

## 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 80.5

> 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 4.5. Athletes do not have to connect jumps to achieve a 4.5.

\* 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

- \* Appropriate Fluidity/Power/Speed for the skill(s) performed
- \* 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 DRIVERS

- \* Energy & Confidence
- \* Body Placement/Position/Alignment
- \* Sharpness & Strength of Movement
- \* Pace & Intricacy of Arm Movement & Footwork
- \* Variety of Formations & Level Changes