

PYRAMID PROGRESSIONS

	1-2 points	2-3 points	3-4 points	4-5 points
NON-RELEASED TRANSITION Top person remains connected to a base/spotter.	 Braced non-release transitions Inverted stunts to prep level and below Intermediate full up variations 	 Inverted stunts to extended – 2 bracers Advanced full up variations 	 Inverted stunts involving spinning to extended – 2 bracers Inverted stunts to extended – 1 bracer Elite full up variations Single base advanced full up variations 	 Inverted stunts involving spinning to extended – 1 bracer Super elite full up variations Single base elite / super elite full up variations
RELEASED TRANSITION Top person is released form all bases/spotters	 Released transitions to any level – 2 bracers Released transitions to prep or below – 1 bracer Switch up landing extended – braced or unbraced 	 Released transition landing extended – 1 bracer Braced inverted stunts released to prep level and below 	 Released transition involving spinning or inversion that land extended – 2 bracers Unbraced releases landing extended 	 Released transition to extended involving spinning / inversions – 1 bracer Unbraced spinning release landing extended
BRACED ROLL / FLIP	 Flipping transition landing below prep level 1 or 2 bracers Rolling transition to prep and below 	 Rolling transition to extended positions – 1 or 2 bracers Flipping transition landing at prep level – 1 or 2 bracers Twisting flipping transition landing below prep level – 1 or 2 bracers 	 Flipping transition landing extended – 2 bracers Twisting flipping transition landing at prep level – 1 or 2 bracers Full twisting flipping transition to prep level 	 Flipping transition landing extended – 1 bracer Twisting flipping transition landing extended – 1 or 2 bracers Flipping transition starting at prep or above, landing extended – 1 bracer

- When considering difficulty, utilizing less bracers should receive more credit.
- The point of connection will be taken into account for awarding difficulty.