

	JUMPS	TUMBLING	BASKET TOSSES	PYRAMIDS
1 POINT	SINGLE JUMP	Cartwheel, round off, front handspring, front walkover, back walkover, front or back roll	Straight toss basket	A single static connection no extensions
2 POINTS	TWO SAME CONNECTED JUMPS	Back handspring (From standing OR running)	One skill (non twisting)	A single static connection with extended skills
3 POINTS	THREE CONNECTED JUMPS (ALL THE SAME JUMP)	Standing back tuck, Round off to tuck etc., jump to back handspring	Full twisting basket	One dynamic pyramid including no extended skills
4 POINTS	THREE CONNECTED JUMPS (ONE DIFFERENT)	Standing handspring to layout, Running layout, jump to back tuck	Two skill basket	One dynamic pyramid including extended skills
5 POINTS	THREE CONNECTED JUMPS (ALL DIFFERENT)	Any flipping and twisting skill running or standing, Jump to layout	One skill + full twisting basket	Two or more different dynamic pyramids including extended skills (occurring one after the other)
	*NOTE: Teams doing a majority of a skill, but with some advanced skills will receive an additional .5	*NOTE: Teams doing a majority of a skill, but with some advanced skills will receive an additional .5	Teams doing the above skills with a majority ratio of their team members will receive the given points. Teams with any additional higher skills added will receive an additional .5	Teams doing the above skills with a majority ratio of their team members will receive the given points. Teams with any additional higher skills added will receive an additional .5

	Stunting Mounts	Stunting Dismounts
0-1 point	Straight up to prep, Shoulder sits, Thigh stands, jump in or step in Basic load ins - quick up, quarter up	Sponge, straight to load
1.1-2 points	Extended double leg, show and go, half up to prep	Cradle from prep, prone
2.1-3 points	Extended single leg, show and go lib, half, inversion to prep, braced inversion, full up to prep	Cradle from extension, full down from prep, half twisting unwind, prone, cartwheel/side dismount, pop off
3.1-4 points	Half up to extension, half up to single leg, position while in extended single leg, inversion to extension, hand in hand to prep, low to high switches and full rotations, full up to prep,	Cradle from lib, full down from extended position, full twisting unwind, baha, pop off
4.1-5 points	Full up to extension, half up to extended single leg, immediate position in single leg stunt, inversion to extended single leg, hand in hand to extended position, high to high switches and rotations, full up to extension	Full down from lib, kick full cradle, full twisting baha All elite dismounts