

## PERFORMANCE RECREATION Level 1 & Mini Level 2

- \* These divisions are not allowed to perform tosses.
- \* The highest raw score that can be obtained is 90 points.
- \* All raw scores will be converted to a percentage.

## TRADITIONAL RECREATION TEAMS

- \* These divisions are not allowed to perform tosses.
- \* The highest raw score a traditional recreation team may receive is an 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 receive the 4.5
- \* Stunt Quantity is not a requirement for these divisions.
- \* All raw scores will be converted to a percentage.

## PERFORMANCE RECREATION TEAMS

- \* All teams (level 1-4) have a stunt quantity requirement.
- \* An all girl or coed team must perform 1 elite level appropriate skill to achieve a quantity score.  
(The elite level appropriate skill list can be found on the level appropriate building document. )
- \* Quantity may be achieved by using any combination of single-based or multi-based stunt groups.
- \* A lib or platform position are not considered to be body positions. Upright body positions include: stretch, bow and arrow, scale, arabesque, scorpion, chin-chin, and similar variations.
- \* The highest raw score a performance recreation level 2-4 team may receive is a 100. The highest raw score a performance recreation level 1 and mini 2 team may receive is a 90.

## JUMPS

- \* A team can demonstrate variety by having most perform at least 2 different types of advanced jumps. Variety is required to achieve a high range score. (Traditional recreation teams are not eligible for a high range score.)
- \* Tiny and mini divisions do not have to connect jumps to achieve a score of 5.0.

## ALL RECREATION TEAMS

- \* Recreation teams do not have one official rules governing body. Therefore, recreation teams will be following the USASF Safety Rules. Please refer to that document to determine if your routine is legal. If you have a question about a specific skill, please contact the EP directly.

### 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

### TOSS TECHNIQUE DRIVERS

- \* Height
- \* Timing/Synchronization
- \* Flyer Position/Control/Technique
- \* Base Position/Technique
- \* Uniformity of Technique

### DANCE DRIVERS

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