

* The All Star Scoring System is designed for teams to be performing level appropriate skills in order to receive credit for difficulty in stunts, pyramids, standing tumbling, running tumbling, and tosses. Level appropriate skills are determined by the USASF Cheer Safety Rule allowances within each level. **The numeric level in which the skill is first allowed will be considered to be a level appropriate skill, and count for difficulty credit.** Below you will find the rule progression to aid teams in creating a legal but creative building sequence, along with a list of examples of level appropriate skills. *(This document is a shortened version of the USASF Safety rules document, and does not provide an exhaustive list of every level appropriate skill. It is meant to be used as a guide. Please refer to usasfrules.com for the entire rules document to ensure all parts of your routine are legal. Page numbers are referenced below.)*

* The All Star Scoring System requires teams to include Elite Level Appropriate skills in order to increase their stunt quantity and difficulty score. Below you can find the list of elite level appropriate stunts for each level in which a team can perform to receive credit. Only the skills on the list will receive elite credit. All other skills performed within the level will receive level appropriate credit.

LEVEL 1 STUNTS		
Level Appropriate Rule Progression	Level Appropriate Examples:	Elite Level Appropriate Stunts
Stunts B: Stunt Levels (USASF Page 16) 1 or 2 leg stunts are allowed at waist level. Single leg stunts are allowed at prep level if the flyer is connected to a bracer. 2 leg stunts are allowed at prep level.	Thigh Stand Below prep level 1 leg stunt Prep level 1 leg stunt with bracer 2 leg stunts at prep level Prep level (2 leg) show & go Straddle Sit Flatback Shoulder Sit Chair	Prep level body position stunt with bracer
Stunts C: Twisting (USASF Page 16) Twisting stunts and transitions are allowed up to 1/4 twisting rotation at prep level or below.	1/4 twisting transition to below prep level 1/4 twisting transition down to ground level 1/4 twisting transition from prep level	1/4 twisting transition to prep level 1/4 twisting transition to prep level 1 leg stunt with bracer
Stunts D & I: Releases (USASF Page 17) Top person can never be released in a stunt transition. One base must be in contact with the top person at all times.	Switch up to 1 leg below Prep Level Tic-Tock below Prep Level Prone from/to Prep	Tic-Tock below prep level (Body Position to Body Position) Tic-Tock to prep level (Body Position to Body Position) with bracer
Stunts J: Inversions (USASF Page 17) Inversions on the ground are allowed and must follow level 1 tumbling rules.	Handstand (Assisted) Walkover (Assisted)	
Dismounts D: (USASF Page 18) Straight pop downs and straight cradles are allowed. <i>Cradles from waist level are not allowed. (USASF. Level 1. Dismounts B.)</i>	Step Down Straight cradle from prep level	

Additional Stipulations for Elite Level Appropriate Skills:

* In Level 1, 2, and 3, at the beginning of the tic-tock no one can be holding under the foot in which the top person is switching onto, in order for the skill to be given elite credit. (It is acceptable for a base/spotter to be holding onto the ankle in order to ensure that USASF rules: Stunts D is followed during the tic.)

* For levels 1-6, In order to receive elite credit for twisting skills, released twisting skills, and inverted twisting skills, the skill must be performed in continuous motion with the bases and the top person completing the skill simultaneously. (Once the top person has landed at the final level, any additional walking by the bases will not be added on to determine the final degree of twisting.)

(Legal skills that do not adhere to the stipulations above, will receive level appropriate credit instead of elite.)

Level 1 PYRAMID

Pyramid (USASF Page 17)	Level Appropriate Examples:	Tosses (USASF Page 18)	Level Appropriate Examples:
<p>C. 2 leg extended stunts must be braced by a top person at prep level or below with hand-arm connection only.</p> <p style="margin-left: 20px;"><i>B. A top person can never be released in a transition. One base must be in contact with the top person at all times.</i></p>	<p>Braced Extension</p> <p>Braced 1/4 twisting to 2 legs- below prep level to/from extended level</p> <p>Braced 1/4 twisting to 2 legs- prep level to/from extended level</p> <p>Braced Extended level show-n-go</p>	<p>A. No tosses allowed.</p> <p style="margin-left: 20px;"><i>This includes basket or sponge tosses.</i></p> <p style="margin-left: 20px;"><i>Cradle from a waist level stunt is not allowed.</i></p>	
<p>D. Prep level single leg stunts must be braced by at least 1 person at prep level or below with hand-arm connection.</p> <p style="margin-left: 20px;"><i>B. A top person can never be released in a transition. One base must be in contact with the top person at all times.</i></p>	<p>Braced 1 leg at prep</p> <p>Braced 1/4 twisting to 1 leg - below prep level to/from prep level</p> <p>Braced 1 leg show-n-go to prep level</p> <p>Braced (1/4 twisting) switch up to 1 leg at prep level</p> <p>Braced (1/4 twisting) tic-tock- below prep level to/from prep level</p> <p>Braced (1/4 twisting) tic-tock from prep level to prep level</p>		
<p>Dismounts G (USASF Page 18): An athlete cannot be dismounted from extended level in a pyramid. They must be brought down to prep level and then dismounted.</p>			

* In USASF Levels 1-5, Pyramid A requires teams to follow level appropriate stunt and dismount rules within a pyramid sequence. Additional pyramid skill allowances for each level are listed in the pyramid rule progression above and can be found in the USASF Cheer Safety rules document.

LEVEL 2 STUNTS

Level Appropriate Rule Progression	Level Appropriate Examples:	Elite Level Appropriate Stunts
Stunts B: Stunt Levels (USASF Page 19)		
Single leg stunts are allowed at prep level.	Prep level 1 leg stunt	
2 leg stunts are allowed at extended level.	Extension	
Stunts C: Twisting (USASF Page 19)	Walk-in to Prep level	
Twisting stunts and transitions are allowed up to 1/2 twisting rotation to prep level.	1/2 twisting transition to below prep level	1/2 twisting transition to extended stunt
	1/2 twisting transition to prep level	
Twisting stunts and transitions are allowed up to 1/2 twisting rotation to extended level 2 legs.	1/4 twisting transition to extended stunt	
Stunts D & I: Releases (USASF Page 20)	Switch up to 1 leg at prep level	Tic-Tock to/at prep level (body position to body position)
Top person can never be released in a stunt transition.	Tic-Tock at/to prep level (lib to lib)	1/2 twisting tic-tock to/at prep level 1 leg stunt
One base must be in contact with the top person at all times.	Tic-Tock at/to prep level (lib to body position)	
	Prone to/from Extension	
	Prone to/from 1 leg at prep level	
<i>(Exception: full twisting barrel roll that starts and ends in a cradle)</i>	Barrel Roll	
Leap frogs are allowed.	Leap Frog Variations	
Stunts J: Inversions (USASF Page 20)	Inversion from ground level to below prep level	1/2 twisting inversion from ground level to prep level 1 leg stunt
Invert from ground level <u>up</u> to an upright position at prep level is allowed.	Inversion from ground level to prep level	Inversion from ground level to extended stunt
Invert from ground level <u>up</u> to an upright position at extended level 2 legs is allowed.	1/2 twisting inversion from ground level to below prep level	1/4 twisting inversion from ground level to extended stunt
	1/2 twisting inversion from ground level to 2 feet at prep level	1/2 twisting inversion from ground level to extended stunt
Dismounts D: (USASF Page 21)	Straight cradle from extension	
Only straight pop downs, basic straight cradles, and 1/4 turns are allowed.	Straight cradle from 1 leg at prep level	
	1/4 cradle from extension	
	1/4 cradle from 1 leg at prep level	

Additional Stipulations for Elite Level Appropriate Skills:

* In Level 1, 2, and 3, at the beginning of the tic-tock no one can be holding under the foot in which the top person is switching onto, in order for the skill to be given elite credit. (It is acceptable for a base/spotter to be holding onto the ankle in order to ensure that USASF rules: Stunts D is followed during the tic.)

* For levels 1-6, In order to receive elite credit for twisting skills, released twisting skills, and inverted twisting skills, the skill must be performed in continuous motion with the bases and the top person completing the skill simultaneously. (Once the top person has landed at the final level, any additional walking by the bases will not be added on to determine the final degree of twisting.)

(Legal skills that do not adhere to the stipulations above, will receive level appropriate credit instead of elite.)

Level 2 PYRAMID & TOSSES

Pyramid (USASF Page 20)	Level Appropriate Examples:	Tosses (USASF Page 21)	Level Appropriate Examples:
<p>E. Extended single leg stunts must be braced by at least 1 top person at prep level or below with hand-arm connection.</p> <p>B. <i>A top person can never be released in a transition. One base must be in contact with the top person at all times.</i></p>	<p>Braced Extended single leg</p> <p>Braced 1/4 twisting 1 leg- ground level to/from extended level</p> <p>Braced 1/4 twisting 1 leg- prep level to/from extended level</p> <p>Braced 1/2 twisting 1 leg- ground level to/from extended level</p> <p>Braced 1/2 twisting 1 leg- prep level to/from extended level</p> <p>Braced (1/2 twisting) Switch up to extended level</p> <p>Braced (1/2 twisting) tic-tock- prep level to/from extended level</p> <p>Braced (1/2 twisting) tic-tock- below prep level to/from extended level</p> <p>Braced 1/2 around at extended level</p>	<p>F. The only body position allowed is a straight ride.</p> <p>G. During the straight body ride, the top person may use different arm variations, but must keep the legs and body straight.</p>	<p>Straight Ride</p> <p>Pretty Girl</p> <p>Salute</p> <p>Blowing Kiss</p>
<p>Pyramid A -> Stunts I.1 --> Tosses F: A straight ride is allowed from a sponge or basket to a cradle.</p>	<p>Braced straight release from sponge to cradle</p>		
<p>Dismounts G. (USASF Page 21) Cradles from extended single leg stunts in pyramids are allowed.</p>	<p>Straight cradle from extended 1 leg</p> <p>1/4 cradle from extended 1 leg</p>		

* In USASF Levels 1-5, Pyramid A requires teams to follow level appropriate stunt and dismount rules within a pyramid sequence. Additional pyramid skill allowances for each level are listed in the pyramid rule progression above and can be found in the USASF Cheer Safety rules document.

LEVEL 3 STUNTS

Level Appropriate Rule Progression	Level Appropriate Examples:	Elite Level Appropriate Stunts
Stunts B: Stunt Levels (USASF Page 22)	Extended 1 leg stunt	
Single leg extended stunts are allowed.		
Stunts C: Twisting (USASF Page 22-23)	Walk-in Extension	
Twisting stunts and transitions are allowed up to 1 twisting rotation to prep level or below.	Full Twisting Show & Go	1/2 up to extended 1 leg stunt
Twisting stunts and transitions are allowed up to 1/2 twisting rotation to extended level 1 leg.	Full up to prep level 2 feet	Full up to prep level body position
	Full up to 1 leg at prep level	Prep level full twisting transition to prep level body position
	1/4 up to extended 1 leg stunt	
	Prep level full around to lib at prep	
	Full Twisting transition to prone from prep level	
	(1/2 twisting transition)- prone to/from 1 leg at extended level	
Stunts D & I: Releases (USASF Page 23)	Toss Hands	Lib at prep level or below to extended body position tic-tock
Top person can be released from waist level or below to prep level or below.	Release to below prep level from below prep level	Ball up, straddle up, or switch up to prep level body position
<i>Release may not twist or invert, and are restricted to 1 skill.</i>	Release to 2 feet at prep level from below prep level	
Transitions that twist, invert or land at extended level require a base to remain in contact with the top person.	Release to 2 feet at Prep level from ground level	
	Release to lib at prep level from below prep level	
	Release to lib at prep level from ground level	
Stunts J: Inversions (USASF Page 23)	Inverted below prep level	inversion to extended 1 leg stunt
Inverted stunts are allowed at shoulder level or below.	Inverted at prep level	1/2 twisting inversion to extended 1 leg stunt
Inversions are limited to a 1/2 twisting rotation.	Downward inversion from below prep level	
<i>Exception: Multi-based suspended forward rolls can full twist.</i>	Suspended forward roll	
<i>Exception: Multi-based suspended backward rolls may not twist.</i>	Suspended backward roll	
Downward inversions are allowed from waist level only.	Suspended twisting forward roll	
<i>2 leg pancake stunts are not allowed.</i>		
Dismounts D, E & G: (USASF Page 25)	Straight cradle from extended 1 leg stunt	
Only straight pop downs, basic straight cradles, and 1/4 turns are allowed from any single leg stunt.	Full down from 2 legs prep level	
Up to 1 1/4 twists are allowed from a 2 leg stunt.	Full down from 2 legs at extended level	
1 trick is allowed from a 2 leg stunt.	1/4 cradle from extended 1 leg stunt	
	Single skill to cradle from 2 legs at prep level	
	Single skill to cradle from 2 legs at extended level	

Additional Stipulations for Elite Level Appropriate Skills:

* In Level 1, 2, and 3, at the beginning of the tic-tock no one can be holding under the foot in which the top person is switching onto, in order for the skill to be given elite credit. (It is acceptable for a base/spotter to be holding onto the ankle in order to ensure that USASF rules: Stunts D is followed during the tic.)

* For levels 1-6, In order to receive elite credit for twisting skills, released twisting skills, and inverted twisting skills, the skill must be performed in continuous motion with the bases and the top person completing the skill simultaneously. (Once the top person has landed at the final level, any additional walking by the bases will not be added on to determine the final degree of twisting.)

(Legal skills that do not adhere to the stipulations above, will receive level appropriate credit instead of elite.)

Level 3 PYRAMID & TOSSES

Pyramids (USASF Page 24 & 25)	Level Appropriate Examples:	Tosses (USASF Page 25)	Level Appropriate Examples:
<p>C. Extended single leg stunts may not brace or be braced by any other extended stunts.</p>	<p>Extension braced to an Extension</p>	<p>F. 1 trick is allowed.</p>	<p>Toe Touch Pike Kick Ball-open Ball-X</p>
<p>E. Twisting stunts and transitions to extended skills are allowed up to 1 twist, if connected by hand-arm to at least 1 bracer at prep level or below and at least 1 base.</p>	<p>Braced full up to Extension Braced full up to Extended 1 leg</p>	<p>F & G: During a twisting toss, no other skill is allowed.</p>	<p>Full twisting toss 1 1/4 twisting toss</p>
<p>F. A top person may pass above 2 persons high while connected to 2 persons at prep level or below.</p> <p style="margin-left: 20px;">1. Released twisting stunts and transitions are allowed up to 1 twist, if both bracers are connected by arm-arm.</p> <p style="margin-left: 20px;">2. Released non twisting stunts and transitions are allowed, if one bracer is connected by hand-arm, and the other bracer is connected by hand-arm or hand-lower leg/foot on a different side of the top person.</p>	<p>Braced Twisting release from below prep level to below prep level Braced Twisting release- below prep level to/from prep level Braced Twisting release from prep level to prep level Braced non-twisting release from prep level to below prep level Braced non-twisting release from prep level to prep level Braced non-twisting released- prep level to/from extended level Braced non-twisting release from extended level to extended level</p>		
<p>G. A top person may pass through an inverted position, if the top person remains in contact with a base and a bracer at prep level or below. The inversion may pass through extended level, but can only stop at prep level or below.</p>	<p>Braced backwards roll over from flatback split Braced forwards roll over to a flatback split Braced flip variation</p>		

* In USASF Levels 1-5, Pyramid A requires teams to follow level appropriate stunt and dismount rules within a pyramid sequence. Additional pyramid skill allowances for each level are listed in the pyramid rule progression above and can be found in the USASF Cheer Safety rules document.

LEVEL 4 and 4.2 STUNTS

Level Appropriate Rule Progression	Level Appropriate Examples:	Elite Level Appropriate Stunts
Stunts C: Twisting (USASF Page 26 & 31)	1 1/2 twisting transition to below prep level	1 1/2 twisting transition to prep level body position
Twisting stunts and transitions are allowed up to 1 1/2 twisting rotation to prep level or below.	3/4 twisting transition to extended 2 leg stunt Full up to Extended 2 leg stunt	Extended full twisting transition to extended stunt
Twisting stunts and transitions are allowed up to 1 twisting rotation to extended level 2 legs.	1 1/2 twisting transition to prep level 2 leg stunt 1 1/2 twisting transition to prep level lib	
Stunts D & I: Releases (USASF Page 27 & 31-32)	Toss Extension	Tic-tock from extended level to prep level or below (body position to body position)
Top person can be released from waist level or below to extended level. <i>Releases may not twist.</i>	Toss Extended 1 leg stunt Switch up to extended 1 leg stunt	Full twisting tic-tock to prep level 1 leg stunt Ball up, straddle up, or release from waist level to extended body position <i>(does not include switch ups that begin with one foot on the ground)</i>
Top person can be released from extended level to prep level or below. <i>Releases may not twist.</i>	Non-twisting release- below prep level to/from extended 2 leg stunt Non-twisting release- below prep level to/from extended lib	Full twisting ball up, straddle up or switch up to prep level body position 1 1/2 twisting ball up, straddle up or switch up to prep level 1 leg stunt
Top person can be released from prep level to prep level or below. <i>Releases may twist.</i>	Tic-Tock- prep level to/from extended level (lib to lib) Twisting release from ground level to below prep level	
Releases that begin inverted must land in an upright position and not twist. <i>Releases may not start upright and then invert.</i>	Twisting release from below prep level to below prep level Twisting release- below prep level to/from prep level	
Helicopters are allowed.	Twisting release from ground level to prep level Non-twisting release from prep level to below prep level Non-twisting release from prep level to prep level Twisting release from prep level to prep level Helicopter	
Stunts J: Inversions (USASF Page 27 & 32)	Released inversion from ground level to below prep level	Full twisting inversion to extended stunt
Extended inverted stunts are allowed.	Released inversion from ground level to prep level	Released inversion from below prep level to extended stunt
Downward inversions are allowed at prep level with 3 catchers. <i>Exception: controlled power press of extended inverted stunt to shoulder level is allowed</i>	Released inversion from ground level to extended level Released inversion from below prep level to below prep level Released inversion from below prep level to prep level Released inversion from prep level to prep level Downward inversion from prep level Extended inverted stunt	
Dismounts D, E, & G: (USASF Page 29 & 34)	Full down from prep level 1 leg stunt	
Up to 2 1/4 twisting rotations allowed from 2 leg stunts.	Full down from extended level 1 leg stunt	
Up to 1 1/4 twisting rotations allowed from 1 leg stunts.	Double down from prep level 2 leg stunt	
2 skills are allowed. <i>If the twist is more than 1 1/4, no other skill is allowed.</i>	Double down from extended level 2 leg stunt Kick Full X-Full	

Additional Stipulation for Elite Level Appropriate Skills:

* For levels 1-6, In order to receive elite credit for twisting skills, released twisting skills, and inverted twisting skills, the skill must be performed in continuous motion with the bases and the top person completing the skill simultaneously. (Once the top person has landed at the final level, any additional walking by the bases will not be added on to determine the final degree of twisting.)
(Legal skills that do not adhere to the stipulations above, will receive level appropriate credit instead of elite.)

Level 4 PYRAMID & TOSSES

Pyramids (USASF Page 28 & 29)	Level Appropriate Examples:	Tosses (USASF Page 30)	Level Appropriate Examples:
C. Extended 1 leg stunt may not brace another 1 leg extended stunt.	Extended Single Leg Stunt braced to an Extension	F. Up to 2 tricks are allowed.	Kick Full
D & F2. No stunt or pyramid may move over or under another <u>separate</u> stunt or pyramid. The top person must be connected to the person in which they are traveling over.	Leap frog variations		Full up-Toe touch
F. A top person may pass above 2 persons high while braced to 1 person at prep level or below.	Braced Tic-Tock from prep level to extended level		1/2 twist-X-1/2 twist
4. Non-inverted transitional pyramids may involve changing bases.	Braced Tic-Tock from extended level to extended level		Kick-Kick
	Braced 1/2-1 1/2 twisting release- prep level to/from extended level		Double Toe
	Braced 1/2-1 1/2 twisting release from extended level to extended level		Ball Full
	Braced 1/2-1 1/2 twisting release- extended level to below prep level		X-Full
H. Braced inversion are allowed while released from bases if the top person is braced to 2 people at prep level or below. Bracers must be on 2 different sides of the top person.	Braced forward flip	H. Tosses may not exceed 2 1/4 twisting rotations.	Toe-Full
2. Braced inversions are allowed up to 1 1/4 flipping rotations, and 0 twisting rotations.	Braced backwards flip		Double Twist
	Braced Side Somi		2 1/4 Twist
	Braced inverted release from prep level to extended level		

* In USASF Levels 1-5, Pyramid A requires teams to follow level appropriate stunt and dismount rules within a pyramid sequence. Additional pyramid skill allowances for each level are listed in the pyramid rule progression above and can be found in the USASF Cheer Safety rules document.

LEVEL Youth 5 & Restricted 5 STUNTS

Level Appropriate Rule Progression	Level Appropriate Examples:	Elite Level Appropriate Stunts
Stunts C: Twisting (USASF Page 37 & 41)		
Twisting stunts and transitions are allowed up to 2 1/4 twisting rotations to prep level.	2 1/4 up to prep level	Full up to extended body position
Twisting stunts and transitions are allowed up to 1 1/2 twisting rotations to extended level 2 legs.	Full up to extended lib 1 1/4 up to extended 2 leg stunt 1 1/2 to prone from extended 2 leg stunt	1 1/2 up to extended stunt
Twisting stunts and transitions are allowed up to 1 twisting rotation to extended level 1 leg.	Full twisting transition to prone from extended 1 leg stunt Double twisting transition to prone from prep level stunt	
Stunts D & G: Releases (USASF Page 37 & 41)		
Top person can be released from prep level to extended level. <i>Releases may twist.</i>	1/4 - 3/4 twisting switch up to extended level 1 leg stunt Tic-Tock from prep level to extended level Tic-Tock from extended level to extended level 1 leg lib	Lib to body position tic-tock from extended level to extended level 1/4-3/4 twisting tic-tock to extended 1 leg stunt Switch up Full turn to extended 1 leg stunt
Top person can be released from extended level to extended level . <i>Releases may twist.</i>	Twisting Helicopter Toss 1/4-3/4 twisting to extended stunt	1/2 Ball up to extended body position
Releases that begin inverted must land in an upright position and not twist. <i>Releases may not start upright and then invert.</i>	Toss Full up to extended stunt	
Twisting helicopters are allowed.		
Stunts H: Inversions (USASF Page 37-38 & 41-42)		
Downward inversions are allowed from extended level with 3 catchers.	Downward inversion from extended 2 leg stunt Downward inversion from extended 1 leg stunt Released inversion from prep level to extended level 2 leg stunt Full twisting inversion to extended 1 leg stunt	Released inversion from prep level or above to extended 1 leg stunt
Dismounts D: (USASF Page 39 & 43)		
2 1/4 twisting rotation allowed from all stunts	Double Down from 1 leg stunt Hitch Kick Full down	
3 skills are allowed.	Switch Kick Full down	

Additional Stipulation for Elite Level Appropriate Skills:

* For levels 1-6, In order to receive elite credit for twisting skills, released twisting skills, and inverted twisting skills, the skill must be performed in continuous motion with the bases and the top person completing the skill simultaneously. (Once the top person has landed at the final level, any additional walking by the bases will not be added on to determine the final degree of twisting.)

(Legal skills that do not adhere to the stipulations above, will receive level appropriate credit instead of elite.)

Youth 5 & Restricted 5 PYRAMID

Pyramids (USASF Page 38-39 and 42-43)	<i>Level Appropriate Examples:</i>
Extended Single Leg Stunts may brace other Extended Single Leg Stunts	Extended 1 leg paper doll
C. A top person may pass above 2 persons high while braced to 1 person at prep level or below. 1. Twisting stunts and transitions are allowed up to 2 1/4 twists if connected to one bracer at prep level or below.	Braced non-inverted twisting release- below prep level to/from extended level Braced non-inverted twisting release- prep level to/from extended level Braced non-inverted twisting release from extended level to extended level
E. Braced inversions are allowed if braced by 1 person at prep level or below. 2. Braced flips are limited to 1 1/4 flipping and 0 twisting rotations.	Braced front tuck Braced back tuck Braced kick/split front Braced scorpion flip Braced front layout Braced back layout Braced side somi

Youth 5 TOSSES

Tosses (USASF Page 39)	<i>Level Appropriate Examples:</i>
F. Tosses may not exceed 3 tricks.	Hitch-Kick-Kick Switch-Kick-Kick
G. Tosses that involve more than 1 1/2 twists may not involve any additional skill.	Hitch-Kick-Full Switch Kick-Full Double Toe-Full Kick-Full-Kick
H. Up to 2 1/2 twisting rotations are allowed.	2 1/2 twists

Restricted 5 TOSSES

Tosses (USASF Page 43)	<i>Level Appropriate Examples:</i>
F. Tosses may not exceed 3 tricks.	Hitch-Kick-Kick Switch-Kick-Kick Hitch-Kick Full Switch-Kick-Full Double Toe-Full Kick-Full-Kick
G. Up to 2 1/2 twisting rotations are allowed.	2 1/2 twists Kick-Double Full-Kick-Full Full-Toe-Full

* In USASF Levels 1-5, Pyramid A requires teams to follow level appropriate stunt and dismount rules within a pyramid sequence. Additional pyramid skill allowances for each level are listed in the pyramid rule progression above and can be found in the USASF Cheer Safety rules document.

LEVEL 5 STUNTS

Level Appropriate Rule Progression	Level Appropriate Examples:	Elite Level Appropriate Stunts
Stunts C: Twisting (USASF Page 44)		
Twisting stunts and transitions are allowed up to 2 1/4 twisting rotations to extended level.	1 1/4-2 1/4 up to extended 2 leg stunt Full up - 1 3/4 to extended lib 1 1/2 - double to prone from extended 2 leg stunt Full - double twisting transition to prone from extended 1 leg stunt Double twisting transition to prone from prep level stunt	1 1/2 up to extended body position 1 3/4 up to extended body position Double up to extended 1 leg stunt
Stunts D & G: Releases (USASF Page 45)		
Top person can be released from prep level to extended level. <i>Releases may twist.</i> Top person can be released from extended level to extended level . <i>Releases may twist.</i> Releases that begin inverted must land in an upright position and not twist. <i>Releases may not start upright and then invert.</i> <i>Exception: Toss Front Handspring 1/2 up to extended level is allowed.</i> Twisting helicopters are allowed.	1/4 - 3/4 twisting switch up to extended level 1 leg stunt Tic-Tock from prep level to extended level Tic-Tock from extended level to extended level 1 leg lib Twisting Helicopter Toss 1/4-3/4 twisting to extended stunt Toss Full up to extended stunt Full twisting switch up to lib 1/2 twisting ball up to extended 1 leg stunt Full twisting tic-tock to extended level 1 leg stunt 1/4 - 3/4 twisting tic-tock from extended level to extended level lib	Body position to body position tic-tock from extended level to extended level Full twisting tic-tock from extended level 1 leg to extended 1 leg stunt Full twisting Switch up to extended body position Coed Style toss full twist to extended stunt Full twisting Ball up to extended body position
Stunts H: Inversions (USASF Page 45)		
Downward inversions are allowed from extended level with 3 catchers.	Downward inversion from extended 2 leg stunt Downward inversion from extended 1 leg stunt Released inversion from prep level to extended level 2 leg stunt Released inversion from prep level to extended level lib Full twisting inversion to extended 1 leg stunt Released inversion from extended level to extended level	Toss Front handspring 1/2 up to extended stunt Released inversion from prep level or above to extended body position
Dismounts D: (USASF Page 47)		
2 1/4 twisting rotation allowed from all stunts	Double Down from 1 leg stunt Kick Double down Full Kick Full down	

* A skill that is not legal in level 4, and legal as a Youth 5, Restricted 5, or Level 5 will be considered level appropriate for a level 5 team.

Additional Stipulation for Elite Level Appropriate Skills:

* For levels 1-6, In order to receive elite credit for twisting skills, released twisting skills, and inverted twisting skills, the skill must be performed in continuous motion with the bases and the top person completing the skill simultaneously. (Once the top person has landed at the final level, any additional walking by the bases will not be added on to determine the final degree of twisting.)

(Legal skills that do not adhere to the stipulations above, will receive level appropriate credit instead of elite.)

Level 5 PYRAMID & TOSSES

Pyramids (USASF Page 45-46)	<i>Level Appropriate Examples:</i>	Tosses (USASF Page 47)	<i>Level Appropriate Examples:</i>
Extended Single Leg Stunts may brace other Extended Single Leg Stunts	Extended 1 leg paper doll	F. Up to 2 1/2 twisting rotations are allowed.	Hitch-Kick Full
C. A top person may pass above 2 persons high while braced to 1 person at prep level or below.	Braced double twisting releases		Switch-Kick-Full
E. Braced inversions are allowed if braced by 1 person at prep level or below.	Braced flip from ground level to below prep level		Double Toe-Full
	Braced flip from below prep level to below prep level		Kick-Full-Kick
	Braced flip-prep level to/from below prep level		2 1/2 twists
	Braced flip from below prep level to extended level		Kick-Double
Braced flip from prep level to extended level	Full-Kick-Full		
2. Braced inversions are allowed up to 1 1/4 flipping rotations and 1/2 twisting rotations.	Braced 1/2 twisting front flip	Full-Toe-Full	
3. Braced inversions that exceed 1/2 twisting rotations are allowed up to a 3/4 flipping rotation provided release is initiated from an upright, non-inverted position, do not transition past a horizontal position, and do not exceed 1 twisting rotation.	Braced 1/2 twisting back flip	Kick-Full-Kick-Full	
	Braced 1/2 twisting split front flip	Hitch-Kick-Double	
	Braced front full	Switch-Kick-Double	
4. Inverted pyramid transitions may involve changing bases.	Braced backwards full	Full-Hitch-Kick-Full	
	Flipping leap frog	Full-Switch-Kick-Full	
	Flipping-twisting leap frog		

* In USASF Levels 1-5, Pyramid A requires teams to follow level appropriate stunt and dismount rules within a pyramid sequence. Additional pyramid skill allowances for each level are listed in the pyramid rule progression above and can be found in the USASF Cheer Safety rules document.

LEVEL 6 STUNTS

Level Appropriate Rule Progression	Level Appropriate Examples:	Elite Level Appropriate Stunts
Stunts C: Twisting (USASF Page 48)	1 1/4-2 1/4 up to extended 2 leg stunt	1 1/2 up to extended body position
Twisting stunts and transitions are allowed up to 2 1/4 twisting rotations to extended level.	Full up - 1 3/4 to extended lib	1 3/4 up to extended body position
	1 1/2 - double to prone from extended 2 leg stunt	Double up to extended 1 leg stunt
	Full - double twisting transition to prone from extended 1 leg	
	Double twisting transition to prone from prep level stunt	
Stunts D & G: Free flipping and Releases (USASF Page 48-49)	Free flipping from ground to cradle	Rewind from ground level to extended single leg and/or single arm stunt
Rewinds must originate from ground level and can land at extended level or below.	Free flipping with twisting from ground to cradle	Twisting rewind from ground level to extended single leg
<i>Rewinds may twist up to 1 1/4 twisting rotations.</i>	Free flipping from ground to prep level	Body position to body position tic-tock from extended level to extended level
<i>Rewinds may flip up to 1 rotation when landing in a stunt and 1 1/4 when landing in a cradle.</i>	Free flipping with twisting from ground to prep level	Full twisting tic-tock to extended 1 leg stunt (lib to body position)
Coed style releases to a new base are allowed if the top person is thrown by a single base and caught by a single base and a spotter.	Free flipping from ground to extended level 2 leg stunt	Full twisting switch up to extended body position
Release moves may not land inverted.	Free flipping with twisting from ground to extended level 2 leg	Coed style toss full twist to extended stunt
	1/4 - 3/4 twisting switch up to extended level 1 leg stunt	Full twisting ball up to extended body position
	Tic-Tock from prep level to extended level	
	Tic-Tock from extended level to extended level 1 leg lib	
	Twisting Helicopter	
	Toss 1/4-3/4 twisting to extended stunt	
	Toss Full up to extended stunt	
	Full twisting switch up to lib	
	1/2 twisting ball up to extended 1 leg stunt	
	Full twisting tic-tock to extended level 1 leg stunt	
	1/4 - 3/4 twisting tic-tock from extended level to extended level	
Stunts H: Inversions (USASF Page 49)	Downward inversion from extended level	Back handspring full up to stunt
Downward inversions from extended level are allowed with 2 catchers.	Released Inversion from prep level to extended level 2 feet	Front handspring 1/2 up to extended stunt
<i>May land inverted on the ground.</i>	Released inversion from prep level to extended level lib	Released inversion from prep level or above to extended body position
	Released inversion from extended level to extended level 2 leg	Front handspring 1 1/2 up to extended stunt
	Full - Double twisting invert up to extended level	
Dismounts B, C, E, & F (USASF Page 50)	Double Down from 1 leg	
2 1/4 twisting rotation allowed from all stunts	3/4 flip from prep to cradle	
1 1/4 flipping & 1/2 twisting rotations to cradle are allowed from prep level.	Arabian from prep to cradle	
1 front flip to ground from prep level	Back tuck flip from prep to cradle	
	Front tuck from prep to ground	
	Kick Double Down	

For level 6 stunts: All level 5 & 6 building skills will be considered level appropriate for scoring difficulty; however, at least 2 different level 6 skills are required to score in the high range.

Additional Stipulation for Elite Level Appropriate Skills:

* For levels 1-6, In order to receive elite credit for twisting skills, released twisting skills, and inverted twisting skills, the skill must be performed in continuous motion with the bases and the top person completing the skill simultaneously. (Once the top person has landed at the final level, any additional walking by the bases will not be added on to determine the final degree of twisting.)

(Legal skills that do not adhere to the stipulations above, will receive level appropriate credit instead of elite.)

Level 6 PYRAMID & TOSSES

Pyramids (USASF Page 49-50)	Level Appropriate Examples:	Tosses (USASF Page 50-51)	Level Appropriate Examples:
A. Pyramids are allowed up to 2 1/2 high.	Tower Pyramids 2 1/2 High Vertical Pyramid Structures 2 1/2 High Horizontal Pyramid Structures	D. Flipping tosses are allowed up to 1 1/4 flipping rotation and 2 additional skills. A tuck, pike, or layout are not counted as an additional skill.	Non-Twisting Backwards flipping
C. Free flying mounts <u>from ground level</u> are allowed up to 1 flip and 1 twist or 0 flipping and 2 1/4 twisting rotations.	Rewind into pyramid Twisting Rewind into pyramid 2 1/4 twisting release into pyramid		Non-Twisting Forwards flipping
C. Free flying transitions beginning <u>above ground level</u> are allowed 1 flip and 0 twists, or up to 0 flipping and 2 twisting rotations.	Back free released flip into pyramid Front free released flip into pyramid 2 twisting release into pyramid		Arabian
D & G. A top person may be released from a second layer base if they are caught by the same second layer base in an upright position. G2. Free release moves from 2 1/2 high are allowed up to 0 flipping and 1 twisting rotation.	Tic-tock at 2 1/2 high 1/2 around at 2 1/2 high Full around at 2 1/2 high		Front Full
	1/2 twisting release from 2 1/2 high pyramid Full twisting release from 2 1/2 high pyramid		Backwards Full
E. Inverted skills are allowed up to 2 1/2 high. Downward inversions from above prep level are allowed.	Inverted 2 1/2 high pyramid	X-out Full	
F. Braced flips are allowed up to 1 1/4 flipping and 1 twisting rotation.	Braced Flip to 2 1/2 high pyramid Braced 1/2 twisting flip to 2 1/2 high pyramid Braced Full twisting flip to 2 1/2 high pyramid	Front 1 1/2	
		Back 1 1/2	
		Front Double Full	
G. Top persons that are tossed to another base group are allowed up to 0 flipping and 1 1/2 twisting rotations or 3/4 front flip and 0 twisting rotations.		Back Double Full	
		Pike Open Double Full	
		F. Non-flipping tosses may not exceed 3 1/2 twists.	Kick-Triple
			Hitch-Kick-Triple
			Switch-Kick-Triple
Dismounts (USASF Page 50)		<i>Level Appropriate Examples:</i>	
C. Cradles from 2 1/2 high pyramids are allowed up to 1 1/2 twist. <i>Exception: 2 twists are allowed from forward facing tower pyramids.</i>	Full down from 2 1/2 high 1 1/2 down from 2 1/2 high Double Down from Extension or Cupie Tower Double Down from lib Tower Double Down from Stretch tower		Fly over
D. Free released moves from 2 1/2 high pyramids may not land prone or inverted.			3/4 Front Flip
E. 3/4 front flip to cradle may occur from 2 1/2 high pyramid. F. Back flip from 2 1/2 high is not allowed.	3/4 front flip from 2 1/2 high		1/2 - 1 1/2 Twisting

* In USASF Level 6 pyramid rules do not follow level 6 stunt rules.