

The following document has been produced by the IEP Judging and Scoring Committee to assist coaches in planning and choreography of their teams. David Sims of JAMZ Cheer and Dance and Chair of the IEP Judging and Scoring Committee has drafted and reviewed this document with the help of other committee members. This document is only a guide and teams should refer to THE Scoring Rubric when analyzing which skills to include and exclude from their routines.

Changes to the THE Scoring System used by all Tier 1 USASF Event Producers:

Pyramid and Stunt Creativity

1. Pyramid and Stunt Creativity have been defined into ranges this season instead of one massive range defined only as “a team’s ability to incorporate visual, unique and innovative ideas, this includes level and non-level appropriate skills (4.0-5.0)”. In 16/17 the ranges are defined as (4.7-5.0) Most of the skills incorporate creativity, (4.4-4.7) Majority of the skills incorporate creativity, (4.2-4.4) Less than majority of the skills incorporate creativity, and (4.0-4.2) Minimal skills incorporate creativity.
2. Pyramid Creativity and Stunt Creativity in 15/16 for most participating companies was judged by the Building Judge. In 16/17 for most participating companies The Pyramid and Stunt Creativity Score will be judged by the Overall Judge.
3. The change of the skill being judged by the overall judge will mean that teams must add more creative entrances, exits, as well as transitions within their pyramid and stunt sequences. These skills do not need to be level appropriate but should be visually appealing and dynamic to show variety in these skill sequences. Teams that simply do straight up and down skills without more variety will be hurt in scoring with these changes this season. Once again this is not about difficulty of the skill but more about creativity, movement, and transitional skills.

Stunt Difficulty

1. Stunt Difficulty (High Range)- In 15/16 the High Range for stunt difficulty was 4.0-5.0 (a 1 point range) and in order to score in the high range you had to do 4 different Level Appropriate Skills performed by most of the team. In 16/17 system the high range is now 4.5 – 5.0 (a ½ point range) and in order to score in the High Range you must have 4 different Level Appropriate skills and 2 of those skills must be elite level appropriate skills all performed by most of the team. Therefore teams will find it more difficult to score in the stunt difficulty high-range in 16/17 as compared to 15/16.
2. Stunt Difficulty (Mid-Range) - In 15/16 the mid-range was 3.5-4.0. The mid-range in 16/17 is now 4.0 -4.5. However, the mid-range in 16/17 encompasses part of the 15/16 high range. Nevertheless to get into the mid-range teams will have to still execute harder skills than they had to do in 15/16 to get a similar score. The 16/17 mid-range requires teams to do 4 different Level appropriate skills, 1 of which must be an elite level appropriate skill all performed by most of the team. In 15/16 the mid-range (then 3.5 -4.0) only required a teams to do 3 different Level appropriate skills without one of them being an elite level appropriate by most of the team.

3. Stunt Difficulty (Low Range)- In 15/16 the low range was 3.0-3.5. In 16/17 the low range is now 3.5-4.0. In order to get in this range a team must perform 4 different level appropriate skills by most of the team. In 15/16 if a team performed the same 4 different level appropriate skills by most of the team they would have scored in the high range (4.0-5.0). Therefore, a team that only performed 4 different level appropriate skills with no elite level appropriate skills will find their score going down in 16/17 as compared to 15/16. In 15/16 the low range which was 3.0-3.5 and was for teams that performed 2 different Level Appropriate skills.
4. Stunt Difficulty (Below Range) – In 15/16 the below range was 3.5-3.0. In 16/17 the below range is now 3.0-3.5 and is for teams that fail to do at least 4 different level appropriate skills by most of the team. For example if a team did only 3 different Level appropriate skills by most of the team they will score in this range. A team who performed 3 different level appropriate skills by most of team in 15/16 would have scored between 3.5-4.0. Therefore a team doing similar 3 different level appropriate skills by most of team in 16/17 will score lower than if that team did the same skills in 15/16. In 16/17 The Scoresheet will no longer score teams lower than 3.0. Therefore in the 16/17 building difficulty rubric there was a removal of the 15/16 (2.5-3.0) scoring range which was given to teams in 15/16 that performed less than 2 different level appropriate skills by most of the team.

Stunt Quantity Chart

1. There have been no significant changes to the stunt quantity chart from 15/16 to 16/17.
2. The stunt quantity difficulty grid now has a set score of 2.5 given to teams that do not meet the 4.0 requirement in the stunt quantity difficulty grid “most of team performs a level appropriate building skill”.

Coed Quantity Difficulty Chart Level 3 and 4 Seniors

1. There were no significant changes to the Coed Quantity Chart for Level 3 and 4 Seniors in the 16/17 season. Clarifications were made to list toss and walk in by each skill as well as notification for Level 3 teams that some skills on the chart are only available for Level 4 teams.
2. In 15/16 mid-season a clarification was added to the score sheet that any team that failed to meet the requirement of 4.0 (coed style assisted walk in hands or toss hands) would score a 2.5 versus a zero. This change has been completely reflected on the 16/17 grid.
3. Teams are reminded that while the requirement for the coed-quantity score is determined by the number of males on a team, these skills may be any member of a team regardless of gender.

Coed Quantity Difficulty Chart Level 5 and 6 Worlds Teams

1. In the 16/17 Coed Style Assisted 4.6 score category “toss front handspring $\frac{1}{2}$ up to extended stunt has been added to the grid.
2. In the 16/17 Coed Style Unassisted 5.0 score category “toss front handspring $\frac{1}{2}$ up to extended stunt has been added to the grid.

3. Teams are reminded that while the requirement for the coed-quantity score is determined by the number of males on a team, these skills may be any member of a team regardless of gender.

Toss Difficulty Chart

1. There has been no change to the toss difficulty chart from 15/16 to 16/17.
2. In the 15/16 Season the toss difficulty and toss technique score was handled by the Overall Judge at most EPs using The Scoring System. In 16/17 the majority of EPs will now have the toss difficulty and toss technique score handled by the Building Judge.
3. While there has been no change teams are reminded that they cannot look to the stunt quantity chart in order to determine their required numbers for the toss difficulty score. Toss Difficulty may be performed with up to 5 athletes while stunt quantity is calculated using on 4 athletes. Therefore, the below chart was created to assist teams in requirements to score in the corresponding scoring category for toss difficulty.

TOSS LEVEL APPROPRIATE CHART			
# OF ATHLETES	LESS THAN MAJORITY	MAJORITY	SQUAD
5 - 9			1
10 - 14	1	2	2
15 - 19	1	2	3
20 - 24	2 or less	3	4
25 - 29	2 or less	3	5
30 - 34	3 or less	4	6
35 - 36	3 or less	4	7

Teams that have 4 or more athletes NOT involved in the toss sequence WILL NOT score in the SQUAD range regardless of use of front spots.

4. Squads are reminded that the one additional toss does not have to be level appropriate. However, it is suggested that teams perform their best technically executed toss (regardless of difficulty) as their one additional toss in order to maximize the toss technique score.

Pyramid Difficulty

1. In 16/17 the Pyramid Difficulty high range is 4.5 -5.0 and required 4 different level appropriate skills and 2 structures performed by most of the team. In 15/16 this was 4.0-5.0 and required 4 different level appropriate skills and 2 structures performed by most of the team. So while the requirements to get in the range have remained the same between the seasons, the scoring range for judges has decreased from a 1 point range to a ½ a point range. Therefore, 15/16 teams that throw similar skills in 16/17 would likely score higher than they did in 16/17.
2. In 16/17 the Pyramid Difficulty mid-range is 4.0-4.5 and requires 3 different level appropriate skills and 2 structures performed by most of the team. In 15/16 the mid-range was 3.5 -4.0 with the same requirements listed above. Therefore, 16/17 teams that perform 3 different level

appropriate skills and 2 structures by most of the team will score higher in the 16/17 pyramid difficulty rubric when compared to the 15/16 rubric.

3. In 16/17 the Pyramid Difficulty low range is 3.5-4.0 and requires 2 different level appropriate skills and 2 structures performed by most of the team. In 15/16 the low range was 3.0 -3.5 with the same requirements listed above. Therefore, 16/17 teams that perform 2 different level appropriate skills and 2 structures by most of the team will score higher in the 16/17 pyramid difficulty rubric when compared to the 15/16 rubric.
4. In 16/17 the Pyramid Difficulty below range is 3.0-3.5 for teams that perform less than 2 different level appropriate skills and/or less than 2 structures by most of the team. In 15/16 the below range was 2.5 -3.0 with the same requirements listed above. Therefore, 16/17 teams that perform less than 2 different level appropriate skills and/or less than 2 structures by most of the team will score higher in the 16/17 pyramid difficulty rubric when compared to the 15/16 rubric.
5. Teams are reminded to incorporate 2 structures. Teams that incorporate only 1 structure and 4, 5, 6, or even 8 level appropriate skills will not score in the high range but instead score in the below range.

Standing Tumbling Difficulty

1. Standing Tumbling Difficulty (High Range) (Levels 1-2) - In 15/16 the High Range for standing tumbling difficulty was 4.0-5.0 (a 1 point range) and in order to score in the high range most of the team had to do 2 different Level Appropriate passes one of which must be synchronized skill performed by most of the team. In 16/17 system the high range is now 4.5 – 5.0 (a ½ point range) and in order to score in the high range you must have 2 different Level Appropriate passes performed by MOST of the team, one of which must be synchronized from the initiation of the pass. (therefore pick-ups must be avoided) . Teams must start the synch standing tumbling all at the same time. Teams are reminded that the standing tumbling passes MUST be different!
2. Standing Tumbling Difficulty (High Range) (Levels 3-6) - In 15/16 the high range for standing tumbling difficulty was 4.0-5.0 (a 1 point range) and in order to score in the high range teams had to do 2 different Level Appropriate passes one of which must be synchronized advanced jump/tumble combination. In 16/17 system the high range is now 4.5 – 5.0 (a ½ point range) and in order to score in the high range you must have 2 different Level Appropriate passes by MOST, one of which must be synchronized advanced jump/tumble combination at the initiation of the jump. (therefore pick-ups must be avoided) . Teams must start the synch standing tumbling all at the same time. Teams are reminded that the standing tumbling passes MUST be different!
3. Standing Tumbling Difficulty (Mid-Range) - In 15/16 the mid-range was 3.5-4.0. The mid-range in 16/17 is now 4.0 -4.5. Teams in 15/16 were required to have MOST of the team perform a (1) level appropriate pass. In 16/17 the requirement has been changed to require a MAJORITY of the team perform 2 level appropriate pass but one of which must be synchronized from the initiation of the pass. So while the required number of participants has decreased in 16/17 from MOST to MAJORITY the requirement of skill a team must perform has increased from 1 level

appropriate pass to 2 level appropriate pass and 1 of those passes must be synchronized from the initiation of the jump. Therefore, it can be argued that in 16/17 the skill requirements have been increased to score in the mid-range; however it must be noted that the range itself has also increased by ½ point. In 16/17 the (Mid -Range) is now 4.0-4.5.

4. Standing Tumbling Difficulty (Low Range) - In 15/16 the low range was 3.0-3.5. The low range in 16/17 is now 3.5 -4.0. Teams in 15/16 were required to have a majority of the team perform a (1) level appropriate pass. In 16/17 the requirement has been changed to require MOST of the team perform 1 level appropriate pass. So the required number of participants has increased in 16/17 from MAJORITY to MOST. Therefore, it can be argued that in 16/17 the skill requirements have been increased to score in the low range; however it must be noted that the range itself has also increased by ½ point. The 16/17 the (Low Range) is now 3.5-4.0.
5. Standing Tumbling Difficulty (Below Range) - In 15/16 the below range was 2.5-3.0. In 16/17 the below range is 3.0-3.5, and is for teams that fail to have at least MOST of the team to do a level appropriate pass. In 15/16 the below range was 2.5 – 3.0 and was for teams that had less than a majority of teams perform a level appropriate pass. Therefore, if a team in 15/16 had a majority of the team perform a level appropriate pass (but less than most) they would score between 3.0 and 3.5. In 16/17 that same team performing a majority of level appropriate passes but less than most would score also between 3.0-3.5. So there has been no significant change in the below range from 15/16 to 16/17 season for teams that have between a majority but less than most perform a level appropriate pass. Teams that in 15/16 who had less than a majority of the team perform a level appropriate pass will actually score higher in the 16/17 season.
6. Overall the standing tumbling high-range rubric is one of the most commonly confused among all the skill ranges. Teams are reminded that the synch- tumble or synch jump-tumble requirement is not cumulative and cannot be added from 1 section to another. So if you have a team of 20 in order to score in the high range in standing tumbling 15 team members must do a synch level appropriate pass (Level 1-2) or a synch jump-tumble pass (Level 3-6). You cannot add from one synch section to another synch section in order to get to that 15.
7. Nevertheless, in the HIGH range when it comes to the requirement that you have most of the team perform a level appropriate pass (not including the required synch jump-tumble or synch-tumble section) these skills ARE cumulative. Therefore, these skills can be added from multiple sections in order to meet the MOST requirements.

Running Tumbling Difficulty (Level 1-5 Youth , Junior and Restricted)

1. Please note that Youth 5, Junior 5 and Restricted 5 teams have been added to this scoring section in 16/17.
2. Running Tumbling Difficulty (High Range) - In 15/16 the high range for running tumbling difficulty was 4.0-5.0 (a 1 point range) and in order to score in the high range MOST of the team had to do a Level Appropriate pass. In 16/17 system the high range is now 4.5 – 5.0 (a ½ point range) and in order to score in the high range MOST of the team has to do a Level Appropriate

pass. Therefore, teams doing skills that scored in the high range in 15/16 may score higher in the 16/17 as comparable to the 15/16 season.

3. Running Tumbling Difficulty (Mid-Range) - In 15/16 the mid-range for running tumbling difficulty was 3.5-4.0 and in order to score in the mid-range a MAJORITY of the team had to do a Level Appropriate pass. In 16/17 system the mid-range is now 4.5 – 4.0 with no change in the level of skills a team must do in order to score in the mid-range. So teams doing skills that scored in the mid- range in 15/16 will score higher in the 16/17 as comparable to the 15/16 season.
4. Running Tumbling Difficulty (Low Range) - In 15/16 the low range for running tumbling difficulty was 3.0-3.5 and in order to score in the low range Less than a MAJORITY of the team had to do a Level Appropriate pass. In 16/17 system the low range is now 3.5 – 4.0 with no change in the level of skills a team must do in order to score in the low range. So teams doing skills that scored in the low range in 15/16 will score higher in the 16/17 as comparable to the 15/16 season.
5. Running Tumbling Difficulty (Below Range) In 16/17 the (Below Range) (3.0-3.5) is for teams that fail to have at least less than a majority perform a level appropriate pass. Because of the language of the low range we do not expect any teams to score in the below range in the 16/17 season unless they have ZERO athletes perform a level appropriate pass. The low range requirement is less than a majority so even if 1 athlete throws a level appropriate pass a team will at least score in the low range versus the below range. The below range is for teams that have ZERO athletes performing a level appropriate pass. In 15/16 the below range was 2.5 – 3.0. So teams doing skills that scored in the below range in 15/16 will score higher in the 16/17 as comparable to the 15/16 season.

Running Tumbling Difficulty (Level 5-6 Worlds Teams)

1. Running Tumbling Difficulty (High Range) - In 15/16 the high range for running tumbling difficulty was 4.0-5.0 (a 1 point range) and in order to score in the high range a MAJORITY of the athletes had to do an Elite Level Appropriate pass (Elite* level appropriate pass, must include 2 double fulls;
*Elite level appropriate passes include: specialty passes to fulls, double fulls, specialty passes to double fulls (therefore front walkovers and front handsprings through to a full would count as an elite level appropriate pass)
2. In 16/17 system the high range is now 4.5 – 5.0 (a ½ point range) and in order to score in the high range MAJORITY of the athletes have to do an Elite Level Appropriate pass.
*Elite level appropriate passes include: specialty passes to fulls, double fulls, specialty passes to double fulls (Elite level appropriate passes do not include front walkovers/front handsprings/front or side aerials).
3. Therefore in 16/17 while the requirement of 2 double fulls in a routine has been eliminated, teams that in 15/16 who got elite level appropriate pass for walkovers or front handsprings / side aerials through to fulls will no longer have these skills count as elite level appropriate in 16/17. Please note that front handsprings or front walkover through to doubles will still count as

elite level appropriate passes. In order to get around this teams that incorporate whips, punch fronts, Arabians, through to full regardless of the inclusion of a walkover or front walkover will still count as Elite Level Appropriate.

4. The HIGH range in 16/17 is more difficult to score in this season as compared with the 15/16 season. Teams doing skills that scored in the high range in 15/16 may score higher in the 16/17 as comparable to the 15/16 season.
5. Running Tumbling Difficulty (Mid-Range) - In 15/16 the mid-range for running tumbling difficulty was 3.5-4.0 and in order to score in the mid-range a MAJORITY of the athletes have to do a Level Appropriate pass. In 16/17 system the Mid-range is now 4.5 – 4.0 and now MOST of the athletes have to do a Level Appropriate pass. Therefore the mid-range has INCREASED in difficulty compared in 16/17 as compared to 15/16.
6. Running Tumbling Difficulty (Low Range) - In 15/16 the Low-range for running tumbling difficulty was 3.0-3.5 and in order to score in the low range less than a majority of the team had to do a Level Appropriate pass. In 16/17 system the low range is now 3.5 – 4.0 with no change in the level of skills a team must do in order to score in the low range. However, there is NO scoring range for teams that have a majority of athletes (but less than most) perform a Level appropriate pass. Therefore, we are to assume those teams that have between a MAJORITY of athletes throw a level appropriate pass but do not have MOST of the athletes throw a level appropriate pass will score in this range. Because there is ambiguity we humbly request VARSITY create a clarification to determine in which range a team that has a Majority of athletes throw a level appropriate pass will score in.
7. In 16/17 the (Below Range) (3.0-3.5) is for teams that fail to have at least less than a majority perform a level appropriate pass. Because of the language of the Low range we do not expect any teams to score in the BELOW range in the 16/17 season unless they have ZERO athletes perform a level appropriate pass. The low range requirement is less than a majority so even if 1 athlete throws a level appropriate pass a team will at least score in the low range. The BELOW range is for teams that have ZERO athletes performing a level appropriate pass. In 15/16 the below range was 2.5 – 3.0. So teams doing skills that scored in the below range in 15/16 will score higher in the 16/17 as comparable to the 15/16 season.

Jump Difficulty

There is no change in the scoring Rubric for Jumps.

Dance/Performance/ Routine Composition

There is no change in the scoring Rubric for these categories except in dance. In Dance the term musicality has been eliminated due to the current music restrictions placed on the cheerleading industry.

Changes in Technique Rubric for all Skill Categories (Tosses, Stunts, Pyramid, running Tumbling, Standing Tumbling)

1. In 16/17 there is no change from 15/16 to the highest scoring range in the Technique Rubric. This is still a 4.5-5.0 range. (Most of the athletes execute excellent precision, form and synchronization)
2. In 16/17 (the majority of the athletes execute excellent precision, form and synchronization) will score between 4.0-4.5. In 15/16 this technique would score between 3.5-4.5
3. In 16/17 (the less than majority of the athletes execute excellent precision, form and synchronization) will score in the 3.5-4.0 scoring range. In 15/16 this technique would have scored between 3.0-3.5.
4. In 16/17 (the minimal athletes execute excellent precision, form and synchronization) will score between 3.0-3.5. In 15/16 there was no scoring range for this type of technique.

Changes to the ELITE Level Appropriate Chart

Please note that any time this document references the term “body position” that means that the all body positions except a “liberty and platform” may be used to meet the standard of “body position”. Body position skills include scorpion, scale, arabesque, stretch and any other creative body positions outside of a liberty and platform.

If at any point the document states 1 leg stunt – that means that any single leg stunt (including a liberty and platform) may be executed in order to meet the standard of the 1 leg stunt

Coed-Style has been removed as a specific column on the Level Appropriate Grid in 16/17.

Key to Chart

Items Highlighted in Green denote Column or Row headings.

Items highlighted in Yellow are skills that were Elite Level Appropriate in the 15/16 Season but ARE NOT Elite Level Appropriate Skills in the 16/17 season.

Release Style- references skills that include release. Skills in lower levels (Levels 1 and 2) where a true release style would make the skill ILLEGAL do not have to actually release but the release must be performed in a “fake” release style. Release Styles only incorporate skills that involve a release and skills that include a release and (twisting or inversions) are not included on this list. Level 6 is an exception to this rule for release style stunts.

Twisting Style- Skills that incorporate a twist. Twisting rotation (to determine if the skills meets the requirements of elite level appropriate) will be determined by looking at the hips of the flyer (not the movement/turning of the bases). The twisting rotation will be determined from the start of the

movement by the bases or flyer. Judges may take into consideration when scoring a team within a given range the amount of movement or turning by the bases. Level 6 is an exception to the rule regarding only twisting skills listed in twisting style versus a combination of twisting and flipping or other combinations that include twisting being listed in other styles.

Other Stunts- Stunts and skills that incorporate a combination of inversion styles, release style, and or twisting styles. Other stunts category also includes skills that are considered coed-style skills that may or may not include a combination of co-ed style, inversion styles, release styles and/or twisting styles.

Overall Chart Analysis

Analysis: In 16/17 not only are you now required to do 2 Elite Level Appropriate Skills in order to get in the high range (in 15/16 you were not required to do any elite level appropriate skills in order to score in the high range), the elite level appropriate skills overall you are required to do are slightly harder with the elimination of several skills and the addition of harder skills. Please note that this skill must be performed by MOST of team versus the full squad (the requirement for stunt-quantity score).

Stunt quantity- Please note that at least 1 of the listed elite level appropriate skills must be executed (held for at least a second in the required listed stunt) by the entire squad (see squad number on stunt quantity chart) to meet the stunt quantity 5 point set score requirement.

Also please note that successfully getting your team in the high range for stunt difficulty does not guarantee that your teams will automatically max out (score a perfect score).

Level 1 Compare and Contrast Elite Level Appropriate Chart

Style of Entry	15/16 Elite Level Appropriate Skills	16/17 Elite Level Appropriate Skills
Release Style	TIC TOC BELOW PREP LEVEL (BODY POSITION TO BODY POSITION)	TIC TOC BELOW PREP LEVEL (BODY POSITION TO BODY POSITION)
Release Style	TIC TOC BELOW PREP LEVEL (LIB TO BODY POSITION)	
Twisting Style	¼ TWISTING TRANSITION TO PREP LEVEL	¼ TWISTING TRANSITION TO PREP LEVEL
Other Stunts		PREP LEVEL BODY POSITION STUNT WITH BRACER
Other Stunts		¼ TWISTING TRANSITION TO PREP LEVEL 1 LEG STUNT WITH BRACER

Level 2 Compare and Contrast Elite Level Appropriate Chart

Style of Entry	15/16 Elite Level Appropriate Skills	16/17 Elite Level Appropriate Skills
Inversion Style	INVERSION FROM GROUND LEVEL TO EXTENDED STUNT	INVERSION FROM GROUND LEVEL TO EXTENDED STUNT
Release Style	TIC TOC PREP LEVEL (LIB TO BODY POSITION)	
Release Style	TIC TOC PREP LEVEL (BODY POSITION TO BODY POSITION)	TIC TOC PREP LEVEL (BODY POSITION TO BODY POSITION)
Twisting style	½ TWISTING TRANSITION TO PREP LEVEL 1 LEG STUNT	
Twisting Style	½ TWISTING TRANSITION TO EXTENDED STUNT	½ TWISTING TRANSITION TO EXTENDED STUNT
Co-ed Style	WALK IN PREP LEVEL PRESS EXTENSION	
Other Stunts		½ TWISTING INVERSION TO EXTENDED STUNT
Other Stunts		½ TWISTING TIC TOC TO PREP LEVEL 1 LEG STUNT

Level 3 Compare and Contrast Chart Elite Level Appropriate Chart

Style of Entry	15/16 Elite Level Appropriate Skills	16/17 Elite Level Appropriate Skills
Inversion Style	INVERSION TO EXTENDED 1 LEG STUNT	INVERSION TO EXTENDED 1 LEG STUNT
Release Style	LIB TO EXTENDED BODY POSITION TIC TOC	LIB TO EXTENDED BODY POSITION TIC TOC
Release Style	SWITCH UP TO PREP LEVEL BODY POSITION	BALL UP, STRADDLE UP AND/OR SWITCH UP TO PREP LEVEL BODY POSITION
Twisting style	FULL UP TO PREP LEVEL 1 LEG STUNT	
Twisting Style		FULL UP TO PREP LEVEL BODY POSITION
Twisting Style	½ UP TO EXTENDED 1 LEG STUNT	½ UP TO EXTENDED 1 LEG STUNT
Twisting Style	PREP LEVEL FULL TWISTING TRANSITION TO PREP LEVEL STUNT	
Twisting Style		PREP LEVEL FULL TWISTING TRANSITION TO PREP LEVEL BODY POSITION
Co-ed Style	TOSS HANDS PAUSE PRESS EXTENSION	
Co-ed Style	WALK IN EXTENSION	
Other Stunts		1/2 TWISTING INVERSION TO EXTENDED 1 LEG STUNT

Level 4 Compare and Contrast Chart Elite Level Appropriate Chart

Style of Entry	15/16 Elite Level Appropriate Skills	16/17 Elite Level Appropriate Skills
Inversion Style	RELEASED INVERSION FROM BELOW PREP LEVEL TO EXTENDED STUNT	RELEASED INVERSION FROM BELOW PREP LEVEL TO EXTENDED STUNT
Release Style	BODY POSITION TO BODY POSITION TIC TOC (HIGH TO LOW)	BODY POSITION TO BODY POSITION TIC TOC (HIGH TO LOW)
Release Style		BALL UP, STRADDLE UP AND/OR RELEASE TO EXTENDED BODY POSITION (NOT INCLUDING SWITCH UP)
Release Style	RELEASE TO EXTENDED BODY POSITION	
Twisting style	1½ TWISTING TRANSITION TO PREP LEVEL 1 LEG STUNT	
Twisting style		1 ½ TWISTING TRANSITION TO PREP LEVEL BODY POSITION
Twisting Style	EXTENDED FULL TWISTING TRANSITION TO EXTENDED STUNT	EXTENDED FULL TWISTING TRANSITION TO EXTENDED STUNT
Co-ed Style	• TOSS EXTENSION TOSS 1 LEG EXTENDED STUNT	
Co-ed Style		
Other Stunts		FULL TWISTING INVERSION TO EXTENDED STUNT
Other Stunts		FULL TWISTING TIC TOC TO PREP LEVEL 1 LEG STUNT
Other Stunts		FULL TWISTING BALL UP, STRADDLE UP AND/OR SWITCH UP TO PREP LEVEL BODY POSITION
Other Stunts		1 ½ TWISTING BALL UP, STRADDLE UP AND/OR SWITCH UP TO PREP LEVEL 1 LEG STUNT

Level 5 YOUTH, JUNIOR RESTRICTED & SENIOR RESTRICTED Compare and Contrast Elite Level

Appropriate Chart:

Please note that in the 15/16 Season there was no separate chart released for Level 5 Youth, Junior restricted and Senior Restricted teams. They were instructed to follow the Level 5 chart of skills . Therefore, with the addition to a specialized Elite level Appropriate Chart for Level 5 Youth, Junior, and Senior Restricted teams for this season shows a decreased in difficulty as compared to the 15-16 season.

Style of Entry	15/16 Elite Level Appropriate Skills	16/17 Elite Level Appropriate Skills
Inversion Style	RELEASED INVERSION FROM PREP LEVEL OR ABOVE TO EXTENDED BODY POSITION	
Inversion Style		RELEASED INVERSION FROM PREP LEVEL OR ABOVE TO EXTENDED 1 LEG STUNT
Release Style	BODY POSITION TO BODY POSITION TIC TOC (HIGH TO HIGH)	
Release Style		LIB TO BODY POSITION TIC TOC (HIGH TO HIGH)
Release Style	SWITCH UP FULL TURN	SWITCH UP FULL TURN
Release Style	½ BALL UP TO EXTENDED BODY POSITION	½ BALL UP TO EXTENDED BODY POSITION
Twisting style	DOUBLE UP TO EXTENDED STUNT	
		FULL UP TO EXTENDED BODY POSITION
Twisting Style		1 ½ UP TO EXTENDED STUNT
Co-ed Style	TOSS ¼ to ¾ TWIST TO EXTENDED STUNT	
Co-ed Style	TOSS EXTENDED 1 ARM STUNT	
Co-ed Style	TOSS FULL TWIST TO EXTENDED STUNT	
Co-ed Style	TOSS FRONT HANDSPRING RELEASE ½ TWIST TO EXTENDED STUNT	
Other Stunts		1/4 - 3/4 TWISTING TIC TOC TO EXTENDED 1 LEG STUNT

Level 5 Compare and Contrast Chart Elite Level Appropriate Chart

Style of Entry	15/16 Elite Level Appropriate Skills	16/17 Elite Level Appropriate Skills
Inversion Style	RELEASED INVERSION FROM PREP LEVEL OR ABOVE TO EXTENDED BODY POSITION	RELEASED INVERSION FROM PREP LEVEL OR ABOVE TO EXTENDED BODY POSITION
Release Style	BODY POSITION TO BODY POSITION TIC TOC (HIGH TO HIGH)	BODY POSITION TO BODY POSITION TIC TOC (HIGH TO HIGH)
Release Style	SWITCH UP FULL TURN	
Release Style	½ BALL UP TO EXTENDED BODY POSITION	
Release Style		SWITCH UP FULL TWIST TO EXTENDED BODY POSITION

Release Style		FULL TWISTING BALL UP TO EXTENDED BODY POSITION
Twisting Style	DOUBLE UP TO EXTENDED STUNT	
Twisting Style		DOUBLE UP TO EXTENDED 1 LEG STUNT
Twisting Style		1 ½ UP TO EXTENDED BODY POSITION
Twisting Style		1 ¾ UP TO EXTENDED BODY POSITION
Co-ed Style	TOSS ¼ to ¾ TWIST TO EXTENDED STUNT	
Co-ed Style	TOSS EXTENDED 1 ARM STUNT	
Co-ed Style	TOSS FULL TWIST TO EXTENDED STUNT	
Co-ed Style	TOSS FRONT HANDSPRING RELEASE ½ TWIST TO EXTENDED STUNT	
Other Stunts		COED STYLE TOSS FRONT HANDSPRING RELEASE 1/2 TWIST TO EXTENDED STUNT
Other Stunts		COED STYLE TOSS FULL TWIST TO EXTENDED STUNT
Other Stunts		FULL TWISTING TIC TOC TO EXTENDED 1 LEG STUNT (HIGH TO HIGH)
Other Stunts		TOSS FRONT HANDSPRING 1/2 UP RELEASE TO EXTENDED STUNT

Level 6 Compare and Contrast Chart Elite Level Appropriate Chart

Style of Entry	15/16 Elite Level Appropriate Skills	16/17 Elite Level Appropriate Skills
Inversion Style	FLIPPING FROM GROUND LEVEL TO EXTENDED SINGLE LEG / SINGLE ARM STUNT	FLIPPING FROM GROUND LEVEL TO EXTENDED SINGLE LEG AND/OR SINGLE ARM STUNT (L6)
Inversion Style		RELEASED INVERSION FROM PREP LEVEL OR ABOVE TO EXTENDED BODY POSITION
Release Style		SWITCH UP FULL TWIST TO EXTENDED BODY POSITION
Release Style		BODY POSITION TO BODY POSITION TIC TOC (HIGH TO HIGH)
Release Style		FULL TWISTING BALL UP TO EXTENDED BODY POSITION

Twisting Style	FLIPPING WITH TWISTING FROM GROUND LEVEL TO EXTENDED SINGLE LEG	FLIPPING WITH TWISTING FROM GROUND LEVEL TO EXTENDED SINGLE LEG (L6)
Twisting Style		1 ½ UP TO EXTENDED BODY POSITION
Twisting Style		1 ¾ UP TO EXTENDED BODY POSITION
Twisting Style		DOUBLE UP TO EXTENDED 1 LEG STUNT
Other Stunts		BACKHANDSPRING FULL UP TO STUNT (L6)
Other Stunts		FRONT HANDSPRING 1 1/2 UP TO EXTENDED STUNT
Other Stunts		COED STYLE TOSS FRONT HANDSPRING RELEASE 1/2 TWIST TO EXTENDED STUNT
Other Stunts		• COED STYLE TOSS FULL TWIST TO EXTENDED STUNT
Other Stunts		FULL TWISTING TIC TOC TO EXTENDED 1 LEG STUNT (LIB TO BODY POSITION)
Other Stunts		FRONT HANDSPRING 1/2 UP TO EXTENDED STUNT

Level 6 Compare and Contrast Chart L6 Level Appropriate Chart

Level 6 teams are required to do 2 L6 skills in order to score in the high range for stunt difficulty. Below we have detailed the difference in L6 skills listed in 15/16 versus L6 skills listed in 16/17. Please note that the L6 appropriate skills from 15/16 remained the same except for the addition of “back handspring full up to stunt”.

Style of Entry	15/16 L6 Appropriate Skills	16/17 L6 Appropriate Skills
Inversion Style	FLIPPING FROM GROUND LEVEL TO EXTENDED SINGLE LEG / SINGLE ARM STUNT	FLIPPING FROM GROUND LEVEL TO EXTENDED SINGLE LEG AND/OR SINGLE ARM STUNT (L6)
Inversion Style	FREE FLIPPING FROM GROUND LEVEL TO CRADLE	FREE FLIPPING FROM GROUND LEVEL TO

		CRADLE (L6)
Inversion Style	FLIPPING FROM GROUND LEVEL TO PREP LEVEL	• FLIPPING FROM GROUND LEVEL TO PREP LEVEL (L6)
Inversion Style	FLIPPING FROM GROUND LEVEL TO EXTENSION	• FLIPPING FROM GROUND LEVEL TO EXTENSION (L6)
Twisting Style	FREE FLIPPING WITH TWISTING FROM GROUND LEVEL TO CRADLE	FREE FLIPPING WITH TWISTING FROM GROUND LEVEL TO CRADLE (L6)
Twisting Style	FLIPPING WITH TWISTING FROM GROUND LEVEL TO PREP LEVEL	FLIPPING WITH TWISTING FROM GROUND LEVEL TO PREP LEVEL (L6)
Twisting Style	FLIPPING WITH TWISTING FROM GROUND LEVEL TO EXTENSION	FLIPPING WITH TWISTING FROM GROUND LEVEL TO EXTENSION (L6)
Twisting Style	FLIPPING WITH TWISTING FROM GROUND LEVEL TO EXTENDED SINGLE LEG	FLIPPING WITH TWISTING FROM GROUND LEVEL TO EXTENDED SINGLE LEG (L6)
Dismount Style	FRONT FREE FLIPPING TO GROUND LEVEL	FRONT FREE FLIPPING TO GROUND LEVEL (L6)
Dismount Style	FREE FLIPPING FROM PREP LEVEL OR BELOW TO CRADLE	FREE FLIPPING FROM PREP LEVEL OR BELOW TO CRADLE (L6)
Dismount Style	FREE FLIPPING WITH TWISTING FROM PREP LEVEL OR BELOW TO CRADLE	FREE FLIPPING WITH TWISTING FROM PREP LEVEL OR BELOW TO CRADLE (L6)
Other Stunts		BACKHANDSPRING FULL UP TO STUNT (L6)

Pyramid Level Appropriate Chart

1. There have been no changes to the Pyramid Level Appropriate Chart from the 15/16 season to the 16/17 season in Levels 1-4 and Level 5-6
2. In the 16/17 The Scoring System added a dedicated Pyramid Level Appropriate chart for Level 5 Youth, Junior Restricted and Senior Restricted teams. In the 15/16 season there were no dedicated Level Appropriate Charts for Youth, Junior Restricted and Senior restricted teams. Please note that in 16/17 the only skilled listed on the full Level 5 Pyramid chart and not listed on the Youth, Junior Restricted and Senior Restricted Level Appropriate Chart are under release style "Released braced twisting inversions that involve changing bases".

Tumbling Level Appropriate Chart

1. There have been no significant changes to the Tumbling Level Appropriate Chart from the 15/16 season to the 16/17 season in Levels 1-4 and Level 5-6
2. In the 16/17 The Scoring System added a dedicated Tumbling Level Appropriate chart for Level 5 Youth, Junior Restricted and Senior Restricted teams. In the 15/16 season there were no dedicated Level Appropriate Charts for Youth, Junior Restricted and Senior restricted teams.

Toss Level Appropriate Chart

1. There have been no significant changes to the Toss Level Appropriate Chart from the 15/16 season to the 16/17 season in Levels 1-4 and Level 5-6
2. In the 16/17 The Scoring System added a dedicated Toss Level Appropriate chart for Level 5 Youth, Junior Restricted and Senior Restricted teams. In the 15/16 season there were no dedicated Level Appropriate Charts for Youth, Junior Restricted and Senior restricted teams.

Safety Restrictions in Pyramid and Stunt Level Appropriate Chart:

Teams should be reminded that they must not look to the Pyramid and Stunt Level Appropriate chart when determining if a skill is legal or illegal. There are several areas on the stunt and pyramid level appropriate chart that may mention release or tic-toc but it is in reference to “fake skills” and not full releases from the bases. Teams need to be sure they at all times follow the USASF Level rules and only perform legal skills and when appropriate perform fake release or tic-toc skills in order to get Level appropriate credit.