. Single based stunts with multiple top persons are not allowed.
- I. Intermediate Stunts – Release Moves

1. No release moves allowed other than those allowed at Level 2 in "Dismounts" and "Tosses."
2. Release moves may not land in a prone or inverted position.
3. Release moves must return to original bases.
Clarification: An individual may not land on the performing surface without assistance.
Exception: See L2 Dismount "C".
4. Releasing from inverted to non-inverted is not allowed.
5. Helicopters are not allowed.
6. A single full twisting log/barrel roll is allowed as long as it starts and ends in a cradle position.
Clarification: Single based log rolls must have two catchers. Multi-based log rolls must have 3 catchers.
Clarification: The log roll may not be assisted by another top person.
Clarification: Log/Barrel roll must return to original bases and may not include any skill other than the twist.
Example: no kick full twists.
7. Release moves may not intentionally travel.
8. Release moves may not pass over, under or through other stunts, pyramids or individuals.

J. Intermediate Stunts – Inversions

1. Transitions from ground level inversions to non-inverted positions are allowed. No other inversions are allowed.
Clarification: All inverted athletes must maintain contact with the performance surface unless the top person is being lifted directly to non-inverted position.
Example: Legal: Going from a handstand on the ground to a non-inverted stunt such as a shoulder sit.
Example: Illegal: Going from a cradle to a handstand or from a prone position to a forward roll.

K. Bases may not support any weight of a top person while that base is in a backbend or inverted position.

Clarification: A person standing on the ground is not considered a top person.

INTERMEDIATE PYRAMIDS

- A. Pyramids must follow Level 2 "Stunts" and "Dismounts" rules and are allowed up to 2 high.
Note: Single based or assisted single based EXTENDED stunts are not allowed in Level 2 Divisions.
- B. Top persons must receive primary support from a base.
Clarification: Anytime a top person is released by the bases during a pyramid transition, the top person must land in a cradle or dismount to the performing surface, may not be connected to a bracer that is above prep level, and must follow the L2/Intermediate dismount rules.
- C. Extended stunts may not brace or be braced by any other extended stunts.
- D. No stunt, pyramid, or individual may move over or under another separate stunt, pyramid or individual.
Clarification: A top person may not pass over or under the torso of another top person regardless if the stunt or pyramid is separate or not.
Example: A shoulder sit walking under a prep is illegal.

E. Extended single-leg stunts:

1. Extended single-leg stunts must be braced by at least one top person at prep level or below with hand-arm connection only. The hand-arm of the top person must be, and remain, connected to the hand-arm of the bracer.
2. The connection must be made prior to initiating the extended single leg stunt.
3. Prep level top persons must have both feet in bases' hands.
Exception: Prep level top persons do not have to have both feet in the bases' hands if they are in a shoulder sit, flat back, straddle lift or shoulder stand.

INTERMEDIATE DISMOUNTS

Note: Movements are only considered "Dismounts" if released to a cradle or released and assisted to the performing surface.

- A. Cradles from single based stunts must have a spotter with at least one hand-arm supporting the waist to shoulder region to protect the head and shoulder area through the cradle.
- B. Cradles from multi-based stunts must have two catchers and a spotter with at least one hand-arm supporting the waist to shoulder region to protect the head and shoulder area through the cradle.
- C. Dismounts must return to original base(s).
Exception 1: Dismounts to the performing surface must be assisted either by an original base and/or spotter.
Exception 2: straight drops or small hop offs, with no additional skills, from waist level or below are the only dismounts allowed to the performing surface without assistance.
Clarification: An individual may not land on the performing surface from above waist level without assistance.
- D. Only straight pop downs, basic straight cradles and $\frac{1}{4}$ turns are allowed.
- E. Twisting dismounts exceeding $\frac{1}{4}$ turn are not allowed. All other positions are not allowed.
Example: toe touch, pike, tuck, etc. are not allowed.
- F. No stunt, pyramid, individual, or prop may move over or under a dismount, and a dismount may not be thrown over, under, or through stunts, pyramids, individuals, or props.
- G. Cradles from extended single leg stunts in pyramids are allowed.
- H. No free flipping or assisted flipping dismounts allowed.
- I. Dismounts may not intentionally travel.
- J. Top persons in dismounts may not come in contact with each other while released from the bases.
- K. Tension drops/rolls of any kind are not allowed.

INTERMEDIATE TOSSES

- A. Tosses are allowed up to a total of 4 tossing bases. One base must be behind the top person during the toss and may assist the top person into the toss.
- B. Tosses must be performed with all bases having their feet on the performing surface and must land in a cradle position. Top person must be caught in a cradle position by at least 3 original bases one of which is positioned at the head and shoulder area of the top person. Bases must remain stationary during the toss.

Example: No intentional traveling tosses.

- C. The top person in a toss must have both feet in/on hands of bases when the toss is initiated.
- D. Flipping, twisting, inverted or traveling tosses are not allowed.
- E. No stunt, pyramid, individual, or prop may move over or under a toss, and a toss may not be thrown over, under, or through stunts, pyramids, individuals, or props.
- F. The only body position allowed is a straight ride.

Clarification: An exaggerated arch would not be included as a straight ride and therefore considered illegal.

- G. During the straight body ride, the top person may use different arm variations such as (but not limited to) a salute or blowing a kiss but must keep the legs and body in the straight ride position.
- H. Top persons in separate tosses may not come in contact with each other and must become free of all contact from bases, bracers and/or other top persons.

Only a single top person is allowed during a toss.

3.4 Level 3 Division (Median)

MEDIAN GENERAL TUMBLING

- A. All tumbling must originate from and land on the performing surface.
Clarification: A tumbler may rebound from his/her feet into a stunt transition. If the rebound from the tumbling pass involves hip-over-head rotation, then the tumbler/top person must be caught and stopped in a non-inverted position before continuing into the hip-over-head transition or stunt.
Example: Round off handspring and then a bump or contact from a base or bracer straight into a back flip would break this rule for levels 1-5. A clear separation from the tumbling to the stunt is needed to make this legal. Catching the rebound and then dipping to create the throw for the rotation is legal. This would also be true if coming from just a standing back handspring without the round off.
- B. Tumbling over, under, or through a stunt, individual, or prop, is not allowed.
Clarification: An individual may jump (rebound) over another individual.
- C. Tumbling while holding or in contact with any prop is not allowed.
- D. Dive rolls are allowed.
Exception: Dive rolls performed in a swan/arched position are not allowed.
Exception: Dive rolls that involve twisting are not allowed.
- E. Jumps are not considered a tumbling skill from a legalities point of view. Therefore, if a jump skill is included in a tumbling pass, the jump will break up the pass.
Example: If an athlete in L3 were to do a round off – toe touch – back handspring-back tuck, this would be considered illegal since a back tuck is not allowed in Standing Tumbling for L3.

MEDIAN STANDING TUMBLING

- A. Flips are not allowed.
Clarification: Jumps connected to $\frac{3}{4}$ front flips are also not allowed.
- B. Series front and back handsprings are allowed.
- C. No twisting while airborne.
Exception: Round offs are allowed.

MEDIAN RUNNING TUMBLING

- A. Flips:
1. Back Flips may ONLY be performed in tuck position only from a round off or round off back handspring(s). *Examples of skills not allowed: X-outs, layouts, layout step outs, whips, pikes, aerial walkovers, and Arabians.*
 2. Other skills with hand support prior to the round off or round off back handspring are allowed.
Example: Front handsprings and front walkover through to round off back handspring back tucks are legal.
 3. Cartwheel tucked flips and/or cartwheel>back handspring(s)>tucks are not allowed.
 4. Aerial cartwheels, running tuck fronts, and $\frac{3}{4}$ front flips are allowed.
Clarification: A front handspring (or any other tumbling skill) into a front tuck is illegal.

- B. No tumbling is allowed after a flip or an aerial cartwheel.

Clarification: If any tumbling follows a flip or an aerial cartwheel, , at least one step into the next tumbling skill must be included to separate the two passes. Stepping out of a flip is considered a continuation of the same tumbling pass. An athlete must take an additional step out of a flip step out. However, if the athlete finishes the skill with both feet together, then one step is all that is required to create a new tumbling pass.

- C. No twisting while airborne.

Exception: Round offs are allowed.

Exception: Aerial cartwheels are allowed.

MEDIAN STUNTS

- A. Spotters

1. A spotter is required for each top person above prep level.

- B. Stunt Levels

1. Single leg extended stunts are allowed.

- C. Twisting Stunts and Transitions

1. Twisting stunts and transitions are allowed up to one twisting rotation by the top person in relation to the performing surface.

Clarification: A twist performed with an additional turn by the bases performed in the same skill set, would be illegal if the resulting cumulative rotation of the top person exceeds 1 rotation. The safety judge will use the hips of the top person to determine the amount of total rotation a top person performs in a skill set. Once a stunt is hit (i.e. prep) and the athletes show a definite and clear stop with a stationary top person, they may continue to walk the stunt in additional rotation.

2. Full twisting transitions must land at and originate from prep level or below only.

Example: No full ups to an extended position.

3. Twisting transitions to and from an extended position may not exceed a $\frac{1}{2}$ twisting rotation.

Clarification: A twist performed with an additional turn by the bases performed in the same skill set, would be illegal if the resulting cumulative rotation of the top person exceeds $\frac{1}{2}$ rotation.

- D. During transitions, at least one base must remain in contact with the top person.

Exception: See L3 Release Moves.

- E. Free flipping stunts and transitions are not allowed.

- F. No stunt, pyramid, or individual may move over or under another separate stunt, pyramid or individual.

Clarification: This pertains to an athlete's torso moving over or under the torso of another athlete; not the arms or legs.

Clarification: A top person may not pass over or under the torso of another top person regardless if the stunt or pyramid is separate or not.

Example: A shoulder sit walking under prep is illegal.

Exception: An individual may jump over another individual.

- G. Single based split catches are not allowed.

- H. Single based stunts with multiple top persons require a separate spotter for each top person. Extended single leg top persons may not connect to any other extended top person.

I. Median Stunts – Release Moves

1. Release moves are allowed but must not pass above extended arm level.

Clarification: If the release move passes above the bases' extended arm level, it will be considered a toss and/or dismount, and must follow the appropriate "Toss" and/or "Dismount" rules. To determine the height of a release move, at the highest point of the release, the distance from the hips to the extended arms of the bases will be used to determine the height of the release. If that distance is greater than the length of the top person's legs, it will be considered a toss or dismount and must follow the appropriate "Toss" or "Dismount" rules.

2. Release moves may not land in an inverted position. Releasing from inverted to non-inverted is not allowed.
3. Release moves must start at waist level or below and must be caught at prep level or below.
4. Release moves that land in a non-upright position must have 3 catchers for a multi-based stunt and 2 catchers for a single based stunt.
5. Release moves are restricted to a single skill/trick and zero twists. Only skills performed during the release are counted. Therefore; hitting an immediate body position would not be counted as a skill.

Exception: Log/barrel rolls may twist up to one rotation and must land in a cradle, or flat and horizontal, body position. i.e. Flat back or prone.

Clarification: Single based log rolls must have two catchers. Multi-based log rolls must have 3 catchers.

6. Release moves must return to original bases.

Clarification: An individual may not land on the performing surface without assistance.

Exception: See L3 Dismount "C".

Exception: Dismounting single based stunts with multiple top persons.

7. Helicopters are not allowed.
8. Release moves may not intentionally travel.
9. Release moves may not pass over, under or through other stunts, pyramids or individuals.
10. Top persons in separate release moves may not come in contact with each other.

Exception: Dismounting single based stunts with multiple top persons.

J. Median Stunts-Inversions

1. No inverted stunts above shoulder level. The connection and support of the top person with the base(s) must be at shoulder level or below.

Exception: Multi base suspended rolls to a cradle, load in position, flat body prep level stunt or the performing surface are allowed. Multi base suspended rolls must be supported by two hands. Both hands of the top person must be connected to a separate hand of the base(s).

2. Inversions are limited to a ½ twisting rotation to extended level and 1 twisting rotation to prep level and below.

3. Exception: Multi base suspended forward roll may twist up to a full twisting rotation. (see #1. Exception above) Forward Suspended Roll exceeding ½ twist must land in cradle.

Exception: In a multi based suspended backward roll, the top person may not twist.

4. Downward inversions are only allowed at waist level and must be assisted by at least two bases/catchers positioned at the waist to shoulder region to protect the head and shoulder area. Top person must maintain contact with an original base.

Clarification 1: The stunt may not pass through prep level and then become inverted below prep level (the momentum of the top person coming down is the primary safety concern).

Clarification 2: Catchers must make contact with the waist to shoulder region to protect the head and shoulder area.

Clarification 3: Two leg "Pancake" stunts are not allowed in Level 3.

5. Downward inversions may not come in contact with each other.

- K. Bases may not support any weight of a top person while that base is in a backbend or inverted position.

Clarification: A person standing on the ground is not considered a top person.

MEDIAN PYRAMIDS

- A. Pyramids must follow Level 3 "Stunts" and "Dismounts" rules and are allowed up to 2 high.

- B. Top persons must receive primary support from a base.

Exception: See L3 Pyramid Release Moves.

- C. Extended single leg stunts may not brace or be braced by any other extended stunts.

- D. No stunt, pyramid, or individual may move over or under another separate stunt, pyramid or individual.

Clarification: A top person may not pass over or under the torso of another top person regardless if the stunt or pyramid is separate or not.

Example: shoulder sits walking under a prep.

Twisting stunts and transitions to extended skills are allowed up to 1 twist, if connected to at least one bracer at prep level or below and at least one base. The connection to the bracer must be hand/arm to hand/arm. The connection must be made prior to the initiation of the skill and must remain in contact throughout the skill. Hand/arm does not include shoulder.

- E. Median Pyramids – Release Moves

Any skill that is allowed within the Median Division Pyramid "Release Move" is also allowed if it remains connected to a base and 2 bracers. Anytime a top person is released by the bases during a pyramid transition and does not adhere to the following four rules, the top person must land in a cradle or dismount to the performing surface and must follow the L3 dismount rules.

1. During a pyramid transition, a top person may pass above 2 persons high while in direct physical contact with at least two persons at prep level or below. Contact must be maintained with the same bracers throughout entire transition.

Clarification 1: Twisting stunts and transitions are allowed up to 1 twist, if connected to at least two bracers at prep level or below with arm/arm connections. The connection must be made prior to the initiation of the skill and must remain in contact throughout the skill.

Clarification 2: Level 3 Pyramid Release Moves may incorporate stunt release moves that maintain contact with one other top person provided the Release move meet the criteria established under L3 Stunt Release Moves or L3 Dismounts.

2. Top person must remain in direct contact with at least two different top persons at prep level or below. One of these contacts must be hand/arm-to-hand/arm. The second contact may be either hand/arm-to-hand/arm or hand/arm-to-foot/lower-leg (below knee).

Clarification: Pyramid Release Moves must be braced on two separate sides (i.e. right side-left side, left side - back side, etc.) by two separate bracers. (Example: two bracers on the same arm will no longer be permitted) A top person must be braced on 2 of the 4 sides (front, back, right, left) of her/his body.

Clarification: Contact must be made with a base on the performing surface BEFORE contact with the bracer(s) is lost.

3. Primary weight may not be borne at the 2nd level.

Clarification: The transition must be continuous.

4. These release transitions may not involve changing bases.
5. These transitions must be caught by at least 2 catchers (minimum of one catcher and one spotter).
 - a. Both catchers must be stationary.
 - b. Both catchers must maintain visual contact with the top person throughout the entire transition.
6. Release moves may not be braced/connected to top persons above prep level.

F. Median Pyramids – Inversions

1. Must follow L3 Stunt Inversions rules.
2. A top person may pass through an inverted position, during a pyramid transition, if the top person remains in contact with a base(s) that is in direct weight bearing contact with the performing surface and a bracer at prep level or below. The top person must remain in contact with both the bracer and the base throughout the transition. The base that remains in contact with the top person may extend their arms during the transition, if the skill starts and ends in a position at prep level or below.

Example: A flat back split which rolls to a load in position would be legal even if the base extends their arms during the inversion skill.

Example: A flat back split which rolls to an extended position would be illegal because it did not first land in a position below extended level.

G. Median Pyramids - Release Moves with Braced Inversions

1. Pyramid transitions may not involve inversions while released from the bases.

MEDIAN DISMOUNTS

Note: Movements are only considered "Dismounts" if released to a cradle or released and assisted to the performing surface.

- A. Cradles from single based stunts must have a spotter with at least one hand-arm supporting the waist to shoulder region to protect the head and shoulder area through the cradle.

- B. Cradles from multi-based stunts must have two catchers and a spotter with at least one hand-arm supporting the waist to shoulder region to protect the head and shoulder area through the cradle.
- C. Dismounts must return to the original base(s).
Exception 1: Dismounts to the performing surface must be assisted by either an original base and/or spotter.
Exception 2: straight drops or small hop offs, with no additional skills, from waist level or below are the only dismounts allowed to the performing surface without assistance.
Clarification: An individual may not land on the performing surface from above waist level without assistance.
- D. Only straight pop downs, basic straight cradles and ¼ turns are allowed from any single leg stunt.
- E. Up to 1-¼ twists are allowed from any two leg stunts.
Clarification: Twisting out of a platform position is not allowed. Platform is not considered a two leg stunt. There are specific exceptions given for the platform body position at Level 4 Stunts Twisting Stunts and Transitions only.
- F. No stunt, pyramid, individual, or, prop may move over or under a dismount, and a dismount may not be thrown over, under, or through stunts, pyramids, individuals, or props.
- G. Up to 1 trick allowed during a dismount from any two leg stunt.
- H. Any dismount from prep level and above involving a skill/trick (i.e. twist, toe touch) must be caught in a cradle.
- I. No free flipping dismounts allowed.
- J. Dismounts may not intentionally travel.
- K. Top persons in dismounts may not come in contact with each other while released from the bases.
- L. Tension drops/rolls of any kind are not allowed.
- M. When cradling single based stunts with multiple top persons, 2 catchers must catch each top person. Catchers and bases must be stationary prior to the initiation of the dismount.
- N. Dismounts from an inverted position are not allowed.

MEDIAN TOSSES

- A. Tosses are allowed up to a total of 4 tossing bases. One base must be behind the top person during the toss and may assist the top person into the toss.
- B. Tosses must be performed with all bases having their feet on the performing surface and must land in a cradle position. Top person must be caught in a cradle position by at least 3 original bases one of which is positioned at the head and shoulder area of the top person. Bases must remain stationary during the toss.
Example: no intentional traveling tosses.
Exception: A ¼ turn is allowed by bases as in a 1 ¼ twist basket.
- C. The top person in a toss must have both feet in/on hands of bases when the toss is initiated.
- D. Flipping, inverted or traveling tosses are not allowed.
- E. No stunt, pyramid, individual, or, prop may move over or under a toss, and a toss may not be thrown over, under, or through stunts, pyramids, individuals, or props.
- F. Up to 1 trick allowed during a toss. Twisting tosses may not exceed 1-¼ twisting rotation.
Example 1: Legal: toe-touch, ball out, pretty girl
Example 2: Illegal: Switch kick, pretty girl-kick, double toe-touch

Clarification: The 'arch' does not count as a trick.

Exception: A Ball X toss is allowed at this level as an "EXCEPTION".

- G. During a twisting toss, no skill other than the twist is allowed.

Example: No kick fulls, ½ twist toe touches.

- H. Top persons in separate tosses may not come in contact with each other and must become free of all contact from bases, bracers and/or other top persons.
- I. Only a single top person is allowed during a toss.

3.5 Level 4 Division (Advanced)

ADVANCED GENERAL TUMBLING

- A. All tumbling must originate from and land on the performing surface.

Clarification: A tumbler may rebound from his/her feet into a stunt transition. If the rebound from the tumbling pass involves hip-over-head rotation, then the tumbler/top person must be caught and stopped in a non-inverted position before continuing into the hip-over-head transition or stunt.

Example: Round off handspring and then a bump or contact from a base or bracer straight into a back flip would break this rule for the Novice / L1 – Elite / L5 Divisions. A clear separation from the tumbling to the stunt is needed to make this legal. Catching the rebound and then dipping to create the throw for the rotation is legal. This would also be true if coming from just a standing back handspring without the round off.

- B. Tumbling over, under, or through a stunt, individual, or prop, is not allowed.

Clarification: An individual may jump over another individual.

- C. Tumbling while holding or in contact with any prop is not allowed.

- D. Dive rolls are allowed.

Exception: Dive rolls performed in a swan/arched position are not allowed.

Exception: Dive rolls that involve twisting are not allowed.

- E. Jumps are not considered a tumbling skill from a legalities point of view. Therefore, if a jump skill is included in a tumbling pass, the jump will break up the pass.

Example: If an athlete in Advanced / L4 performs a round off – toe touch – back handspring – whip - layout, this would not be allowed since consecutive a flip-flip combinations are not allowed within the Advanced / L4 Standing Tumbling regulations.

ADVANCED STANDING TUMBLING

- A. Standing flips and flips from a back handspring entry are allowed.

- B. Skills are allowed up to 1 flipping and 0 twisting rotations.

Exception: Aerial cartwheels and Onodis are allowed.

- C. Consecutive flip-flip combinations are not allowed.

Example: Back tuck-back tuck, back tuck-punch front are not allowed.

- D. Jump skills are not allowed in immediate combination with a standing flip.

Example: Toe touch back tucks, back tuck toe touches, pike jump front flips are not allowed.

Clarification 1: Jumps connected to $\frac{3}{4}$ front flips are not allowed.

Clarification 2: Toe touch back handspring back tucks are allowed because the flip skill is not connected immediately after the jump skill.

ADVANCED RUNNING TUMBLING

- A. Skills are allowed up to 1 flipping and 0 twisting rotations.

Exception: Aerial cartwheels and Onodis are allowed.

ADVANCED STUNTS

A. Spotters

1. A spotter is required for each top person above prep level.

B. Stunt Levels

1. Single leg extended stunts are allowed.

C. Twisting stunts and transitions to prep level are allowed up to 1 ½ twisting rotations by the top person in relation to the performing surface.

Clarification: A twist performed with an additional turn by the bases performed in the same skill set, is not allowed if the resulting cumulative rotation of the top person exceeds 1 ½ rotations. The safety judge will use the hips of the top person to determine the amount of total rotation a top person performs in a skill set. Once a stunt is hit (i.e. prep) and the athletes show a definite and clear stop with a stationary top person, they may continue to walk the stunt in additional rotation.

D. Twisting stunts and transitions to an extended position are allowed under the following conditions:

1. Extended skills up to ½ twists are allowed.

Example: A ½ up to extended single leg stunt is allowed.

Clarification: Any additional turn performed by the bases in the same skill set would not be allowed if the resulting cumulative rotation of the top person exceeds ½ rotation. The safety judge will use the hips of the top person to determine the amount of total rotation a top person performs in a skill set. Once a stunt is hit (i.e. prep) and the athletes show a definite and clear stop with a stationary top person, they may continue to walk the stunt in additional rotation.

2. Extended skills exceeding a ½ twist but not exceeding 1 twist must land in a two leg stunt, platform position or a liberty (body variations are not allowed).

Example: A full up (1 twist) to an immediate extended heel stretch is not allowed, but a full up (1 twist) to an extension is allowed.

Clarification 1: An extended platform position must be visibly momentarily stopped prior to moving to a single leg stunt other than a liberty.

Clarification: Any additional turn performed by the bases in the same skill set would not be allowed if the resulting cumulative rotation of the top person exceeds 1 rotation. The safety judge will use the hips of the top person to determine the amount of total rotation a top person performs in a skill set. Once a stunt is hit (i.e. prep) and the athletes show a definite and clear stop with a stationary top person, they may continue to walk the stunt in additional rotation.

E. During transitions, at least 1 base must remain in contact with the top person.

Exception: See "Release Moves".

F. Free flipping stunts and transitions are not allowed.

G. No stunt, pyramid, or individual may move over or under another separate stunt, pyramid or individual.

Clarification: This rule pertains to an athlete's torso (midsection of an athlete's body) not moving over or under the torso of another athlete; this does not pertain to an athlete's arms or legs.

Example: A shoulder sit walking under a prep is not allowed.

Exception 1: An individual may jump over another individual.

Exception 2: An individual may move under a stunt, or a stunt may move over an individual.

H. Single based split catches are not allowed.

I. Single based stunts with multiple top persons require a separate spotter for each top person. Extended single top persons may not connect to any other extended single leg top person.

J. Advanced Stunts – Release Moves

1. Release moves are allowed but must not exceed extended arm level.

Clarification: If the release move passes above the bases' extended arm level, it will be considered a toss and/or dismount, and must follow the appropriate "Toss" and/or "Dismount" rules. To determine the height of a release move, at the highest point of the release, the distance from the hips to the extended arms of the bases will be used to determine the height of the release. If that distance is greater than the length of the top person's legs, it will be considered a toss or dismount and must follow the appropriate "Toss" or "Dismount" rules.

2. Release moves may not land in an inverted position. When performing a release move from an inverted position to a non-inverted position, the bottom of the dip will be used to determine if the initial position was inverted.

Release moves from inverted to non-inverted positions may not twist.

Release moves from inverted to non-inverted positions landing at prep level or higher must have a spot.

3. Release skills that land in a non-upright position must have 3 catchers for a multi-based stunt and 2 catchers for a single based stunt.

4. Release moves must return to original bases.

Clarification: An individual may not land on the performing surface without assistance.

Exception: See Dismount "C".

Exception: Dismounting single based stunts with multiple top persons.

5. Release moves that land in extended position must originate from waist level or below and may not involve twisting or flipping.
6. Release moves initiating from an extended level may not twist.
7. Helicopters are allowed up to a 180 degree rotation and 0 twisting and must be caught by at least 3 catchers, one of which is positioned at head and shoulder area of the top.
8. Release moves may not intentionally travel.
9. Release moves may not pass over, under or through other stunts, pyramids or individuals.
10. Top persons in separate release moves may not come in contact with each other.
Exception: Dismounting single based stunts with multiple top persons.

K. Advanced Stunts – Inversions

1. Extended inverted stunts allowed. Also, see "Stunts" and "Pyramids."
2. Downward inversions are allowed at prep level and must be assisted by at least 3 catchers, at least 2 of which are positioned to protect the head and shoulder area.

Exception: A controlled lowering of an extended inverted stunt (example: handstand) to shoulder level is allowed.

Clarification 1: The stunt may not pass above prep level and then become inverted at prep level or below. (The momentum of the top person coming down is the primary safety concern.)

Clarification 2: Catchers must make contact with the waist to shoulder region to protect the head and shoulder area of the top person.

Clarification 3: Downward inversions originating from below prep level do not require three (3) bases.

Exception: Two leg “Pancake” stunts must start at shoulder level or below and are allowed to immediately pass through the extended position during the skill.

Clarification: Two Leg Pancakes cannot stop or land in an inverted position.

3. Downward inversions must maintain contact with an original base.

Exception: Side rotating downward inversions.

Example: In cartwheel-style transitions, the original base may lose contact with the top person when it becomes necessary to do so.

4. Downward inversions may not come in contact with each other.

- L. Bases may not support any weight of a top person while that base is in a backbend or inverted position.

Clarification: A person standing on the ground is not considered a top person.

ADVANCED PYRAMIDS

- A. Pyramids must follow Advanced Division “Stunts” and “Dismounts” rules and are allowed up to 2 high.

Exception: Twisting stunts and transitions to extended skills are allowed up to 1 ½ twist, if connected to a bracer at prep level or below. The connection must be made prior to the initiation of the skill and must remain in contact throughout the transition.

- B. Top persons must receive primary support from a base.

Exception: See Advanced Division Pyramid Release Moves.

- C. Extended single leg stunts (1 leg) may not brace or be braced by any other single leg (1 leg) extended stunts.

- D. No stunt or pyramid may move over or under another separate stunt or pyramid.

Clarification: A top person may not invert over or under the torso (midsection of an athlete’s body) of another top person regardless if the stunt or pyramid is separate or not.

Example: A shoulder sit walking under a prep is not allowed.

Exception 1: An individual may jump over another individual.

Exception 2: An individual may move under a stunt, or a stunt may move over an individual.

- E. Any skill legal as an Advanced Division Pyramid Release Move is also allowed if it remains connected to a base and a bracer (or 2 bracers when required).

Example: An extended pancake would be required to remain connected to 2 bracers.

- F. Advanced Pyramids – Release Moves

1. During a pyramid transition, a top person may pass above 2 persons high while in direct physical contact with at least 1 person at prep level or below. Contact must be maintained with the same bracer(s) throughout the entire transition.

Clarification 1: Contact must be made with a base on the performing surface BEFORE contact with the bracer(s) is lost.

Exception: While a tic-tock from prep level or higher to an extended position (e.g. low to high and high to high) is not allowed for Advanced Division stunts, the same skill is allowed in Advanced Pyramid Release Moves if the skill is braced by at least 1 person at prep level or below. The top person performing the tic-tock must be braced the entire time during the release from the bases.

Clarification 2: Advanced Division Pyramid Release Moves may incorporate stunt release moves

that maintain contact with 1 other top person provided the release move meets the Advanced Division Stunt Release Moves or Dismounts criteria.

Clarification 3: Twisting stunts and transitions are allowed up to 1 ½ twists, if connected to at least 1 bracer at prep level or below.

2. In a pyramid transition, a top person may travel over another top person while connected to that top person at prep level or below.
3. Primary weight may not be borne at the second level.
Clarification: The transition must be continuous.
4. Non-inverted transitional pyramids may involve changing bases under the following conditions:
 - a. The top person must maintain physical contact with a person at prep level or below.
Clarification: Contact must be made with a base on the performing surface BEFORE contact with the bracer(s) is lost.
 - b. The top person must be caught by at least 2 catchers (minimum of 1 catcher and 1 spotter). Both catchers must be stationary and may not be involved with any other skill or choreography when the transition is initiated. (The dip to throw the top person is considered the initiation of the skill.)
5. Non-inverted pyramid release moves must be caught by at least 2 catchers (minimum of 1 catcher and 1 spotter).
 - a. Both catchers must be stationary.
 - b. Both catchers must maintain visual contact with the top person throughout the entire transition.
6. Release moves may not be braced/connected to top persons above prep level.

G. Advanced Pyramids – Inversions

1. Must follow Advanced Division Stunt Inversions rules.

H. Advanced Pyramids - Release Moves with Braced Inversions

1. Pyramid transitions may involve braced inversions (including braced flips) while released from the bases if contact is maintained with at least 2 persons at prep level or below. Contact must be maintained with the same bracer(s) throughout entire transition.
Clarification 1: Contact must be made with a base on the performing surface BEFORE contact with the bracers is lost.
Clarification 2: Braced flips must be braced on two separate sides (i.e. right side - left side, left side - back side, etc.) by 2 separate bracers. (Example: two bracers on the same arm will no longer be permitted). A top person must be braced on 2 of the 4 sides (front, back, right, left) of their body.
2. Braced inversions (including braced flips) are allowed up to 1 ¼ flipping rotations and 0 twisting rotations.
3. Braced inversions (including braced flips) may not involve changing bases.
4. Braced inversions (including braced flips) must be in continuous movement.
 - a. All braced inversions (including braced flips) must be caught by at least 3 catchers. Exception: Braced flips that land in an upright position at prep level or above must have a minimum of 1 catcher and 2 spotters.
 - b. All required catchers/spotters must be stationary.

- c. All required catchers/spotters must maintain visual contact with the top person throughout the entire transition.
- d. The required catchers/spotters may not be involved with any other skill or choreography when the transition is initiated. (The dip to throw the top person is considered the initiation of the skill.)
- 5. Braced inversions (including braced flips) may not travel downward while inverted.
- 6. Braced inversions (including braced flips) may not come in contact with other stunt/pyramid release moves.
- 7. Braced inversions (including braced flips) may not be braced/connected to top persons above prep level.

ADVANCED DISMOUNTS

Note: Movements are only considered "Dismounts" if released to a cradle or released and assisted to the performing surface.

- A. Cradles from single based stunts must have a spotter with at least 1 hand-arm supporting the waist to shoulder region to protect the head and shoulder area through the cradle.
- B. Cradles from multi-based stunts must have 2 catchers and a spotter with at least 1 hand-arm supporting the waist to shoulder region to protect the head and shoulder area through the cradle.
- C. Dismounts must return to the original base(s).
 Exemption 1: Dismounts to the performing surface must be assisted either by an original base and/or spotter.
 Exception 2: straight drops or small hop offs, with no additional skill(s), from waist level or below are the only dismounts allowed to the performing surface without assistance.
Clarification: An individual may not land on the performing surface from above waist level without assistance.
- D. Up to a 2 ¼ twisting rotations are allowed from all two leg (2 leg) stunts.
Clarification: Twisting from a platform position may not exceed 1 ¼ rotation. Platform is not considered a two leg (2 leg) stunt. There are specific exceptions given for the platform body position within the Advanced Division Stunts regarding Twisting Stunts and Transitions specifically.
- E. Up to a 1 ¼ twisting rotation allowed from all single leg (1 leg) stunts.
Clarification: A Platform is not considered a two leg (2 leg) stunt. There are specific exceptions given for the platform body position within the Advanced Division Stunts regarding Twisting Stunts and Transitions specifically.
- F. No stunt, pyramid, individual, or prop may move over or under a dismount, and a dismount may not be thrown over, under, or through stunts, pyramids, individuals, or prop.
- G. During a cradle that exceeds 1 ¼ twists, no skill other than the twist is allowed.
- H. No free flipping dismounts allowed.
- I. Dismounts may not intentionally travel.
- J. Top persons in dismounts may not come in contact with each other while released from the bases.
- K. Tension drops/rolls of any kind are not allowed.
- L. When cradling single based stunts with multiple top persons, 2 catchers must catch each top person. Catchers and bases must be stationary prior to the initiation of the dismount.
- M. Dismounts from an inverted position may not twist.

ADVANCED TOSSES

- A. Tosses are allowed up to a total of 4 tossing bases. One (1) base must be behind the top person during the toss and may assist the top person into the toss.
- B. Tosses must be performed with all bases having their feet on the performing surface and must land in a cradle position. Top person must be caught in a cradle position by at least 3 original bases one of which is positioned at the head and shoulder area of the top person. Bases must remain stationary during the toss.

Example: No intentional traveling tosses.

Exception: A $\frac{1}{2}$ turn is allowed by bases as in a kick full basket.

- C. The top person in a toss must have both feet in/on hands of bases when the toss is initiated.
- D. Flipping, inverted or traveling tosses are not allowed.
- E. No stunt, pyramid, individual, or prop may move over or under a toss, and a toss may not be thrown over, under, or through stunts, pyramids, individuals, or props.
- F. Up to 2 tricks are allowed during a toss.

Example: Kick full, full up toe touch.

- G. During a toss that exceeds $1\frac{1}{2}$ twisting rotations, no skill other than the twist is allowed.

Example: No kick double tosses.

- H. Tosses may not exceed $2\frac{1}{4}$ twisting rotations.
- I. Top persons in separate tosses may not come in contact with each other and must become free of all contact from bases, bracers and/or other top persons.
- J. Only a single top person is allowed during a toss.

3.6 Level 5 Division (Elite)

ELITE GENERAL TUMBLING

- A. All tumbling must originate from and land on the performing surface.

Clarification: A tumbler may rebound from his/her feet into a stunt transition. If the rebound from the tumbling pass involves hip-over-head rotation, then the tumbler/top person must be caught and stopped in a non-inverted position before continuing into the hip-over-head transition or stunt.

Example: Round off handspring and then a bump or contact from a base or bracer straight into a back flip would break this rule for Novice/L1 - Elite/L5 Divisions. A clear separation from the tumbling to the stunt is needed to make this legal. Catching the rebound and then dipping to create the throw for the rotation is legal. This would also be true if coming from just a standing back handspring without the round off.

- B. Tumbling over, under, or through a stunt, individual, or prop, is not allowed.

Clarification: An individual may jump over another individual.

- C. Tumbling while holding or in contact with any prop is not allowed.
D. Dive rolls are allowed.

Exception: Dive rolls that involve twisting are not allowed.

- E. Jumps are not considered a tumbling skill from a legalities point of view. Therefore, if a jump skill is included in a tumbling pass, the jump will break up the pass.

ELITE STANDING TUMBLING

- A. Skills are allowed up to 1 flipping and 1 twisting rotations.

ELITE RUNNING TUMBLING

- A. Skills are allowed up to 1 flipping and 1 twisting rotations.

ELITE STUNTS

- A. A spotter is required for each top above prep level.
B. Single leg extended stunts are allowed.
C. Twisting mounts and twisting transitions are allowed up to 2 ¼ twisting rotations by the top person in relation to the performing surface.

Clarification: A twist performed with an additional turn by the bases performed in the same skill set, would be illegal if the resulting cumulative rotation of the top person exceeds 2 ¼ rotations. The safety judge will use the hips of the top person to determine the amount of total rotation a top person performs in a skill set. Once a stunt is hit (i.e. prep) and the athletes show a definite and clear stop with a stationary top person, they may continue to walk the stunt in additional rotation.

- D. Free flipping mounts and transitions are not allowed.
E. Single based split catches are not allowed.
F. Single based stunts with multiple top persons require a separate spotter for each top person.

G. Elite Stunts - Release Moves

1. Release moves are allowed but must not exceed more than 18 inches (46 centimeters) above extended arm level.

Example: Tic-tocks are allowed.

Clarification: If the release move exceeds more than 18 inches (46 centimeters) above the bases' extended arm level, it will be considered a toss, and must follow the appropriate "Toss" rules. To determine the height of a release move, at the highest point of the release, the distance from the hips to the extended arms of the bases will be used to determine the height of the release. If that distance is greater than the length of the top person's legs plus an additional 18 inches (46 centimeters), it will be considered a toss or dismount and must follow the appropriate "Toss" or "Dismount" rules.

2. Release moves may not land in an inverted position. When performing a release move from an inverted position to a non-inverted position, the bottom of the dip will be used to determine if the initial position was inverted. Release moves from inverted to non-inverted positions may not twist.

Exception: Front handspring up to extended stunt may include up to ½ twist.

Release moves from inverted to non-inverted positions landing at prep level or higher must have a spot.

3. Release skills that land in a non-upright position must have 3 catches for a multi-based stunt and 2 catchers for a single based stunt.
4. Release moves must return to original bases.

Clarification: An individual may not land on the performing surface without assistance.

Exception 1: See Dismount "C".

Exception 2: Dismounting single based stunts with multiple top persons.

5. Helicopters are allowed up to a 180 degree rotation and must be caught by at least 3 catchers, one (1) of which is positioned at head and shoulder area of the top person.
6. Release moves may not intentionally travel.
7. Release moves may not pass over, under or through other stunts, pyramids, or individuals.
8. Top persons in separate release moves may not come in contact with each other.

Exception: Dismounting single based stunts with multiple top persons.

H. Elite Stunts – Inversions

1. Extended inverted stunts allowed. Also, see "Stunts" and "Pyramids."
2. Downward inversions are allowed from prep level and above and must be assisted by at least 3 catchers, at least 2 of which are positioned to protect the head and shoulder area. Contact must be initiated at the shoulder level (or above) of the bases.

Clarification 1: Catchers must make contact with the waist to shoulder region to protect the head and shoulder area.

Clarification 2: Downward inversions originating from prep level or below do not require 3 catchers. If the stunt begins at prep level or below and passes above prep level it requires 3 catchers. (The momentum of the top person coming down is the primary safety concern.)

Exception: A controlled lowering of an extended inverted stunt (example: handstand) to shoulder level is allowed.

3. Downward inversions must maintain contact with an original base.

Exception: The original base may lose contact with the top person when it becomes necessary to do so.

Example: cartwheel-style transition dismounts.

4. Downward inversions from above prep level:
 - a. May not stop in an inverted position.

Example: a cartwheel roll off would be legal because the top person is landing on their feet.

Exception: A controlled lowering of an extended inverted stunt (example: needle or handstand) to shoulder level is allowed.

- b. May not land on or touch the ground while inverted.

Clarification: Prone or supine landings from an extended stunt must visibly stop in a non-inverted position and be held before any inversion to the ground.

5. Downward inversions may not come in contact with each other.

- I. Bases may not support any weight of a top person while that base is in a backbend or inverted position.

Clarification: A person standing on the ground is not considered a top person.

ELITE PYRAMIDS

- A. Pyramids must follow Elite "Stunts" and "Dismounts" rules and are allowed up to 2 high.
- B. Top persons must receive primary support from a base.

Exception: See Elite Division "Pyramids Release Moves".

C. Elite Pyramids - Release Moves

1. During a pyramid transition, a top person may pass above 2 persons high while in direct physical contact with at least 1 person at prep level or below. Contact must be maintained with the same bracer throughout the entire transition.

Clarification: Contact must be made with a base on the performing surface BEFORE contact with the bracer(s) is lost.

2. Primary weight may not be borne at second level.

Clarification: The transition must be continuous.

3. Non-inverted pyramid release moves must be caught by at least 2 catchers (minimum of 1 catcher and 1 spotter):
 - a. Both catchers must be stationary.
 - b. Both catchers must maintain visual contact with the top person throughout the entire transition.

4. Non-inverted transitional pyramids may involve changing bases. When changing bases:

- a. The top person must maintain physical contact with a person at prep level or below.

Clarification: Contact must be made with a base on the performing surface BEFORE contact with the bracer(s) is lost.

- b. The top person must be caught by at least 2 catchers (minimum of 1 catcher and 1 spotter). Both catchers must be stationary and may not be involved with any other skill or choreography when the transition is initiated (the dip to throw the top person is considered the initiation of the skill).
5. Release moves may not be braced/connected to top persons above prep level.

D. Elite Pyramids - Inversions

1. Must follow Elite Stunt Inversions rules.

E. Elite Pyramids - Release Moves w/ Braced Inversions

1. Pyramid transitions may involve braced inversions (including braced flips) while released from the bases if contact is maintained with at least 1 person at prep level or below. Contact must be maintained with the same bracer throughout the entire transition.

Clarification: Contact must be made with a base on the performing surface BEFORE contact with the bracer(s) is lost.

2. Braced inversions (including braced flips) are allowed up to 1 $\frac{1}{4}$ flipping rotations and $\frac{1}{2}$ twisting rotations.
3. Braced inversions (including braced flips) that exceed $\frac{1}{2}$ twisting rotations are only allowed up to a $\frac{3}{4}$ flipping rotation provided release is initiated from an upright, non-inverted position, doesn't transition past a horizontal position (i.e. cradle, flatback, prone) and doesn't exceed one twisting rotation.

Clarification: ALLOWED – An athlete tossed from an upright, non-inverted position (i.e. basket toss or sponge) performing a full twist and a backward $\frac{3}{4}$ rotation to a prone position while in contact with 1 bracer.

4. Inverted transitional pyramids may involve changing bases.
5. Braced inversions (including braced flips) must be in continuous movement.
6. All braced inversions (including braced flips) that do not twist must be caught by at least 3 catchers.

Exception: Brace flips that land in an upright position at prep level or above require a minimum of 1 catcher and 2 spotters.

- a. The 3 catchers/spotters must be stationary.
 - b. The 3 catchers/spotters must maintain visual contact with the top person throughout the entire transition.
 - c. The 3 catchers/spotters may not be involved with any other skill or choreography when the transition is initiated (the dip to throw the top person is considered the initiation of the skill).
7. All braced inversions (including braced flips) that twist (including $\frac{1}{4}$ or more) must be caught by at least 3 catchers. All 3 catchers must make contact during the catch.
 - a. The catchers must be stationary.
 - b. The catchers must maintain visual contact with the top person throughout the entire transition.
 - c. The catchers may not be involved with any other skill or choreography when the transition is initiated (the dip to throw the top person is considered the initiation of the skill).
 8. Braced inversions (including braced flips) may not travel downward while inverted.
 9. Braced flips may not come in contact with other stunt/pyramid release moves.
 10. Braced inversions (including braced flips) may not be braced/connected to top persons above prep level.

ELITE DISMOUNTS

Note: Movements are only considered "Dismounts" if released to a cradle or released and assisted to the performing surface.

- A. Cradles from single based stunts must have a separate spotter with at least 1 hand/arm supporting the waist to shoulder region to protect the head and shoulder area through the cradle.
- B. Cradles from multi-based stunts must have 2 catchers and a separate spotter with at least 1 hand/arm supporting the waist to shoulder region to protect the head and shoulder area through the cradle.
- C. Dismounts to the performing surface must be assisted by an original base or spotter.

Exception: straight drops or small hop offs, with no additional skills, from waist level or below are the only dismounts allowed to the performing surface without assistance.

Clarification: An individual may not land on the performing surface from above waist level without assistance.

- D. Up to a 2 ¼ twisting rotations are allowed from all stunts.
- E. No stunt, pyramid, individual, or, prop may move over or under a dismount, and a dismount may not be thrown over, under, or through stunts, pyramids, individuals, or prop.
- F. No free flipping dismounts allowed.
- G. Dismounts must return to original base(s).
- H. Dismounts may not intentionally travel.
- I. Top persons in dismounts may not come in contact with each other while released from the bases.
- J. Tension drops/rolls of any kind are not allowed.
- K. When cradling single based stunts with multiple top persons, 2 catchers must catch each top person. Catchers and bases must be stationary prior to the initiation of dismount.
- L. Dismounts from an inverted position may not twist.

ELITE TOSSES

- A. Tosses are allowed up to a total of 4 tossing bases. One (1) base must be behind the top person during the toss and may assist the top person into the toss.
- B. Tosses must be performed with all bases having their feet on the performing surface and must land in a cradle position. Top person must be caught in a cradle position by at least 3 original bases one of which is positioned at the head and shoulder area of the top person. Bases must remain stationary during the toss.

Example: no intentional traveling tosses.

Exception: A ½ turn is allowed by bases as in a kick full basket.

- C. The top person in a toss must have both feet in/on the hands of bases when the toss is initiated.
- D. Flipping, inverted or traveling tosses are not allowed.
- E. No stunt, pyramid, individual, or prop may move over or under a toss, and a toss may not be thrown over, under, or through stunts, pyramids, individuals, or props.
- F. Up to 2 ½ twisting rotations allowed.
- G. Top persons in separate basket tosses may not come in contact with each other and must become free of all contact from bases, bracers and/or other top persons.
- H. Only a single top person is allowed during a basket toss.

3.7 Level 6 Division (Premier)

PREMIER GENERAL TUMBLING

- A. All tumbling must originate from and land on the performing surface.

Exception 1: A tumbler may rebound from his/her feet into a stunt transition. If the rebound from the tumbling pass involves hip-over-head rotation, then the tumbler/top person must be caught and stopped in a non-inverted position before continuing into the hip-over-head transition or stunt.

Exception 2: Round off rewinds and standing single back handspring rewinds are allowed. No tumbling skills prior to the round-off or standing back handspring are permitted.

- B. Tumbling over, under, or through a stunt, individual, or prop, is not allowed.

Clarification: An individual may jump over another individual.

- C. Tumbling while holding or in contact with any prop is not allowed.
D. Dive rolls are allowed.

Exception: Dive rolls that involve twisting are not allowed.

PREMIER STANDING / RUNNING TUMBLING

- A. Skills are allowed up to 1 flipping and 1 twisting rotations.

PREMIER STUNTS

- A. A spotter is required:

1. During one-arm (1 arm) stunts above prep level other than cupies or liberties.

Clarification: A one-arm heel stretch, arabesque, high torch, scorpions, bow and arrow, etc. require a spotter.

2. When the load/transition involves a release move with a twist greater than 360 degrees or a release move with an inversion.
3. During stunts in which the top person is in an inverted position above prep level.
4. When the top person is released from above ground level to a one-arm (1 arm) stunt.

- B. Stunt Levels:

1. Single leg (1 leg) extended stunts are allowed.

- C. Twisting stunts and transitions are allowed up to 2 ¼ twisting rotations by the top person in relation to the performing surface.

Clarification: A twist performed with an additional turn by the bases performed in the same skill set, would be illegal if the resulting cumulative rotation of the top person exceeds 2 ¼ rotations. The safety judge will use the hips of the top person to determine the amount of total rotation a top person performs in a skill set. Once a stunt is hit (i.e. prep) and the athletes show a definite and clear stop with a stationary top person, they may continue to walk the stunt in additional rotation.

- D. Rewinds (free flipping) and assisted flipping stunts and transitions are allowed. Rewinds must originate from ground level only and are allowed up to 1 flipping and 1 ¼ twisting rotations.

Exception 1: Rewinds to a cradle position are allowed 1 ¼ flips. All rewinds caught below shoulder level must use 2 catchers (*Example: a rewind that lands in a cradle position*).

Exception 2: Round off rewinds and standing single back handspring rewinds are allowed. No tumbling skills prior to the round-off or standing back handspring are permitted.

Clarification: Free flipping stunts and transitions that do not start on the performing surface are not allowed.

Clarification: Toe pitch, leg pitch and similar types of tosses are not allowed in initiating free flipping skills.

- E. Single based split catches are not allowed.
- F. Single based stunts with multiple top persons require a separate spotter for each top person

G. Premier Stunts - Release Moves

1. Release moves are allowed but must not exceed more than 18 inches (46 centimeters) above extended arm level.

Clarification: If the release move exceeds more than 18 inches (46 centimeters) above the bases' extended arm level, it will be considered a toss or dismount, and must follow the appropriate "Toss" or "Dismount" rules.

2. Release moves may not land in an inverted position.
3. Release moves must return to original bases.

Exception 1: Coed style tosses to a new base are allowed if the stunt is thrown by a single base and caught by at least one base and an additional spotter who are not involved in any other skill or choreography when the transitions is initiated.

Exception 2: Toss single based stunts with multiple top persons are allowed without returning to original base(s).

Clarification: An individual may not land on the performing surface without assistance from above waist level.

4. Helicopters are allowed up to a 180 degree rotation and must be caught by at least 3 catchers, one (1) of which is positioned at head and shoulder area of the top person.
5. Release moves may not intentionally travel. See exception in #3 above.
6. Release moves may not pass over, under or through other stunts, pyramids or individuals.
7. Top persons in separate release moves may not come in contact with each other.

Exception: Single based stunts with multiple top persons.

H. Premier Stunts - Inversions

1. Downward inversions from above prep level must be assisted by at least 2 catchers. Top person must maintain contact with a base.

PREMIER PYRAMIDS

- A. Pyramids are allowed up to 2 ½ high.
- B. For 2 ½ high pyramids, there must be at least 2 spotters, one providing additional pyramid support, and both designated for each person who is above two persons high and whose primary support does not have at least one foot on the ground. Both spotters must be in position as the top person is loading onto the pyramid. One spotter must be behind the top person and the other must be in front of the top person or at the side of the pyramid in a position to get to the top person if they were to dismount forward. Once the pyramid shows adequate stability and just prior to the dismount, this spotter can move back to catch the cradle. As pyramid design varies greatly, we recommend a review of any new pyramids where the spotting position may be in question.

Clarification 1: For all tower pyramids, there must be a spotter who is not in contact with the pyramid in place behind the top person and one bracer to assist the thigh stand middle layer.

- C. Free-flying mounts originating from ground level may not originate in a handstand position and are allowed up to 1 flipping ($\frac{3}{4}$ maximum free flip between release and catch) and 1 twisting rotation, or 0 flipping and 2 twisting rotations. Free-flying mounts originating from above ground level are permitted and are allowed up to 1 flipping ($\frac{3}{4}$ maximum free flip between release and catch) and 0 twisting rotation, or up to 0 flipping and 2 twisting rotations.

Clarification: Free-flying mounts may not significantly exceed the height of the intended skill and may not pass over, under or through other stunts, pyramids or individuals.

D. Premier Pyramids – Release Moves

1. During a pyramid transition, a top person may pass above 2 $\frac{1}{2}$ high under the following conditions:
 - a. Anytime a pyramid release move is released from a second layer base and is caught by a second layer base, the second layer base that is catching the top person must also be the second layer base that originally released that top person (i.e. tower pyramid tic-tocks).
 - b. Free release moves from 2 $\frac{1}{2}$ high pyramids may not land in a prone or inverted position.

E. Premier Pyramids - Inversions

1. Inverted skills are allowed up to 2 $\frac{1}{2}$ persons high.
2. Downward inversions from above prep level must be assisted by at least 2 bases. Top person must maintain contact with a base or another top person.

F. Premier Pyramids – Release Moves w/ Braced Inversions

1. Braced flips are allowed up to 1 $\frac{1}{4}$ flipping and 1 twisting rotation.
2. Braced flips are allowed if direct physical contact is maintained with at least 1 top person at prep level or below and must be caught by at least 2 catchers.

Exception: Braced inversion to 2 $\frac{1}{2}$ high pyramids may be caught by 1 person.

3. All braced inversions (including braced flips) that land in an upright position at prep level or above require at least 1 base and 1 additional spotter under the following conditions:
 - a. The base/spotter must be stationary.
 - b. The base/spotter must maintain visual contact with the top person throughout the entire transition.
 - c. The base/spotter may not be involved with any other skill or choreography when the transition is initiated.

(The dip to throw the top person is considered the initiation of the skill.)

G. Free released moves from 2 $\frac{1}{2}$ high pyramids

1. May not land in a prone or inverted position.
2. Are allowed up to 0 flipping and 1 twisting rotation.

H. One arm extended Paper Dolls require a spotter for each top person.

PREMIER DISMOUNTS

Note: Movements are only considered “Dismounts” if released to a cradle or released and assisted to the performing surface.

- A. Single based cradles that exceed $1\frac{1}{4}$ twisting rotations must have a spotter assisting the cradle with at least 1 hand/arm supporting the head and shoulder of the top person.
- B. Dismounts to the performing surface must be assisted by an original base or spotter.

Exception: straight drops or small hop offs, with no additional skills, from waist level or below are the only dismounts allowed to the performing surface that do not require assistance.

Clarification: An individual may not land on the performing surface from above waist level without assistance.

- C. Up to a $2\frac{1}{4}$ twist cradle is allowed from all stunts and pyramids up to 2 persons high and requires at least 2 catchers. Cradles from $2\frac{1}{2}$ high pyramids are allowed up to $1\frac{1}{2}$ twist and require 2 catchers, 1 of which must be stationary at the initiation of the cradle.

Exception: 2-1-1 tower pyramids may perform 2 twists from a forward facing stunt only (*example: extension, liberty, heel stretch*).

- D. Free released dismounts from $2\frac{1}{2}$ high pyramids may not land in a prone or inverted position.
- E. Free flipping dismounts to a cradle:

1. Are allowed up to $1\frac{1}{4}$ flipping and $\frac{1}{2}$ twisting rotations (Arabians).
2. Require at least 2 catchers, one of which is an original base.
3. May not intentionally travel.
4. Must originate from prep level or below (may not originate from $2\frac{1}{2}$ high pyramid).

Exception: $\frac{3}{4}$ front flip to cradle may occur from a $2\frac{1}{2}$ high pyramid and requires 2 catchers, 1 on each side of the top person and 1 of which must be stationary when the cradle is initiated, $\frac{3}{4}$ front flip to cradle from $2\frac{1}{2}$ high may not twist.

- F. Free flipping dismounts to the performing surface are only allowed in front flipping rotation:

Clarification: back flipping dismounts must go to cradle.

1. Allowed up to 1 front flipping and 0 twisting rotations.
2. Must return to an original base.
3. Must have a spotter.
4. May not intentionally travel.
5. Must originate from prep level or below (may not originate from $2\frac{1}{2}$ high pyramid).

- G. Tension drops/rolls of any kind are not allowed.
- H. When cradling single based stunts with multiple top persons, 2 catchers must catch each top person. Catchers and bases must be stationary prior to the initiation of the dismount.
- I. Cradles from 1 arm stunt that involve a twist must have a spotter assisting the cradle with at least 1 hand-arm supporting the head and shoulder of the top person.
- J. Dismounts may not pass over, under or through other stunts, pyramids or individuals.
- K. Dismounts must return to original base(s).

Exception: Single based stunts with multiple top persons do not need to return to original base(s).

- L. Dismounts may not intentionally travel.
- M. Top persons in dismounts may not come in contact with each other while released from the bases.

PREMIER TOSSES

- A. Tosses are allowed up to a total of 4 tossing bases. One base must be behind the top person during the toss and may assist the top person into the toss.

Exception 1: Fly away tosses that would go over the back person.

Exception 2: Arabians in which the 3rd person would need to start in front to be in a position to catch the cradle.

- B. Tosses must be performed from ground level and must land in a cradle position. Top person must be caught in a cradle position by at least 3 bases, one of which is positioned at the head and shoulder area of the top person. Tosses may not be directed so that the bases must move to catch the top person.
- C. The top person in a toss must have both feet in/on hands of bases when the toss is initiated.
- D. Flipping tosses are allowed up to 1 ¼ flipping rotation and 2 additional skills. A tuck, pike or lay out are not counted in the 2 additional skills. A pike open double full is legal. A tuck X-out double full illegal because the X-out is considered a skill.

Legal (Two Skills)

Tuck flip, X-Out, Full Twist

Double Full-Twisting Layout

Kick, Full-Twisting Layout

Pike, Open, Double Full-Twist

Arabian Front, Full-Twist

Illegal (Three Skills)

Tuck flip, X-Out, Double Full Twist

Kick, Double Full-Full Twisting Layout

Kick, Full-Twisting Layout, Kick

Pike, Split, Double Full-Twist

Full-Twisting Layout, Split, Full-Twist

NOTE: An Arabian Front followed by a 1-½ twist is considered to be a legal skill.

- E. No stunt, pyramid, individual, or, prop may move over or under a toss, and a toss may not be thrown over, under, or through stunts, pyramids, individuals, or props.
- F. Non-flipping tosses may not exceed 3 ½ twists.
- G. Top persons tossed to another set of bases must be caught in a cradle position by at least 3 stationary catchers. Catchers may not be involved in any other choreography and must have visual contact with top person when the toss is initiated and must maintain visual contact throughout the entire toss. The toss is allowed up to 0 flipping and 1 ½ twisting rotations or ¾ front flips with 0 twists. The bases involved in the toss must be stationary while tossing.
- H. Top persons in separate basket tosses may not come in contact with each other and must become free of all contact from bases, bracers and/or other top persons.
- I. Only a single top person is allowed during a basket toss.

4 Score Sheets - Cheerleading

These are the scoresheets for the season 2023/24. For the levels 0-4 There will be a change in the distribution of the points concerning tumbling. In order to improve the focus on progression in tumbling, there will be awarded more points for tumbling in the routines of the Beginner through Advance levels.

The scoresheets now all have a total of 100 Points. In Level 0 and 1 there will be 15 Points each for flow and overall.

The scoresheets will be as follows:

4.1 Distribution of points in team divisions levels 0-1:

Judging Criteria	Description	Points
Cheer Criteria	Crowd leading ability/ability to lead the crowd for teams Nation, use of signs, poms, or megaphone, practical use of Stunts/pyramids to lead the crowd, execution (native language encouraged)	10
Partner Stunts	Execution of skills, Difficulty (Level of skill, Number of bases, Number of Stunt Groups), Synchronization, Variety	25
Pyramids	Difficulty, Transitions Moving into or Dismounting out of Skills, Execution, Timing, Creativity	15
Tumbling	Standing group tumbling, Execution of skills (includes jumps if applicable*), Difficulty, Proper Technique, Synchronization	10
	Running group tumbling, Execution of skills, Difficulty, Proper Technique, Synchronization	10
Flow of the Routine / Transitions	Execution of routine components: flow, pace, timing of skills, transitions	15
Overall Presentation, Crowd Appeal, Dance*	Overall presentation, showmanship, dance*, crowd effect	15
TOTAL		100

*jumps and dance are only applicable in All Girl divisions

4.2 Distribution of points in team divisions levels 2-3:

Judging Criteria	Description	Points
Cheer Criteria	Crowd leading ability/ability to lead the crowd for teams Nation, use of signs, poms, or megaphone, practical use of Stunts/pyramids to lead the crowd, execution (native language encouraged)	10
Partner Stunts	Execution of skills, Difficulty (Level of skill, Number of bases, Number of Stunt Groups), Synchronization, Variety	25
Pyramids	Difficulty, Transitions Moving into or Dismounting out of Skills, Execution, Timing, Creativity	15
Basket Tosses	Execution of skills, Height, Synchronization (When Applicable), Difficulty, Variety	10
Tumbling	Standing group tumbling, Execution of skills (includes jumps if applicable*), Difficulty, Proper Technique, Synchronization	10
	Running group tumbling, Execution of skills, Difficulty, Proper Technique, Synchronization	10
Flow of the Routine / Transitions	Execution of routine components: flow, pace, timing of skills, transitions	10
Overall Presentation, Crowd Appeal, Dance*	Overall presentation, showmanship, dance*, crowd effect	10
TOTAL		100

*jumps and dance are only applicable in All Girl divisions

4.3 Distribution of points in team divisions level 4:

Judging Criteria	Description	Points
Cheer Criteria	Crowd leading ability/ability to lead the crowd for teams Nation, use of signs, poms, or megaphone, practical use of Stunts/pyramids to lead the crowd, execution (native language encouraged)	10
Partner Stunts	Execution of skills, Difficulty (Level of skill, Number of bases, Number of Stunt Groups), Synchronization, Variety	25
Pyramids	Difficulty, Transitions Moving into or Dismounting out of Skills, Execution, Timing, Creativity	15
Basket Tosses	Execution of skills, Height, Synchronization (When Applicable), Difficulty, Variety	15
Tumbling	Standing group tumbling, Execution of skills (includes jumps if applicable*), Difficulty, Proper Technique, Synchronization	10
	Running group tumbling, Execution of skills, Difficulty, Proper Technique, Synchronization	10
Flow of the Routine / Transitions	Execution of routine components: flow, pace, timing of skills, transitions	5
Overall Presentation, Crowd Appeal, Dance*	Overall presentation, showmanship, dance*, crowd effect	10
TOTAL		100

*jumps and dance are only applicable in All Girl divisions

4.4 Distribution of points in team divisions level 5-6:

Judging Criteria	Description	Points
Cheer Criteria	Crowd leading ability/ability to lead the crowd for teams Nation, use of signs, poms, or megaphone, practical use of Stunts/pyramids to lead the crowd, execution (native language encouraged)	10
Partner Stunts	Execution of skills, Difficulty (Level of skill, Number of bases, Number of Stunt Groups), Synchronization, Variety	25
Pyramids	Difficulty, Transitions Moving into or Dismounting out of Skills, Execution, Timing, Creativity	25
Basket Tosses	Execution of skills, Height, Synchronization (When Applicable), Difficulty, Variety	15
Tumbling	Standing and running group tumbling, Execution of skills (includes jumps if applicable*), Difficulty, Proper Technique, Synchronization	10
Flow of the Routine / Transitions	Execution of routine components: flow, pace, timing of skills, transitions	5
Overall Presentation, Crowd Appeal, Dance*	Overall presentation, showmanship, dance*, crowd effect	10
TOTAL		100

*jumps and dance are only applicable in All Girl divisions

4.5 Distribution of points in Group Stunt, Partner Stunt and Twobase divisions:

Judging Criteria		Description	Points
STUNTS AND TOSSES	Execution of Technique	Execution of proper technique to perform stunts, making the stunts appear to be easy.	30
	Difficulty	Difficulty, and the ability to perform stunts in the routine. Also includes not setting out of the stunts, continual transitions, one arm stunts, toss stunts, etc. (Difficulty based on progressions)	25
	Form and Appearance of Stunts	This includes not moving on stunts, arms straight, flexibility of stunts in good position, straight line with base and top, comfortable facial expressions, etc.	20
OVERALL PERFORMANCE	Transitions	Pace of transitions, visual effect and creativity of the transitions, matching specific points in music, difficulty and technique maintained during transitions. There should be as few 'breaks' in the routine as possible.	15
	Showmanship	Excitement level of routine, routine is choreographed to music, and stunts hit to beats of music, creative stunts and/or visuals, quick pace, facials, and energy.	10
TOTAL			100

4.6 Distribution of points in individual divisions level 3-5:

Judging Criteria		Description	Points
Tumbling	Execution of Technique	Proper tumbling technique, making the skills look easy	20
	Difficulty	Difficulty based on progressions, ability to perform tumbling in the routine (standing, running, passes, combinations, etc.)	10
Jumps	Execution of Technique	Proper jump technique, making the skills look easy	10
	Difficulty	Difficulty based on progressions, ability to perform jumps in the routine (height, sequences, combinations, etc.)	5
Overall Performance	Diversity	Variety of different tumbling skills. Jumps and combinations	15
	Choreography	Creative and original elements, visuals, routine staging, utilization of floor space, transitions, pace, music	10
	Showmanship	Excitement level of routine, facials, energy	10
Total			80