



# Solo & Small Group EVENT FINALS CHAMPIONSHIP

## Saturday - April 20th, 2024 - Austin, TX

NOW BEGINS AT 5:00pm!!!

### WHAT IS EVENT FINALS?

Hosted the evening before The NATL TEAM CHAMPIONSHIP, Event Finals is an unique platform for individual athletes and small groups to showcase their skills and hard work outside of team competition. Free of the limitations of team competition and compulsory events, Event Finals provides athletes and coaches free reign to create their own skill sequences and tumbling passes that highlight their strengths and creativity.

### LOCATION, TIME & COST

- Hill Country Indoor - 13875 Bee Cave Pkwy, Bee Cave, TX 78737
- **REVISED 4/18!!!** Doors Open at 5:00pm - **NO EARLY ENTRY!!! VENUE WILL NOT ALLOW EARLY ENTRY!!!**
  - Stretch & Warm-Ups begin immediately.
  - Events begin at 5:30pm.
- Event Finals is being hosted in the Championship Warm-Up Room at the same time crews will be setting up the main gym for The NATL Championship. As such, please know that Event Finals will have a pretty laid back and informal presentation and feel. There will likely not be full seating available.
- COST - \$30/athlete/event

### AGE DIVISIONS

- Divisions Offered & Skill Caps:

- Mini Novice	- MN entries may pull skills from as high as Youth Bonus
- Youth Excel	- YE entries may pull skills from as high as Junior Bonus
- Junior Elite	- JE entries may pull skills from as high as Senior Bonus
- Senior Prestige	- SP entries may pull skills from as high as Senior Bonus
- Athletes may only enter Event Finals Divisions that match or exceed the level of the primary team they are competing with in team competition at the 2024 Championship.
  - i.e. An athlete competing on a Youth Team at the Team Championship must compete in the Youth Level or higher at the Event Finals. They may not compete in Mini Novice.
  - Athletes participating in Event Finals ONLY must meet the age requirements for the division entered.

REGISTER HERE:



### GENERAL RULES & NOTES

- Counters and spotters do not count towards your athlete max unless they physically participate in a skill.
- Coaches may accompany their athletes onto the floor for counting and safety purposes during Building Events.
- Coaches ARE NOT ALLOWED on the floor to spot or stand next to tumbling skills in Tumbling Events.
- Building Events will be held on the Warm-up Floor, which is a 42'x42' carpet-bonded foam "Hard-Floor."
- Tumbling Events will be held on the Warm-Up Spring Floor, which measures 15'x60'.



## **ACRO EVENTS - 9 Element Acro**

- **9-Element Group Acro Event - 6 Athletes Max**
  - Athletes may change roles between skills and groups may utilize up to 2 flyers.
  - Every athlete does not have to be involved in every skill.
- **9-Element Partner Acro Event - 3 Athletes Max**
  - Athletes may change roles between skills.
  - All 3 athletes may participate in each skill but are not required to:
    - EXAMPLES: BASE/FLYER/ASSIST -or- BASE/BASE/FLYER -or- BASE/FLYER/SPOTTER
- The Elements are categorized as "Load Phase," "Hold Phase," and "Dismount Phase."
  - We are essentially looking for 3 distinct stunts to build and dismount.
- Once the Load Phase is complete, any transitions to another position or height level are considered part of the Hold Phase.
- Start values for each element/phase of the skill are based on their placement on the Skill Level Charts in the Tariff & the Start Value Chart Details can be found in the BUILDING START VALUE section below.

## **PYRAMID EVENT - 2-Structure Pyramid**

- **Pyramid 2-Structure Event - 8 Athletes Max**
  - 1 Group will build 2 separate Pyramid Structures each consisting of a Load, Hold, and Dismount utilizing the Skill Level Chart in the Tariff and the Start Value Chart below to establish their start value.

## **TOSS EVENTS - Solo/Sync - 2 Trick Toss**

- **Solo 2-Toss Event - 6 Athletes Max**
  - 1 Group will throw 2 separate Tosses utilizing the Skill Level Charts and the Start Value Chart to calculate their start value.
- **Sync 2-Toss Event - 12 Athletes Max**
  - 2 Groups will each throw 2 synchronized Tosses utilizing the Skill Level Charts and the Start Value Chart to calculate their start value.

## **TUMBLING EVENTS - Solo/Duo/Trio - 3-Element & 3/4-Element**

Each athlete may enter a maximum of 2 total tumbling events.

Meet Directors reserve the right to combine Solo, Duo, and Trio events as needed to ensure competition.

- **3-Element Tumbling Pass - Solo Event & Duo Event**
  - Solo and Duo are each freestanding events utilizing 1 or 2 athletes respectively. Duo is are Sync.
  - The "3-Element Event" will consist of One (1) Standing Tumbling Skill and One (1) 3-Element Running Pass.
- **3/4-Element Tumbling Pass - Duo/Trio Event**
  - Duo/Trio is a single, synchronized event allowing groups of 2 or 3 to compete in one division.
  - The "3/4-Element Event" will consist of One (1) Standing Tumbling Skill and Two (2) Running Passes, a 3-Element Pass and a 4-Element Pass. 5-Element passes are allowed in lieu of the 4-Element pass, in which case, up to one (1) Round-Off may be left off the start value tariff.
- Competitors will execute their Standing Pass first, followed by their Running Pass(es).



## BUILDING EVENT START VALUES

- Skills listed both in Bonus & Non-Bonus across two divisions will utilize the lower of the start value categories.
  - EXAMPLE: "Ground Up Punk Move" is categorized as both Youth Bonus & Junior Non-Bonus, meaning for Event Finals start value purposes this skill is considered Youth Bonus = 2pts
- In cases where the Load, Hold, and/or Dismount is inherent in the skill's name on the Skill Level Chart, use the same start value for each element/phase of that skill.
  - EXAMPLE: "Acro Plank (Shoulder Level)" implies and describes a straight up Load, the plank Hold, and the straight down Dismount; all of which fall under a Mini Non-Bonus value of 0.5 pts. As such, you would select 0.5pts for the Load, Hold and Dismount Levels on the tariff form for an overall value of 1.5pts.

## TUMBLING START VALUES

- STANDING PASS START VALUE CALCULATION:**
  - Locate the pass on the Skill Level and Start Value Charts.
  - Skills listed both in Bonus & Non-Bonus across two divisions will utilize the lower of the value categories.
- RUNNING PASS START VALUE CALCULATION:**
  - Each element/skill that makes up a pass is assigned it's own individual value based on the skills executed to reach that element in the pass.
  - Skills listed both in Bonus & Non-Bonus across two divisions will utilize the lower of the value categories.
  - Determine the value of each element as follows:
    - Element 1's Value - Assign value based on where Element 1 falls on the Skill Level and Start Value Charts.
    - Element 2's Value - Combine Element 1 & 2 and view this as a standalone pass; find this standalone pass on the Start Value Chart and assign this value to Element 2.
    - Element 3's Value - Combine Element 1, 2, & 3 and view this as a standalone pass, find it on the Start Value Chart, and assign that value to Element 3.
    - Element 4's Value - Combine Element 1, 2, 3, & 4 and view this as a standalone pass, find it on the Start Value Chart, and assign that value to Element 4.
  - EXAMPLE: Using a "RO BHS BHS" as an example:
    - The Round-Off is worth what a Round-Off is worth on the Start Value Chart. (0.5pts)
    - The first BHS is worth what a RO BHS is worth on the Start Value Chart. (1.5pts)
    - The second BHS is worth what a RO BHS BHS is worth on the Start Value Chart. (2.0pts)
    - You then add those 3 values together. (Pass Total = 4pts)
  - 5 Element Passes are allowed in the 4-Element Event
    - When using a 5-Element Pass in lieu of a 4-Element pass, up to one (1) Round-Off may be left off the tariff.

		START VALUE CHART			
		Mini	Youth	Junior	Senior
Non-Bonus		0.5	1.5	2.5	3.5
Bonus		1	2	3	4

REGISTER FOR EVENT FINALS HERE:

<https://bit.ly/EventFinalsReg>

