

Location	Skill/Term	Concern from 2015-2016	Clarification for 2016-2017 Season (Wording listed below may only be a portion of the actual wording in the document. Consult the USASF Rules document for the full wording)
Glossary	Backbend	Backbend referenced in rules but needed to be defined in the glossary	<b>Backbend (Stunting):</b> The athlete's body forms an arch, typically supported by the hands and feet with the abdomen facing upward.
Glossary	Base/Spotter	Definition of spotter says you can't be both a base and a spotter, but there are some places unclear (in writing) which one you are. This wording makes it more clear if someone is a base or a spotter.	<b>Base:</b> If there is only one person under a top person's foot, regardless of hand placement, that person is considered a base. Suggestion: Add to spotter glossary as well where we say they cannot be both spotter and the base. <b>If there is only one person under a top person's foot, regardless of hand placement, that person is considered a base not a spotter.</b>
Glossary	Extended Stunt and Extended Position	"Upright" removed from extended definitions for more accurate interpretation of inverted extended stunts, and additional non-inverted extended stunts. Definitions are now more in line with stunt level illustration.	<b>Extended Position:</b> A top person, in an upright position, supported by a base(s) with the base(s) arms extended. Extended arms do not necessarily define an "extended stunt". See "Extended Stunt" for further clarification. <b>Extended Stunt:</b> When the entire body of the top person is above the head of the base(s). Examples of "Extended Stunts": Extension, Extended Liberty, Extended Cupie Examples of stunts that are not considered "Extended Stunts": Chairs, torches, flat backs, arm-n-arms, straddle lifts, suspended rolls and leap frogs. (These are stunts where the base(s) arm(s) are extended overhead, but are NOT considered "Extended Stunts" since the height of the body of the top person is similar to a shoulder/prep level stunt.) <b>Prep-Level:</b> The lowest connection between the base(s) and the top person is above waist level and below extended level. i.e. prep, shoulder level hitch A stunt may also be considered at Prep-Level if the arm(s) of the base(s) are extended overhead, but are NOT considered "Extended Stunts" since the height of the body of the top person is similar to a shoulder/prep level stunt. i.e. flatback, straddle lifts, chair, T-lift.
Glossary	Horizontal Axis	Just a more clear picture of the axis and the top person	<b>Horizontal Axis:</b> An invisible line drawn from front to back through belly button of a non-upright top person.
Glossary	Initiation	Definition of Initiation only specifically mentions stunts. Should include tosses and dismounts, release moves.	<b>Initiation:</b> The beginning of a skill; the point from which it originates. The point of initiation for a building skill(s): stunt, pyramid, transition, release move, dismount, or toss is the bottom of the dip from which the skill originates.
Glossary	Stunt	Definition of Stunt- need improved wording for "no-foot" stunts, etc.	<b>Stunt:</b> Any skill in which a top person is supported above the performance surface by one or more persons. A stunt is determined to be "One Leg" or "Two Leg" by the number of feet that the top person has being supported by a base(s). If the top person is not supported under any foot, then the number of legs in which the top person is supported will determine if it is a "One Leg" or a "Two Leg" stunt. Exception: If a top person is in a non-upright position which is not supported under any foot then the stunt will be considered a "Two Leg" stunt.
Glossary	Toss	Twisting Toss or Trick Definition Missing. How many skills-fractional amount of twisting needed to be made clear.	<b>Toss:</b> Twisting Tosses: Twisting is cumulative. All twisting up to 1 1/4 is considered 1 skill, exceeding 1 1/4 up to 2 1/4 is two skills. i.e. A 1/2 twist, X, 1/2 twist is considered 2 skills: 1 full twist and 1 additional skill.
Glossary	Tower Pyramid	Add definition of Tower to define rule for Tower pyramids.	<b>Tower Pyramid:</b> A stunt on top of a waist level stunt.
Glossary	Transition	Clearly define transition beginning and ending.	<b>Transitional Stunt:</b> Top person or top persons moving from one stunt position to another thereby changing the configuration of the beginning stunt. Each point of initiation is used in determining the beginning of a transition. The end of a transition is defined as a new point of initiation, a stop of movement, and/or the top person making contact with the performance surface.
Glossary	2.5 High Pyramid	Needed more definition of 2 1/2 high and "Above 2 1/2 high"	<b>2 1/2 HIGH PYRAMID:</b> Above Two and One Half (2 1/2) High Pyramid is a partially/fully upright prep level Middle Layer holding a fully upright prep level stunt. <b>Exception:</b> 2.5 high chairs are considered 2 1/2 high pyramids.
Glossary	Waist Level & Prep Level	Skills where a spotter is needed due to definition using "lowest point of contact". This allows for more skills (ie. Level 1) without the need of a spotter where it is not necessary from a safety standpoint.	<b>WAIST LEVEL:</b> A stunt in which the lowest connection between the base(s) and the top person is above ground level and below prep level and/or at least one foot of the top person is below prep level, as determined by the height/positioning of the base. Examples of stunts that are considered waist level: All 4s position based stunts, a nugget-based stunt. A chair and a shoulder sit are considered prep level stunts, not waist level. <b>PREP LEVEL:</b> The lowest connection between the base(s) and the top person is above waist level and below extended level. i.e. prep, shoulder level hitch A stunt may also be considered at Prep-Level if the arm(s) of the base(s) are extended overhead, but are NOT considered "Extended Stunts" since the height of the body of the top person is similar to a shoulder/prep level stunt. i.e. flatback, straddle lifts, chair, T-lift.  A stunt is considered below Prep Level if at least one foot of the top person is at waist level, as determined by the height/positioning of the base. (Exception: chair, T-lift and shoulder sit are prep level stunts)
Rules- All Levels	Diagram	Diagram and "Note" needed to be more reflective of the definitions and rules	Replace NOTE at the bottom of the stunt diagram levels to read: "You must consult the glossary and rules for further specifications, explanations and restrictions while interpreting the stunt levels" Adjusted wording :Prep Level: Shoulder level has been changed to :above waist level and below extended level
Rules	General Rules	Definition of signs/ props- too much open interpretation for safe incorporation	Added Wording to General Rules: Props are not necessary for the performance of a routine. If props are used in a routine the prop must receive pre-approval from USASF prior to use to ensure the safety of the athletes.
Rules- Levels 1-6	Double Cupies	Double cupies are mentioned in the rules, but not defined in Glossary only defined in the Rules. Multiple variations of the word cupies. Providing consistency for understanding and variations.	Levels 1-2: Single based stunts with multiple top persons are not allowed. Levels 3: Single based stunts with multiple top persons require a separate spotter for each top person. Extended single leg top persons may not connect to any other extended top person. Level 4: Single based stunts with multiple top persons require a separate spotter for each top person. Extended single leg top persons may not connect to any other extended single leg top person. Level 5-6 Single based stunts with multiple top persons require a separate spotter for each top person  (REMOVE DOUBLE CUPIES From the Glossary and change all double cupie wording in rules to say "single based stunts with multiple top persons". Allows for 2 or more top people and multiple variations in body positions.)
Rule- Level 2	Log Roll	Just made clear that log rolls connected to a base are legal	Moved log roll connected to a base as an exception to the 1/2 twisting rule from Stunts 1 to Stunts C

<b>Rules-Level 3</b>	<b>Tosses- Level 3</b>	Level 3 baskets- needs to allow bases to turn for 1 1/4 twist baskets	Level 3 Tosses: Example: No intentional traveling tosses. <b>Exception: A 1/4 turn is allowed by bases as in a 1 1/4 twist basket</b>
<b>Rules-Levels 3-5</b>	<b>Dismounts with inversions</b>	Dismounts beginning in an inverted position need to follow the same inversion-twisting restrictions as release skills for that level. Needed clearer/additional wording.	<b>Add To Dismount Rules by level:</b> Level 3: Dismounts from an inverted position are not allowed. Level 4: Dismounts from an inverted position may not twist. Level Y5/R5/5: Dismounts from an inverted position may not twist.
<b>Rules-Level 5</b>	<b>Standing Tumbling</b>	No rule change just additional example for clarity.	<b>Example: standing back handspring&gt;back handspring&gt;whip&gt;whip&gt;double full = Illegal</b>
<b>Rules-Level 6</b>	<b>Pyramids-Level 6- B</b>	L6 2.5 high pyramid spotter placement needed to be clarified for safety for horizontal top person	Front and Back need to be clarified for Clarification: For all 2 1/2 high pyramids with horizontal top persons (ie. Flat back, prone and swedish variations): Spotters must be on opposite (left/right or front/back, <b>not</b> head/toe) sides of the hips in relation to the top person. Back spot may be on the head side of the pyramid in relation to the top person. An athlete on the foot/feet side will not be considered a spotter.
<b>Rules-Level 6</b>	<b>Pyramids-B</b>	Adjusted wording to reflect new definition of tower as opposed to 2-1-1 thigh specifically.	Pyramids B. For 2 1/2 high pyramids, there must be a spotter in front and back for each person on the top level, and the spotter(s) must be in position the entire time the top person(s) is at the 2 1/2 high level(s). Spotters may stand slightly to the side but must remain in a position to adequately spot the top person. Spotters must maintain visual contact with the top person the entire time the top person is at the 2 1/2 high level. Spotters may not be a primary support of the pyramid. <b>Exception: Tower pyramids are allowed.</b> Clarification: For all tower pyramids, there must be a spotter who is not in contact with the pyramid in place behind the top person. If a bracer is needed to assist the middle layer, they do not fill this role and an additional spotter, who is not in contact with the pyramid, is required.
<b>Rules-Level 6</b>	<b>Stunts-Level 6- Spotters A1</b>	L6 Stunts A1 uses "extended" when "above prep level" is used most other places in the rules. Just for consistency	CONSISTENCY IN WORDING: CURRENTLY: "During extended, one-arm stunts other than cupies or liberties." ADJUSTED: "During one-arm stunts <b>above prep level</b> , other than cupies or liberties."
<b>Rules-Level 6</b>	<b>Stunts- Level 6- Spotters A3</b>	L6 Stunts A3 uses "extended" when "above prep level" is used most other places in the rules. Just for consistency	CONSISTENCY IN WORDING:CURRENTLY: "During stunts in which the top person is in an extended inverted position." ADJUSTED: "During stunts in which the top person is in an <b>inverted position above prep level</b> ."
<b>Rules-Level 6</b>	<b>Dismounts</b>	Pop downs needed to be addressed for safety of twists and catchers/spotters needed. Previously there was no rule.	L6 Dismounts B1 - Dismounts to the performing surface are allowed up to 2-1/4 twists. L6 Dismounts B2 - Dismounts to the performing surface exceeding 1-1/4 twist must be assisted by 2 catchers or 1 catcher with a spotter.



