



Point Deduction System

Stunt Bobbles

Bobbles during stunting skills will result in a .5 deduction for each occurrence.

Examples:

- Stunts and Pyramids that almost drop/fall, but are saved
- Incomplete twisting cradles
- Knee or hand touching ground during cradle or dismount
- Severe balance checks

Stunt Falls

Falls during stunting skills will result in a 1.0 deduction for each occurrence.

Examples:

- Drops from individual stunt to a cradle
- Drops from individual stunt to a pop down dismount

Stunt Falls (Major)

Falls during stunting skills will result in a 1.5 deduction for each occurrence.

Examples:

- fall from individual stunt to the ground
(Top person lands on ground or multiple bases land on ground)

Stunt or Pyramid Collapse

Collapses during stunt or pyramid skills will result in a 2.0 deduction for each occurrence.

Example:

-If a stunt drops to the ground (1.5) and then rebuilds in the same stunt sequence and drops again (1.5), the maximum deduction issued will be a 2.0.

-If only an individual stunt performs an error during the pyramid sequence, then only a 1.0 or 1.5 deduction will be assessed.

Athlete Bobbles

Bobbles during individual skills will result in a .25 deduction for each occurrence.

Examples:

- Hands down on tumbling
- Knees touch ground in back handspring

Athlete Falls

Falls during individual skills will result in a .5 deduction for each occurrence.

Examples:

- Drops to the floor during individual skills (tumbling, jumps, etc.)

Time Limit Violations

Time limit violations are as follows:

- 3-5 seconds over time will result in a .5 deduction
- 6-10 seconds over time will result in a 1.0 deduction
- 11 or more seconds over time will result in a 2.0 deduction

Safety Violation / Skills Performed Out Of Level

Safety Violations will result in a 2.0 deduction for each occurrence.