

POINT DEDUCTION & SAFETY PENALTIES

Athlete Bobble – 0.25 point deduction for each occurrence. EXAMPLES:

- Hands down in tumbling
- Knees down in tumbling or jumps
- Incomplete tumbling twist(s)

Athlete Fall – 0.5 point deduction for each occurrence. EXAMPLES:

- Multiple body parts down in tumbling or jumps
- Drops to the floor during individual skills (tumbling, jumps, etc)

Building Bobble – 0.5 point deduction for each occurrence. EXAMPLES:

- Stunts & Pyramids that almost drop/fall but are saved (this includes excessive movement of the bases)
- Blatant incomplete twisting cradles (landing on stomach, etc)
- Knee or hand touching ground during cradle or dismount
- **Controlled** cradling, dismounting or bringing down a stunt or pyramid early (not timing issues).

Building Fall – 1.0 point deduction for each occurrence. EXAMPLES:

- **Uncontrolled** cradling, dismounting or bringing down a stunt or pyramid early (not timing issues).
- Base falling to the floor during a cradle or dismount.

Major Building Fall – 1.5 point deduction for each occurrence. EXAMPLES:

- Falls from individual stunt, pyramid, or tosses to the ground (top person lands on ground).

Maximum Building Fall – 3 point deduction per occurrence. EXAMPLES:

- When multiple deductions should be assessed during an individual stunt or toss (by a single group), or during a pyramid collapse, then the sum of those deductions will not be greater than 5 points.

Time & Boundary Violations

Time Penalty – 2 point deduction:

- The routine time limit for Cheer & Dance teams is 2 minutes 30 seconds and for Group Stunt/Partner Stunt & Individuals is 1 minute 15 seconds. Time penalties will be assessed from 2:31.0 for Cheer/Dance and 1:16.0 for Group Stunt/Partner Stunt/Individuals.

Boundary Violation – 1 point deduction:

- Both feet off the performance surface and adjacent safety border.

Safety & Legality Deductions

Safety/Legality Deductions – 3 point deduction:

- This will be given for each illegal skill performed.