

Competitive Special Athlete division

* Athletes will receive level appropriate credit for USASF level 1 and 2 building and tumbling skills that are performed by special athletes only.

> If a coach takes on the role of a base, back spot, or top person in a stunt or pyramid, the skills will not count for credit. If a coach lifts the athlete through a tumbling skill, the skill will not count for credit. The team will also receive a deduction if the coach/assistant is involved in lifting an athlete during tumbling or building. However, USASF does require a coach/assistant to be an "additional" spotter for stunts that are prep level or higher.

* Basket and sponge tosses are not allowed.

* The highest raw score a team may receive is a 80.8

> The highest score a team may achieve in stunts, pyramids, standing tumbling and running tumbling difficulty is a 4.0

> The highest score a team may achieve in jumps is a 4.8. (Jump sequences do not require variety.)

* Stunt Quantity is not a requirement for this division.

* All raw scores will be converted to a percentage.

Non-competitive Special Athlete division

* Athletes can only perform USASF level 1 and 2 building and tumbling skills.

> Coaches/assistants are allowed to base, back spot, or be a top person in a stunt or pyramid. A coach/assistant can spot an athlete through a tumbling pass.

> A coach/assistant must be an additional spotter for any stunt that is at prep level or higher if the stunt consists of only special athletes.

* Basket and sponge tosses are not allowed.

* This division will not receive numeric scores, but will receive a critique sheet from the judges.

DIFFICULTY DRIVERS

- * Percent of team participation
- * Complexity of skill/sequence
- * Pace of sequence and speed of skill

STUNT & PYRAMID TECHNIQUE DRIVERS

- * Stability/Control
- * Timing/Synchronization
- * Flyer Position/Flexibility/Technique
- * Base Position/Technique
- * Uniformity of Technique

TUMBLING TECHNIQUE DRIVERS

- * Fluidity/Power/Speed
- * Timing/Sync/Uniformity
- * Control
- * Body Position (Core/Arms/Head/Legs/Chest/Toes)

JUMP TECHNIQUE DRIVERS

- * Height
- * Timing/Synchronization/Uniformity
- * Control
- * Flexibility/Leg & Hip Placement
- * Position/Arm & Chest Placement

DANCE TECHNIQUE DRIVERS

- * Body Placement/Position/Alignment
- * Sharpness
- * Timing/Synchronization
- * Uniformity
- * Quality & Strength of Movement