



## 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: Tophy 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.