



# CODE OF POINTS

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## MID-SEASON ERRATA RELEASED 2/6/24 – Important! Read Carefully!!

### **Errata Released 2/6/24**

The NATL has been receiving a host of questions from coaches over the last few weeks seeking clarification on certain rules and skills as we approach the start of The NATL Competitive Season. Additionally, with the completion of the 23-24 TAAF A&T Season last weekend, we have the opportunity to tweak some of the rules based on feedback and observations gathered throughout the TAAF lineup of events. We are so appreciative of our association with TAAF and the proving ground they provide for our ruleset each season.

The following contains rules clarifications and adjustments. Rules changes take effect on 2/6/24 for all meets moving forward, however they will not be enforced with penalties or deductions until 2/12/24. Educational warnings will be utilized at the Spring Fling and Sweetheart Invitationals to help coaches get up to speed before PowerUP!.

### **RULES AMENDMENTS for ALL DIVISION:**

1. **TEAM ROUTINE SKILL DIFFICULTY METRICS:** When determining whether a skill is Level Appropriate ("LevAp") or Bonus, you may only "GO UP" on the skill chart and may not "GO DOWN" to source skills for your routine. Meaning, a "LevAp" skill for a given division may be considered a Bonus for the level below; however a Bonus Skill for the lower level cannot be used as a "LevAp" skill for the higher level unless that skill is specifically listed in both categories on the skill chart.

*EXAMPLE: Junior LevAp can be used as Youth Bonus / Youth Bonus cannot be used as Junior Level Appropriate.*

2. Reminder that Dances are REQUIRED to consist of two contiguous 8-counts of synchronized or coordinated dance choreography. Failure to do so will result in a voided dance score. This will be enforced during the NATL season.

3. 1-1 Bonus Acros in Team Routine must be built from the ground to the final position with no assistance from another base. This includes in transitional stunts. Meaning a group stunt using multiple bases, when transitioning to a 1-1 stunt, must first touch the ground before executing the 1-1 and all assists must vacate contact before the 1-1 is built.

### **MINI NOVICE**

1. **Clarification: GROUND STRADDLE BONUS** - for Mini Novice **MAY NOT** use an assist in any phase of the skill.

2. **Clarification: GROUND INVERT** - may use an assist on the waste/hips of the flyer for safety. The assist may not hold the legs for the flyer; doing so would incur a technical deduction.

3. **Clarification: Trophy Drill Toss** - Trophy drills must be executed on a basket grip. A Show'n'go in a 2 foot sponge does not qualify.

### **YOUTH EXCEL**

1. **Clarification: 2-1-1 Dangle Pyramid** - The loaders maintaining contact and support throughout the pyramid constitutes "Level Appropriate." Releasing the flyer fully to the Midlayer Base during the hold phase is considered Bonus for Youth.

2. **Clarification: 2-2-1 Iron Pike Pyramid** - To receive the Bonus release, the backspot load must demonstrate the release visually BEFORE the flyer begins executing the body positions.

### **JUNIOR ELITE**

1. **NEW - Compulsory Acro - Dangle Straddle** - The Bonus will now be a true 1-1 in all phases of the skill, no assists may be used in any phase of the build or dismount to achieve the Bonus.

2. **Clarification: 2-1-1 Dangle Straddle Pyramid** - the load phase must originate with the flyer in contact with the ground and build to the top in one fluid motion. Stopping in sponge or prep is not level appropriate for Junior. The build must be "Ground Up."

3. **Clarification: 2-1-1 Dangle Straddle Pyramid** - The load may originate from the front, side, or back of the structure as long as it is "Ground Up." Doing a 180 from the front/side, or straight up from the side/back is valued the same.

4. **Clarification: 2-1-1 Dangle Straddle Pyramid** - The 360 Dismount Bonus must land directly in front of the Midlayer Base/Structure. Landing "Off-Center" from the structure will result in a technical deduction.

# COP ARTICLE I. Execution & Deduction Systems & Tables

## Section 1.01 Execution Tables

EXECUTION SCORE	
<b>4.0</b>	<p>A team's execution will be determined by all athletes performing a skill</p> <p>Scores will start at a 4.0 and may be reduced by .1, .2 or .3 based on errors in the technical execution of each of the drivers below.</p> <ul style="list-style-type: none"> <li>- .1 - Minor technical issues by the team</li> <li>- .2 - Multiple technique issues by the team.</li> <li>- .3 - Widespread technique issues by the team</li> </ul> <p>No more than .3 will be taken off for a single driver.</p> <p>Stylistic differences will not factor into a team's Execution scores.</p>

NOTES
<p>&gt;Execution scores and technical deductions in Compulsory Events will be assessed on each individual athlete.</p> <p>&gt;Execution scores and technical deductions in Team Routine will be assessed based on overall team and small group execution (i.e. sync tumbling groups, acro/stunt groups, etc.)</p>

ACRO/STUNTS & PYRAMID SCORE DRIVERS	
Each driver may include, but is not limited to, the examples below:	
Top / Flyer	Body control and position Body position uniformity Motion Placement Legs/arms locked and toes pointed Balance checks
Bases/Spotters	Stability and control Solid stance and proper foot position Stationary / Core straight and locked out Assists only when mandated and within skill specific guidelines
Transitions	Entries: clean, concise and stable Dismounts: clean, concise and stable Speed/control/flow from skill to skill
Sync	Timing

TUMBLING SCORE DRIVERS	
Each driver may include, but is not limited to, the examples below:	
Approach	Arm placement into pass/skill/element Proper swing, prep, set positions Flow from skill to skill in a pass Consistent or increases speed through pass
Body Control & Position	Chest and head placement Arm placement Pointed toes Extended and straight body lines
Landings	Control and stability (no steps or bobbles) Legs/Feet together Chest placement Complete/incomplete rotations and twists
Sync	Timing

TOSS SCORE DRIVERS	
Each driver may include, but is not limited to, the examples below:	
Top / Flyer	Body control and position Consistent execution of skill/element Arm Placement Legs/arms locked and toes pointed
Bases/Spotters	Synergy and timing between arms and legs throwing together Stability and control Solid stance and proper foot position (no more than shoulder width) Stationary Core straight and locked out Arms up to catch high Absorb catch with legs
Sync	Timing
Height	Relative to the size of the athletes performing the toss

JUMP SCORE DRIVERS	
(included as part of Standing Tumbling)	
Arm Placement	Approach Consistent entry Swing/prep Arm position within jump(s)
Leg Placement	Straight legs Pointed toes Hip placement/rotation Height relative to level with floor
Sync	Timing
Landings	Legs/feet together Control and stability (no steps or bobbles)
Connection	Flow of connection to tumbling skills

Section 1.02 Head Judge Deductions

## HEAD JUDGE DEDUCTION TABLE

### TECHNICAL DEDUCTION TABLE

These are taken as technical deductions by each judge and averaged into the final technical deduction for each category.

INFRACTION	DEDUCTION	DESCRIPTION	THIS INCLUDES:	THIS DOES NOT INCLUDE:
<b>Athlete Fall</b>	<b>- 0.5</b>	Drops or falls to the performance surface during tumbling and/or jump skills.	<ul style="list-style-type: none"> <li>&gt; Hand, hands, head down in tumbling or jump skills</li> <li>&gt; Knee or knees down in tumbling or jumps</li> </ul>	<ul style="list-style-type: none"> <li>&gt; An athlete that trips while walking during a transition</li> </ul>
<b>Building Bobble</b>	<b>- 0.3</b>	Acro/Stunt or Pyramid skills that almost drop but are saved	<ul style="list-style-type: none"> <li>&gt; One (1) Base or Spotter drops to the performance surface during a building skill</li> <li>&gt; Top person sits back onto the base/spotter and is pushed back up</li> <li>&gt; Unintentional lowering of a stunt i.e. extended to prep level (not timing issues)</li> <li>&gt; Pyramid skills that would fall without extra bracing</li> <li>&gt; Both feet of the top/flyer contact the ground during a cradle (excludes 1 foot)</li> <li>&gt; Step down to performance surface from a waist or below stunt (not timing issues)</li> </ul>	<ul style="list-style-type: none"> <li>&gt; Balance check by top person</li> <li>&gt; An omitted skill</li> <li>&gt; Drop in body position by top/flyer</li> <li>&gt; Excessive base movement</li> </ul>
<b>Building Fall</b>	<b>- 0.5</b>	Drops or falls from a building or transition skill during an Acro/Stunt or Pyramid	<ul style="list-style-type: none"> <li>&gt; Drops to a cradle, load or prone position</li> </ul>	<ul style="list-style-type: none"> <li>&gt; Single based partner stunts that drop to a coed load position</li> <li>&gt; Dropping from extended to prep level</li> </ul>
<b>Major Building Fall</b>	<b>- 1.0</b>	Drops to the performance surface from an Acro/Stunt, Pyramid or Toss by the Top/Flyer and/or the Bases/Spotters	<ul style="list-style-type: none"> <li>&gt; Multiple bases and/or spotters drop to the performance surface</li> <li>&gt; Top/flyer lands on base and/or spotter who drops to the performance surface</li> <li>&gt; Single based partner stunts where the top/flyer lands on the performance surface without assistance from bases/spotters.</li> </ul>	<ul style="list-style-type: none"> <li>&gt; Single based partner stunts that drop to a partner load position</li> <li>&gt; Dropping from extended to prep level</li> </ul>

### RULE INFRACTIONS

These are taken as rule violation deductions by the Head Judge only and deducted from the team's overall score.

INFRACTION	DEDUCTION	DESCRIPTION	THIS INCLUDES:	THIS DOES NOT INCLUDE:
<b>Boundary Infraction</b>	<b>- 0.1</b>	Athletes are required to stay within the specified boundary line. Teams may be subject to a deduction if it is deemed an athlete intentionally passes to the other side of the boundary line.	<ul style="list-style-type: none"> <li>&gt; An athlete that intentionally walks past the boundary line with both feet.</li> <li>&gt; An athlete that starts a tumbling pass outside the boundary line.</li> </ul>	<ul style="list-style-type: none"> <li>&gt; An athlete that accidentally steps out of bounds with one or both feet at the end of a tumbling pass or while transitioning.</li> <li>&gt; Stepping on the line does not incur a deduction. Must contact the flooring on the other side of the boundary line to be considered "out of bounds."</li> </ul>
<b>Team Routine Time Limit Violation</b>	<b>- 0.5</b>	Teams that exceed the allotted time in team routine by 1 or more seconds are subject to a this deduction.	Team Routine Time Limits: Mini & Youth: 2:00 Junior & Senior: 2:30	A deduction will not be issued until the stopwatch shows a time that exceeds three (3) seconds over the allotted time to account for any potential variances in human reaction or sound system variations.
<b>Music Content</b>	<b>- 0.5</b>	Any questionable or inappropriate music content is subject to this deduction. At the discretion of the meet director. > Rule of thumb... if it is at all questionable don't use it.	<ul style="list-style-type: none"> <li>&gt; This includes prohibited elements such as custom voice overs used outside the opening 10 seconds, overuse of sound effects, etc.</li> <li>&gt; Consult R&amp;P Section 10.05.1 Music Guidelines for details.</li> </ul>	
<b>Coach Intervention</b>	<b>-0.3</b>	Illegal contact or the assisting of builds or physically spotting tumbling in compulsories or team routine.	<ul style="list-style-type: none"> <li>&gt; Physically spotting a tumbling pass.</li> <li>&gt; Intervening in a bobbling or falling stunt to keep it in the air.</li> </ul>	Catching a falling stunt while safety spotting.

### LEGALITY VIOLATIONS

These are taken as legality violation deductions by the Head Judge only and deducted from the team's overall score.

INFRACTION	DEDUCTION	DESCRIPTION	THIS INCLUDES:	THIS DOES NOT INCLUDE:
<b>Tumbling Out of Level</b>	<b>- 1.0</b>	Teams are restricted to tumbling passes and skills listed as Level Appropriate or Bonus on the Skill Level Chart corresponding to their division. (COP Section 4.04)	<a href="#">Consult the Skill Level Chart</a>	<a href="#">Consult the Skill Level Chart</a>
<b>Building Out of Level</b>	<b>- 1.0</b>	Teams are restricted to Acro/Stunts, Pyramids and Tosses listed as Level Appropriate or Bonus on the Skill Level Chart corresponding to their division. (COP ARTICLE IV)	<a href="#">Consult the Skill Level Chart</a>	<a href="#">Consult the Skill Level Chart</a>
<b>Building Safety Violation</b>	<b>- 1.0</b>	<ul style="list-style-type: none"> <li>&gt; If a skill is performed illegally and appears to be inherently dangerous and/or unsafe - regardless of the number of building groups.</li> <li>&gt; If a skill is missing the number of athletes required to perform that skill legally.</li> </ul>	<ul style="list-style-type: none"> <li>&gt; Not having the number of required catchers for a toss or cradle.</li> </ul>	

### OMISSION DEDUCTIONS

These are taken as legality violation deductions by the Head Judge only and deducted from the team's overall score.

	INFRACTION	DEDUCTION	DESCRIPTION	THIS INCLUDES:	THIS DOES NOT INCLUDE:
<b>ACRO</b>	<b>Acro Omission</b>	<b>-1.25</b>	> Deduction is - 1.25 per group for each element omitted.	<ul style="list-style-type: none"> <li>&gt; Each Acro Event has 4 stunts/acro elements performed by 2 groups. If one of those groups only attempts 3 of those elements the team would receive a - 1.25 deduction.</li> </ul>	
	<b>Toss Omission</b>	<b>- 2.5</b>	> Deduction is - 2.5 per group for each toss element omitted.	<ul style="list-style-type: none"> <li>&gt; Each Toss Event has 2 Toss Elements performed by 2 groups. If each of those groups only executes 1 toss each, that would be a - 5.0 deduction total.</li> </ul>	
<b>PYRAMID</b>	<b>Pyramid Omission</b>	<b>- 2.5</b>	> Deduction is - 2.5 per group for each pyramid element omitted.		
<b>TUMBLING</b>	<b>Skill Omission</b>	<b>- 0.3</b>	> Deduction is - 0.3 for not completing a pass or leaving off a skill at the end of a pass.	<ul style="list-style-type: none"> <li>&gt; 2/3 of pass must be thrown to qualify. For example on a "RO 2 BHS"... "RO 1 BHS" is a Skill Omission... "RO" only is a pass omission.</li> <li>&gt; The Standing Tumbling compulsory is considered 3 passes, not 3 skills.</li> </ul>	
	<b>Pass Omission</b>	<b>- 0.5</b>	> Deduction is - 0.5 for each pass an athlete skips completely.	<ul style="list-style-type: none"> <li>&gt; A tumbler that runs across the floor during a pass instead of tumbling.</li> <li>&gt; A tumbler stands idle during a standing tumbling skill.</li> </ul>	<ul style="list-style-type: none"> <li>&gt; A tumbler that begins the pass but balks on the last skill of the pass.. 2/3 of pass must be executed to be considered a Skill Omission instead of a Pass Omission. i.e. RO BHS stop instead of RO BHS Tuck. "RO Stop" only is only 1/3 of the pass, so this would be a Pass Omission, not a skill omission.</li> </ul>
	<b>DANCE</b>	<b>Dance Omission</b>	<b>-2.0</b>	> Deduction is -2.0 for less than two 8-counts of choreographed synchronized dance by at least half of the team.	

# COP ARTICLE II. Scoring Rubrics for Team Routine – Mini Novice & Youth Excel

## Section 2.01 Acro / Stunt Quantity & Difficulty Scoring Rubrics

Mini/Yth	Acro / Stunt Quantity
1.0	Less than MAJORITY of the team performs a level appropriate building skill.
1.2	MAJORITY of the team performs a level appropriate building skill.
1.4	Less than MAJORITY of the team performs the same Bonus Level skill.
1.6	MOST of the team performs a level appropriate building skill.
1.8	MAJORITY of the team performs the same Bonus Level skill.
2.0	MOST of the team performs the same Bonus Level skill.

Mini/Yth Acro / Stunt Quantity Chart				
Team Size	# of Groups		# of Partner Pairs	
	MAJORITY	MOST	MAJORITY	MOST
8 - 11	1	2	2	3
12 - 15	2	3	3	4
16 - 20	3	4	4	5

Mini/Yth	Acro / Stunt Difficulty	
2.5	BELOW	Skills performed do not meet the LOW range requirement.
3.0	LOW	Two (2) different level appropriate elements performed by MAJORITY of the team, including one that must be a compulsory element.
3.5	TARGET	Two (2) different level appropriate elements performed by MOST of the team, including one that must be a compulsory element.
4.0	BONUS	Two (2) different level appropriate elements performed by MOST of the team, including one that must be a compulsory skill AND one that must be a Bonus Level skill.

Mini/Yth	NOTES:
	The Acro / Stunt Quantity score is determined by highest level skill and the quantity of the team executing it. Must only be achieved once in the routine. Only the highest score is used, the other scores are dropped.
	Skills are categorized as "Group Stunts" or "Partner Stunts." Be sure to use the proper category for a skill when determining which quantity number applies. Group Stunts that receive a "Partner Bonus" are still considered Group Stunts when determining quantity.
	Bonus Skills are those marked as "Bonus" on the skill tree for a given level or any level appropriate skills from one age division up. (i.e. a non-bonus skills from Senior Prestige are considered bonus skills for Junior Elite.)

## Section 2.02 Pyramid Difficulty Rubric

Mini/Yth	Pyramid Difficulty	
2.0	Min.	Level Appropriate Skills performed do not meet the BELOW range requirement.
2.5	BELOW	Build MAJORITY Quantity Structures including at least ONE (1) Compulsory Element.
3.0	LOW	Build MOST Quantity Structures including at least ONE (1) Compulsory Element.
3.5	TARGET	Build MOST Quantity Structures including TWO (2) different level appropriate "Elements" with at least ONE (1) that is a compulsory skill.
4.0	BONUS	Build MOST Quantity Structures including TWO (2) different level appropriate "Elements" with at least ONE (1) that is a compulsory skill and one that is a Bonus Element.

Pyramid Quantity Chart		
# of Total Structures		
Team Size	MAJORITY	MOST
8 - 16	1	2
17-20	2	3

Mini/Yth	NOTES:
	Pyramid Quantity is based on the number of total structures executed. "Elements" are the type of structures executed.
	$\begin{array}{r} \text{One of Element A} \\ + \text{One of Element B} \\ = 2 \text{ Struc \& 2 Elements} \end{array}$
	$\begin{array}{r} \text{One of Element A} \\ + \text{Two of Element B} \\ = 3 \text{ Struc \& 2 Elements} \end{array}$

## Section 2.03 Toss Difficulty Rubric

Mini/Yth Toss Difficulty		
2.0	Min.	Skills performed do not meet the BELOW range requirement.
2.5	BELOW	<b>MAJORITY</b> of the team performs a synchronized compulsory toss.
3.0	LOW	<b>MOST</b> of the team performs a synchronized compulsory toss.
3.5	TARGET	<b>MOST</b> of the team performs synchronized compulsory toss <b>plus</b> a different level appropriate toss(es) performed by <b>MAJORITY</b> *.
4.0	BONUS	<b>MOST</b> of the team performs a synchronized compulsory toss element <b>plus</b> a different level appropriate toss(es) performed by <b>MAJORITY</b> * <b>including</b> one (1) Bonus Level Element performed by at least <b>LESS THAN MAJORITY</b> **.

Toss Quantity Chart		
Team Size	# of Groups	
	Majority	Most
8 - 11	1	1
12 - 15	1	2
16 - 20	2	3

Mini/Yth	NOTES:
	* Sync not required, cumulative is accepted.
	** For Bonus Category - When attempting to use a Bonus Element to achieve your group sync compulsory requirement, all groups necessary to achieve the compulsory toss at the desired quantity range must execute the same bonus (or non-bonus) version of the toss together.
	Otherwise, you may achieve the Bonus Category with as few as one group executing the Bonus Level Element as part of your sync or cumulative "extra" toss(es) that are required for the TARGET and BONUS scoring categories.

## Section 2.04 Standing & Running Tumbling Difficulty Rubrics

Mini/Yth Standing Tumbling Difficulty		
2.0	BASE	Skills performed do not meet the BELOW range requirement.
2.5	BELOW	<b>MAJORITY</b> of the team performs a level appropriate pass.
3.0	LOW	<b>MAJORITY</b> of team performs the same synchronized compulsory skill, <b>plus</b> <b>Less than MAJORITY</b> of team performs a different level appropriate skill.
3.5	TARGET	<b>MOST</b> of the team performs the same synchronized compulsory skill, <b>plus</b> a <b>MAJORITY</b> of the team performs a different level appropriate skill.
4.0	BONUS	<b>MOST</b> of the team performs the same synchronized compulsory skill, <b>plus</b> a <b>MAJORITY</b> of the team performs additional level appropriate skills <b>including</b> a bonus level skill executed by <b>Less than MAJORITY</b> .

Mini/Yth	NOTES:
	For Standing Tumbling, "Less Than MAJORITY" means any number of athletes under MAJORITY. One (1) athlete is enough to meet this criteria.

Tumbling Quantity Chart		
Team #	Majority	Most
4	2	3
5	2	3
6	3	4
7	4	5
8	5	6
9	5	6
10	6	7
11	6	7
12	7	8
13	7	9
14	8	9
15	8	10
16	9	11
17	9	11
18	10	12
19	10	13
20	11	13
21	11	13
22	12	13
23	12	13
24	12	13

Mini/Yth Running Tumbling Difficulty		
2.0	BASE	Skills performed do not meet the BELOW range requirement.
2.5	BELOW	Less than a <b>MAJORITY</b> of the team performs a synchronized, level appropriate pass.
3.0	LOW	<b>MAJORITY</b> of the team performs the same synchronized compulsory pass <b>plus</b> <b>Less than MAJORITY</b> of team performs additional level appropriate passes <b>including</b> one (1) trio pass.*
3.5	TARGET	<b>MAJORITY</b> of the team performs the same synchronized compulsory pass, <b>plus</b> a <b>MAJORITY</b> of the team performs additional level appropriate passes <b>including</b> one (1) trio pass.*
4.0	BONUS	<b>MOST</b> of the team performs the same synchronized compulsory pass, <b>plus</b> a <b>MAJORITY</b> of the team performs additional level appropriate passes <b>including</b> one (1) trio pass* and one (1) bonus level pass.**

Mini/Yth	NOTES:
	* Counts as 3 passes towards quantity.
	** The trio pass may count towards both requirements at once if it is bonus.
	No other skills may be executed during the Trio Pass. These passes should be highlighted in the routine.
	For Running Tumbling, "Less Than MAJORITY" means any number of athletes under MAJORITY. One (1) athlete is enough to meet this criteria.



## Section 2.05 Team Routine Performance Scores

- Each team enters the Team Routine with 2.0 points available in each of the following categories:
  - Composition – score based on how efficient and effective a routine is demonstrating a team’s skills creatively while making it easy and accessible for the judges to see and score.
  - Cleanliness / Sync – score based on how “clean” and “sharp” a team and its individual members execute their skills and choreography while maintaining overall synchronization and timing.
  - Dance – score based on the creativity and crowd appeal of the dance choreography while highlighting the projection and showmanship of the performers.
  - Showmanship – score based on the showmanship and “performance” of the athletes in the
- The Performance Judge takes deductions ranging from -0.1 to -0.3 for performance errors in each of these areas throughout the routine.

# COP ARTICLE III. SCORING RUBRICS FOR TEAM ROUTINE – Junior Elite & Senior Prestige

## Section 3.01 Acro / Stunt Quantity and Difficulty

JR/SR	Acro / Stunt Quantity
1.0	Less than MAJORITY of the team performs a level appropriate building skill.
1.2	MAJORITY of the team performs a level appropriate building skill.
1.4	Less than MAJORITY of the team performs the same Bonus Level skill.
1.6	MOST of the team performs a level appropriate building skill.
1.8	MAJORITY of the team performs the same Bonus Level skill.
2.0	MOST of the team performs the same Bonus Level skill.

JR/SR	Acro / Stunt Quantity Chart			
Team Size	# of Groups		# of Partner Pairs	
	MAJORITY	MOST	MAJORITY	MOST
8 - 11	1	2	2	3
12 - 15	2	3	3	4
16 - 19	3	4	4	5
20 - 24	3	4	5	6

JR/SR	Acro / Stunt Difficulty	
2.5	BELOW	Skills performed do not meet the LOW range requirement.
3.0	LOW	Three (3) different level appropriate elements performed by MAJORITY of the team, including one that must be a compulsory element.
3.5	TARGET	Three (3) different level appropriate elements performed by MOST of the team, including one that must be a compulsory element.
4.0	BONUS	Three (3) different level appropriate elements performed by MOST of the team, including one that must be a compulsory skill AND one that must be a Bonus Level skill.

JR/SR	NOTES:
	The Acro / Stunt Quantity score is determined by highest level skill and the quantity of the team executing it. Must only be achieved once in the routine. Only the highest score is used, the other scores are dropped.
	Skills are categorized as "Group Stunts" or "Partner Stunts." Be sure to use the proper category for a skill when determining which quantity number applies. Group Stunts that receive a "Partner Bonus" are still considered Group Stunts when determining quantity.
	Bonus Skills are those marked as "Bonus" on the skill tree for a given level or any level appropriate skills from one age division up. (i.e. a non-bonus skills from Senior Prestige are considered bonus skills for Junior Elite.)

## Section 3.02 Pyramid Difficulty

JR/SR	Pyramid Difficulty	
2.0	Min.	Level Appropriate Skills performed do not meet the BELOW range requirement.
2.5	BELOW	Build MAJORITY Quantity Structures including at least ONE (1) Compulsory Element.
3.0	LOW	Build MOST Quantity Structures including at least ONE (1) Compulsory Element.
3.5	TARGET	Build MOST Quantity Structures including TWO (2) different level appropriate "Elements" with at least ONE (1) that is a compulsory skill.
4.0	BONUS	Build MOST Quantity Structures including TWO (2) different level appropriate "Elements" with at least ONE (1) that is a compulsory skill and one that is a Bonus Element.

Pyramid Quantity Chart		
# of Total Structures		
Team Size	MAJORITY	MOST
8 - 16	1	2
17-24	2	3

JR/SR	NOTES:		
	Pyramid Quantity is based on the total number of "Structures" built regardless of the "Elements" executed. "Elements" are the type(s) of structures executed.		
	<table style="width: 100%; border: none;"> <tr> <td style="text-align: center; width: 50%;">                     One of Element A                      + One of Element B                      = 2 Struc &amp; 2 Elements                 </td> <td style="text-align: center; width: 50%;">                     One of Element A                      + Two of Element B                      = 3 Struc &amp; 2 Elements                 </td> </tr> </table>	One of Element A + One of Element B = 2 Struc & 2 Elements	One of Element A + Two of Element B = 3 Struc & 2 Elements
One of Element A + One of Element B = 2 Struc & 2 Elements	One of Element A + Two of Element B = 3 Struc & 2 Elements		

## Section 3.03 Toss Difficulty

JR/SR Toss Difficulty		
2.0	Min.	Skills performed do not meet the BELOW range requirement.
2.5	BELOW	<b>MAJORITY</b> of the team performs a synchronized compulsory toss.
3.0	LOW	<b>MOST</b> of the team performs a synchronized compulsory toss.
3.5	TARGET	<b>MOST</b> of the team performs synchronized compulsory toss <b>plus</b> a different level appropriate toss(es) performed by <b>MAJORITY*</b> .
4.0	BONUS	<b>MOST</b> of the team performs a synchronized compulsory toss element <b>plus</b> a different level appropriate toss(es) performed by <b>MAJORITY*</b> <b>including</b> one (1) Bonus Level Element performed by at least <b>LESS THAN MAJORITY.**</b>

Toss Quantity Chart		
Team Size	# of Groups	
	MAJORITY	MOST
8 - 11	1	1
12 - 15	1	2
16 - 24	2	3

JR/SR NOTES:
* Sync not required, cumulative is accepted.
** For Bonus Category - When attempting to use a Bonus Element to achieve your group sync compulsory requirement, all groups necessary to achieve the compulsory toss at the desired quantity range must execute the same bonus (or non-bonus) version of the toss together.
Otherwise, you may achieve the Bonus Category with as few as one group executing the Bonus Level Element as part of your sync or cumulative "extra" toss(es) that are required for the TARGET and BONUS scoring categories.

## Section 3.04 Standing & Running Tumbling Difficulty

JR/SR Standing Tumbling Difficulty		
2.0	BASE	Skills performed do not meet the BELOW range requirement.
2.5	BELOW	<b>MAJORITY</b> of the team performs a level appropriate pass.
3.0	LOW	<b>MAJORITY</b> of team performs the same synchronized compulsory skill, <b>plus</b> <b>Less than MAJORITY</b> of team performs a different level appropriate skill.
3.5	TARGET	<b>MOST</b> of the team performs the same synchronized compulsory skill, <b>plus</b> a <b>MAJORITY</b> of the team performs a different level appropriate skill.
4.0	BONUS	<b>MOST</b> of the team performs the same synchronized compulsory skill, <b>plus</b> a <b>MAJORITY</b> of the team performs additional level appropriate skills <b>including</b> a bonus level skill executed by <b>Less than MAJORITY</b> .

JR/SR NOTES:
For Standing Tumbling, "Less Than MAJORITY" means any number of athletes under MAJORITY. One (1) athlete is enough to meet this criteria.

Tumbling Quantity Chart		
Team #	Majority	Most
4	2	3
5	2	3
6	3	4
7	4	5
8	5	6
9	5	6
10	6	7
11	6	7
12	7	8
13	7	9
14	8	9
15	8	10
16	9	11
17	9	11
18	10	12
19	10	13
20	11	13
21	11	13
22	12	13
23	12	13
24	12	13

JR/SR Running Tumbling Difficulty		
2.0	BASE	Skills performed do not meet the BELOW range requirement.
2.5	BELOW	Less than a <b>MAJORITY</b> of the team performs a synchronized, level appropriate pass.
3.0	LOW	<b>MAJORITY</b> of the team performs the same synchronized compulsory pass <b>plus</b> <b>Less than MAJORITY</b> of team performs additional level appropriate passes <b>including</b> one (1) trio pass.*
3.5	TARGET	<b>MAJORITY</b> of the team performs the same synchronized compulsory pass, <b>plus</b> a <b>MAJORITY</b> of the team performs additional level appropriate passes <b>including</b> one (1) trio pass.*
4.0	BONUS	<b>MOST</b> of the team performs the same synchronized compulsory pass, <b>plus</b> a <b>MAJORITY</b> of the team performs additional level appropriate passes <b>including</b> one (1) trio pass* and one (1) bonus level pass.**

JR/SR NOTES:
* Counts as 3 passes towards quantity.
** The trio pass may count towards both requirements at once if it is bonus.
No other skills may be executed during the Trio Pass. These passes should be highlighted in the routine.
For Running Tumbling, "Less Than MAJORITY" means any number of athletes under MAJORITY. One (1) athlete is enough to meet this criteria.

### Section 3.05 Team Routine Performance Scores

- Each team enters the Team Routine with 2.0 points available in each of the following categories:
  - Composition – score based on how efficient and effective a routine is at demonstrating a team’s skills creatively while making it easy and accessible for the judges to see and score.
  - Cleanliness / Sync – score based on how “clean” and “sharp” a team and its individual members execute their skills and choreography while maintaining overall synchronization and timing.
  - Dance – score based on the creativity and crowd appeal of the dance choreography while highlighting the projection and showmanship of the performers.
  - Showmanship – score based on the showmanship and “performance” of the athletes in the
- The Performance Judge takes deductions ranging from -0.1 to -0.3 for performance errors in each of these areas throughout the routine.

## COP ARTICLE IV. Level Values for Skills & Elements

These lists are frequently updated as new skills are submitted. Consult the Auto-Tariff Documents for the most updated versions. Submit videos of new skills or any not listed below to have their level determined and added. (Send to [Info@TheNATL.com](mailto:Info@TheNATL.com))

NOTE: For any given division, all skills from higher divisions are considered "Bonus" for that lower division. However, lower-level Bonus skills are NOT considered LevAp for a higher division.

### Section 4.01 Acro / Stunts (Updated 2/6/24)

<b>ACRO / STUNT</b>			
<b>LEVEL APPROPRIATE</b>			
<b>MINI</b>	<b>YOUTH</b>	<b>JUNIOR</b>	<b>SENIOR</b>
Acro Plank (Shoulder Level) Ground Invert Iron-T, Iron-Pike, Iron-Straddle Liberty - Thigh Stand Prep (2-foot load) Shoulder Sit Thigh Stand	Acro Plank - Extended (Press or Grd Up) Extension - Ground Up or Press (2-foot load) Group Thigh Handstand Liberty - Chest Level Partner Thigh Handstand (Assisted) Prep - (1 or 2 Foot Load) Shoulder Stand Shoulder Stand to Punk Move          Half Up to Chest (2 Feet)	Dangle (Assisted / Advanced Body Position*) Extension - Pitch Up (1-foot Load) Ground Up Punk Move Hand-in-Handstand - Chest Level Assisted Liberty - Ground Up or Press Extended          Half Up to Chest Lib (1 Foot) Half Up to Extended (2 Feet) Full-up to Chest Level (2 Feet)	Dangle (1-1 / Advanced Body Position*) Dangle Straddle to Punk Move Hand-in-Handstand - Unassisted Chest Level Liberty - Extended Body Position Full Down Liberty - Prep-to-Extended TicTok (Low-to-High) Liberty - Switch-up to Chest Level Punk Move Release          Full-Up to Chest Lib (1 Foot) Full-up to Extended (2 Feet)
<b>BONUS</b>			
<b>MINI</b>	<b>YOUTH</b>	<b>JUNIOR</b>	<b>SENIOR</b>
Acro Plank - Press Extended Group Thigh Handstand Liberty - Chest Level Prep - Pitch Up (1-Foot Load) Prep - Press Extension Shoulder Stand          Half Up to Chest Level (2 Feet)	Dangle (Assisted / Any Basic Body Position*) Dangle (Unassisted / No Position Hang*) Extension - Pitch Up (1-foot Load) Ground Up Punk Move Hand-In-Handstand - Chest Level Assisted Liberty - Press Extended Only 1-1 Partner Thigh Handstand (Unassisted)          1-Foot Chest to 2-feet Extended Half Up to Chest Lib (1 Foot) Half Up to Extension (2 Feet) Full-up to Prep (2 Feet)	Dangle (1-1 / Advanced Body Position*) Dangle to Punk Move Hand-in-Handstand - Unassisted Chest Level Liberty - Extended / Body Position Liberty - Prep-to-Extended TicTok (Low-to-High) Liberty - Switch-up Chest Level Punk Move Release 1/2 Up Punk Move          Full-Up to Chest Lib (1 Foot) Full-up to Extended (2 Feet)	Hand-in-Handstand - Extended (Any Entry) Liberty - Extended Body Position Full Down Liberty - Switch-up to Extended Liberty Dangle Straddle 1-1 to Punk Move Release          Full-up to Extended (1 Foot)

<b>* NOTES *</b>											
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="padding: 2px;">Dangle Body Positions:</th> <td style="padding: 2px;"></td> </tr> <tr> <td style="padding: 2px;">No Position Hang = Legs Straight Down</td> <td style="padding: 2px;"></td> </tr> <tr> <td style="padding: 2px;">Basic Body Positions = Tuck &amp; Diamond</td> <td style="padding: 2px;"></td> </tr> <tr> <td style="padding: 2px;">Advanced Body Positions = Pike &amp; Straddle</td> <td style="padding: 2px;"></td> </tr> </table>	Dangle Body Positions:		No Position Hang = Legs Straight Down		Basic Body Positions = Tuck & Diamond		Advanced Body Positions = Pike & Straddle		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="padding: 2px;">Key Legend &amp; Definitions</th> </tr> <tr> <td style="padding: 2px;">"1-1" = One Base &amp; One Flyer ONLY</td> </tr> </table>	Key Legend & Definitions	"1-1" = One Base & One Flyer ONLY
Dangle Body Positions:											
No Position Hang = Legs Straight Down											
Basic Body Positions = Tuck & Diamond											
Advanced Body Positions = Pike & Straddle											
Key Legend & Definitions											
"1-1" = One Base & One Flyer ONLY											

Section 4.02 Pyramid (Updated 2/6/24)

<b>PYRAMID</b>			
<b>LEVEL APPROPRIATE</b>			
<u>MINI</u>	<u>YOUTH</u>	<u>JUNIOR</u>	<u>SENIOR</u>
Ground Handstand with Thigh Stand Support	2-2-1 Shoulder Sit Iron Pike Low Knee Platform Handstand 2-1-1 Dangle (Fully Supported by Loaders)	2-1-1 Shoulder Sit Punk Move 2-1-1 Dangle Straddle - 180 Dismount High Knee Platform Handstand Flying-V	2-2-1 Should Sit Invert T 2-1-1 Dangle Pike - 180 Dismount 2-1-1 Shoulder Stand to H-n-H Invert
<b>BONUS</b>			
<u>MINI</u>	<u>YOUTH</u>	<u>JUNIOR</u>	<u>SENIOR</u>
2-2-1 Shoulder Sit Iron Pike Low Knee Platform Handstand	2-1-1 Dangle (Loader Release) High Knee Platform Handstand Flying-V	2-1-1 Dangle Straddle - 360 Dismount 2-1-1 Dangle Pike	2-1-1 Dangle Pike - 360 Dismount

Section 4.03 Toss (Updated 2/6/24)

<b>TOSS</b>			
<b>LEVEL APPROPRIATE</b>			
<u>MINI**</u>	<u>YOUTH</u>	<u>JUNIOR</u>	<u>SENIOR</u>
Sponge Toss Straight Ride (2-foot sponge) Trophy Drill (on basket grip)	Tuck Shoot Straight Ride	Front 3/4 Tuck Shoot Full Twist Toe Touch Pike Open	Back Tuck Arab Layout Kick-Full Double Twist Front Layout
<b>BONUS</b>			
<u>MINI**</u>	<u>YOUTH</u>	<u>JUNIOR</u>	<u>SENIOR</u>
Straight Ride (basket grip) Tuck Shoot (basket grip)	Full Twist Pike Open	Back Tuck Double Twist Kick-Full Front Layout	Full Twisting Layout Kick-Double Full Layout X-Out
<p>** Mini Novice Toss: The progression for Compulsory Toss and Team Routine events are slightly different regarding the use of "2-Foot Sponge" and "Basket" grips in the load and toss. In <u>Compulsory</u>, tosses may use Sponge or Basket grips interchangeably for the <u>straight ride</u> elements, with either approach being considered the Bonus for the TOSS #1 and the base level skill for the TOSS #2. In <u>Team Routine</u>, any toss thrown from a Basket grip is considered Bonus.</p>			

Section 4.04 Tumbling (Updated 2/6/24)

## TUMBLING LEVEL CHART

### LEVEL APPROPRIATE

<u>MINI</u>	<u>YOUTH</u>	<u>JUNIOR</u>	<u>SENIOR</u>
Back Walk Over (BWO) Backbend - Push Up (PUBB) Backbend - Standing (SBB) Backbend Kick Over (BBKO) Backward Roll (BR) Forward Rolls (FR) Front Walk Over (FWO) FWO to CW or RO Handstand (HS) Round Off (RO) Connection of any of these skills	SBHS (w/wo SO) FHS RO BHS (multiple allowed) RO BHS (multiple allowed, w/wo SO)	SBHS (multiple allowed) CW BHS (step-out or no, multiple allowed) TT BHS (multiple allowed) RO Multiple BHS RO BHS BT RO BT	SBT BHS BHS BT TT SBT (multiple allowed) CW BT RO BHS LO FHS BHS LO FT

### BONUS

<u>MINI</u>	<u>YOUTH</u>	<u>JUNIOR</u>	<u>SENIOR</u>
Standing Backhandspring (SBHS) FWO RO BHS RO BHS (multiple allowed) SBHS Step Out (SO)	TT BHS (multiple allowed, w/wo SO) RO BHS Tuck Standing Double BHS BWO BHS CW BHS (step-out or no, multiple allowed) FHS SO FHS FHS RO BHS Tuck	SBT CW BT BHS BHS BT TT SBT (multiple TT allowed) RO BHS LO FHS RO BHS LO FT RO BHS Full Front-Thru & Whip Passes	Ariel BT RO BHS Full & Half RO BHS Full SBT BHS BT Front-Thru & Whip Passes

# COP ARTICLE V. Sample Tariff Forms

## Section 5.01 Junior Team Routine Tariff Form Pre-Filled Example

**Team Name**

WCC - BLAZE

**Team Size**

10 GREAT JOB!

Junior / Senior Division Routine AutoTariff Form

Release Version 5.7 - 2/22/23

Tariff Official Only	Routine Order Number	ACRO	Comp	# of Partners	# of Groups	Quantity Range	Skill Difficulty	Difficulty
<input checked="" type="checkbox"/>	12	Switch Up Lib	<input checked="" type="checkbox"/>	<input type="checkbox"/>	2	<input checked="" type="checkbox"/> Less <input type="checkbox"/> Maj <input checked="" type="checkbox"/> Most	<input type="checkbox"/> Low <input checked="" type="checkbox"/> LevAp <input checked="" type="checkbox"/> Bonus	4
<input checked="" type="checkbox"/>	13	Lib Dip to Extension	<input checked="" type="checkbox"/>	<input type="checkbox"/>	2	<input type="checkbox"/> Less <input type="checkbox"/> Maj <input checked="" type="checkbox"/> Most	<input type="checkbox"/> Low <input checked="" type="checkbox"/> LevAp <input type="checkbox"/> Bonus	
<input checked="" type="checkbox"/>	14	Dangle	<input checked="" type="checkbox"/>	<input type="checkbox"/>	2	<input type="checkbox"/> Less <input type="checkbox"/> Maj <input checked="" type="checkbox"/> Most	<input type="checkbox"/> Low <input checked="" type="checkbox"/> LevAp <input type="checkbox"/> Bonus	
<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/> Less <input type="checkbox"/> Maj <input type="checkbox"/> Most	<input type="checkbox"/> Low <input type="checkbox"/> LevAp <input type="checkbox"/> Bonus	
						Elements by: <b>Majority</b> <b>Most</b> 3 3	By Maj: <b>LevAp</b> <b>Bonus</b> 3 1	

ACRO / STUNT Group Quantity Chart		
Group	0	1
Less	Majority	Most
Partner	1	2

Meeting Minimum Requirements: TRUE GREAT JOB!  
 You are executing a compulsory element: TRUE GREAT JOB!  
 You have 3 level appropriate elements by a MAJORITY: TRUE GREAT JOB!  
 You have 3 level appropriate elements by MOST: TRUE GREAT JOB!  
 You have executed a bonus level skill by MOST: TRUE GREAT JOB!

Tariff Official Only	Routine Order Number	PYRAMID	Comp	# of Structures	Quantity Range	Skill Difficulty	Difficulty
<input checked="" type="checkbox"/>	11	Two One One	<input checked="" type="checkbox"/>	1		<input type="checkbox"/> Low <input checked="" type="checkbox"/> LevAp <input type="checkbox"/> Bonus	4
<input checked="" type="checkbox"/>	9	Two Two One	<input checked="" type="checkbox"/>	1		<input type="checkbox"/> Low <input checked="" type="checkbox"/> LevAp <input type="checkbox"/> Bonus	
<input type="checkbox"/>			<input type="checkbox"/>			<input type="checkbox"/> Low <input type="checkbox"/> LevAp <input type="checkbox"/> Bonus	
<b>TOTAL LEVEL AP. STRUCTURES</b>					2		
<b>TOTAL LEVEL AP. ELEMENTS</b>					2	MOST	

PYRAMID (Total Structures)		
Less	Majority	Most
0	1	2

Meeting Minimum Requirements: TRUE GREAT JOB!  
 You are executing a compulsory element: TRUE GREAT JOB!  
 You are meeting the One (1) Level Appropriate Element by MAJORITY requirement: TRUE GREAT JOB!  
 You are meeting the One (1) Level Appropriate Element by MOST requirement: TRUE GREAT JOB!  
 You are meeting the Two (2) Level Appropriate Elements by MOST requirement: TRUE GREAT JOB!

Tariff Official Only	Routine Order Number	TOSS	Comp	# of Groups	Quantity Range	Skill Difficulty	Difficulty	
<input checked="" type="checkbox"/>	3	Front Layout	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	1	<input checked="" type="checkbox"/> Less <input checked="" type="checkbox"/> Maj <input type="checkbox"/> Most	<input type="checkbox"/> Low <input checked="" type="checkbox"/> LevAp <input type="checkbox"/> Bonus	4
<input checked="" type="checkbox"/>	4	Full Twist	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	1	<input checked="" type="checkbox"/> Less <input checked="" type="checkbox"/> Maj <input type="checkbox"/> Most	<input type="checkbox"/> Low <input checked="" type="checkbox"/> LevAp <input type="checkbox"/> Bonus	
<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/> Less <input type="checkbox"/> Maj <input type="checkbox"/> Most	<input type="checkbox"/> Low <input type="checkbox"/> LevAp <input type="checkbox"/> Bonus	

TOSS Group Quantity Chart	
Less	Majority
1	1

Meeting Minimum Requirements: TRUE GREAT JOB!  
 You are executing a compulsory element: TRUE GREAT JOB!  
 You are meeting the LESS THAN MAJORITY SYNC toss requirement: TRUE GREAT JOB!  
If Less than MAJORITY is 2, then 3 toss is automatically considered Sync  
 You are meeting the MAJORITY SYNC toss requirement: TRUE GREAT JOB!  
If MAJORITY is 2, it is automatically considered Sync  
 You are executing LESS THAN MAJORITY Extra Toss(es): TRUE GREAT JOB!

Tariff Official Only	Routine Order Number	STANDING TUMBLING	Comp	# of Athletes	Quantity Range	Skill Difficulty	Difficulty	
<input checked="" type="checkbox"/>	1	Back Handspring	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	9	<input type="checkbox"/> Less <input type="checkbox"/> Maj <input checked="" type="checkbox"/> Most	<input type="checkbox"/> Low <input checked="" type="checkbox"/> LevAp <input type="checkbox"/> Bonus	4
<input checked="" type="checkbox"/>	2	CW BHS SD	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	9	<input type="checkbox"/> Less <input type="checkbox"/> Maj <input checked="" type="checkbox"/> Most	<input type="checkbox"/> Low <input checked="" type="checkbox"/> LevAp <input type="checkbox"/> Bonus	
<input checked="" type="checkbox"/>	10	CW BT	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	1	<input checked="" type="checkbox"/> Less <input type="checkbox"/> Maj <input type="checkbox"/> Most	<input type="checkbox"/> Low <input type="checkbox"/> LevAp <input checked="" type="checkbox"/> Bonus	
<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/> Less <input type="checkbox"/> Maj <input type="checkbox"/> Most	<input type="checkbox"/> Low <input type="checkbox"/> LevAp <input type="checkbox"/> Bonus	
<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/> Less <input type="checkbox"/> Maj <input type="checkbox"/> Most	<input type="checkbox"/> Low <input type="checkbox"/> LevAp <input type="checkbox"/> Bonus	
<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/> Less <input type="checkbox"/> Maj <input type="checkbox"/> Most	<input type="checkbox"/> Low <input type="checkbox"/> LevAp <input type="checkbox"/> Bonus	
<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/> Less <input type="checkbox"/> Maj <input type="checkbox"/> Most	<input type="checkbox"/> Low <input type="checkbox"/> LevAp <input type="checkbox"/> Bonus	
<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/> Less <input type="checkbox"/> Maj <input type="checkbox"/> Most	<input type="checkbox"/> Low <input type="checkbox"/> LevAp <input type="checkbox"/> Bonus	
<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/> Less <input type="checkbox"/> Maj <input type="checkbox"/> Most	<input type="checkbox"/> Low <input type="checkbox"/> LevAp <input type="checkbox"/> Bonus	
<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/> Less <input type="checkbox"/> Maj <input type="checkbox"/> Most	<input type="checkbox"/> Low <input type="checkbox"/> LevAp <input type="checkbox"/> Bonus	
<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/> Less <input type="checkbox"/> Maj <input type="checkbox"/> Most	<input type="checkbox"/> Low <input type="checkbox"/> LevAp <input type="checkbox"/> Bonus	

Standing Tumbling Athlete Quantity Chart	
Majority	Most
6	7

Meeting Minimum Requirements: TRUE GREAT JOB!  
 You are executing a compulsory element: TRUE GREAT JOB!  
 You are meeting the MAJORITY group sync requirement: TRUE GREAT JOB!  
 You are meeting the MOST group sync requirement: TRUE GREAT JOB!  
 Qualifying passes in addition to group sync pass: 10 GREAT JOB!  
 Which constitutes: MOST  
 You are executing the bonus level skill: TRUE GREAT JOB!

Tariff Official Only	Routine Order Number	RUNNING TUMBLING	Comp	# of Athletes	Quantity Range	Skill Difficulty	Difficulty	
<input checked="" type="checkbox"/>	5	RO BHS BT	<input type="checkbox"/>	<input checked="" type="checkbox"/>	2	<input checked="" type="checkbox"/> Less <input type="checkbox"/> Maj <input type="checkbox"/> Most	<input type="checkbox"/> Low <input checked="" type="checkbox"/> LevAp <input checked="" type="checkbox"/> Bonus	4
<input checked="" type="checkbox"/>	6	Front Handspring SO RO BHS BHS	<input type="checkbox"/>	<input checked="" type="checkbox"/>	1	<input checked="" type="checkbox"/> Less <input type="checkbox"/> Maj <input type="checkbox"/> Most	<input type="checkbox"/> Low <input checked="" type="checkbox"/> LevAp <input type="checkbox"/> Bonus	
<input checked="" type="checkbox"/>	7	Trio RO BHS BT	<input type="checkbox"/>	<input checked="" type="checkbox"/>	3	<input checked="" type="checkbox"/> Less <input type="checkbox"/> Maj <input type="checkbox"/> Most	<input type="checkbox"/> Low <input type="checkbox"/> LevAp <input checked="" type="checkbox"/> Bonus	
<input checked="" type="checkbox"/>	8	FHS FHS	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	8	<input type="checkbox"/> Less <input type="checkbox"/> Maj <input checked="" type="checkbox"/> Most	<input type="checkbox"/> Low <input checked="" type="checkbox"/> LevAp <input type="checkbox"/> Bonus	
<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/> Less <input type="checkbox"/> Maj <input type="checkbox"/> Most	<input type="checkbox"/> Low <input type="checkbox"/> LevAp <input type="checkbox"/> Bonus	
<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/> Less <input type="checkbox"/> Maj <input type="checkbox"/> Most	<input type="checkbox"/> Low <input type="checkbox"/> LevAp <input type="checkbox"/> Bonus	
<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/> Less <input type="checkbox"/> Maj <input type="checkbox"/> Most	<input type="checkbox"/> Low <input type="checkbox"/> LevAp <input type="checkbox"/> Bonus	
<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/> Less <input type="checkbox"/> Maj <input type="checkbox"/> Most	<input type="checkbox"/> Low <input type="checkbox"/> LevAp <input type="checkbox"/> Bonus	
<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/> Less <input type="checkbox"/> Maj <input type="checkbox"/> Most	<input type="checkbox"/> Low <input type="checkbox"/> LevAp <input type="checkbox"/> Bonus	
<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/> Less <input type="checkbox"/> Maj <input type="checkbox"/> Most	<input type="checkbox"/> Low <input type="checkbox"/> LevAp <input type="checkbox"/> Bonus	
<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/> Less <input type="checkbox"/> Maj <input type="checkbox"/> Most	<input type="checkbox"/> Low <input type="checkbox"/> LevAp <input type="checkbox"/> Bonus	

Running Tumbling Athlete Quantity Chart	
Majority	Most
6	7

Meeting Minimum Requirements: TRUE GREAT JOB!  
 You are executing a compulsory element: TRUE GREAT JOB!  
 You are meeting the MAJORITY group sync requirement: TRUE GREAT JOB!  
 You are meeting the MOST group sync requirement: TRUE GREAT JOB!  
 Qualifying passes in addition to group sync pass: 6 GREAT JOB!  
 Which constitutes: MAJORITY  
 You are executing a trio sync pass: TRUE GREAT JOB!  
 You are executing a bonus level skill: TRUE GREAT JOB!



COP ARTICLE VI. Tumbling Quantity Charts

# NATL - TUMBLING QUANTITY CHART

## TEAM ROUTINE TUMBLING QUANTITIES

Tumbling		
Team #	Maj	Most
4	2	3
5	3	3
6	3	4
7	4	5
8	4	5
9	5	6
10	6	7
11	6	7
12	7	8
13	7	9
14	8	9
15	8	10
16	9	11
17	9	11
18	10	12
19	10	13
20	11	13
21	11	13
22	12	13
23	12	13
24	12	13

## COMPULSORY TUMBLING QUANTITIES - Mini / Yth

Tumbling	
Team #	Required
4	3
5	3
6	4
7	5
8	5
9	6
10	6
11	6
12	6
13	6
14	6
15	6
16	6
17	6
18	6
19	6
20	6
21	6
22	6
23	6
24	6

## COMPULSORY TUMBLING QUANTITIES - Jnr / Snr

Tumbling	
Team #	Required
4	3
5	3
6	4
7	5
8	5
9	6
10	7
11	7
12	8
13	8
14	8
15	8
16	8
17	8
18	8
19	8
20	8
21	8
22	8
23	8
24	8