

SCORING SYSTEM

DEDUCTIONS (Level 5 – Level 7)



ATHLETE FALL – 0.25 PT (PER OCCURRENCE)

DROPS TO THE PERFORMANCE SURFACE DURING TUMBLING AND/OR JUMP SKILLS

Examples of this include:	Examples this does NOT include:
<ul style="list-style-type: none"> • Hand or hands down in tumbling or jump skills • Knee or knees down in tumbling or jump skills • Incomplete tumbling twist(s) <ul style="list-style-type: none"> • The landing position of the athlete's feet will be used to determine completion 	<ul style="list-style-type: none"> • An athlete that trips while walking during a transition

MAJOR ATHLETE FALL – 0.5 PT (PER OCCURRENCE)

MULTIPLE BODY PARTS DROP TO THE PERFORMANCE SURFACE DURING TUMBLING AND/OR JUMP SKILLS

Examples of this include:	Examples this does NOT include:
<ul style="list-style-type: none"> • Hands & knees, seat & hands etc. 	<ul style="list-style-type: none"> • An athlete that trips while walking during a transition

BUILDING BOBBLE – 0.5 PT (PER OCCURRENCE)

BUILDING SKILLS THAT ALMOST DROP BUT ARE SAVED

Examples of this include:	Examples this does NOT include:
<ul style="list-style-type: none"> • Lowering of a stunt from extended position to prep level (not timing issue) • Base or spotter drops to the performance surface during a building skill • Top person leans and/or bears weight on base/spotter and is pushed back up into the stunt/skill • Pyramid skills that would fall without the bracer or bracer's support • Feet of the top person come in contact with the performance surface during a cradle/prone (excluding one foot) • Hand(s) of the top person come in contact with the performance surface during a cradle/prone • Drops to the performance surface from a nugget, thigh stand and/or waist level stunt on to their feet (not timing issues) 	<ul style="list-style-type: none"> • Drop in body position by top person • Excessive movement by bases when the top person remains in alignment and/or there is no change in stunt height • Balance check by top person • An omitted skill • Timing issues

BUILDING FALL – 1.0 PT (PER OCCURRENCE)

DROPS FROM A BUILDING SKILL OR TRANSITION

Examples of this include:	Examples this does NOT include:
<ul style="list-style-type: none"> • Drops to a cradle / load in / prone position etc. • Single based (unassisted or assisted) stunts that drop to the performance surface with assistance from base and/or spotter(s) 	<ul style="list-style-type: none"> • Lowering of a stunt from extended position to prep level

MAJOR BUILDING FALL – 1.5 PT (PER OCCURRENCE)

DROPS TO THE PERFORMANCE SURFACE FROM A BUILDING SKILL BY THE TOP PERSON AND/OR BASE(S)/SPOTTER(S)

Examples of this include:	Examples this does NOT include:
<ul style="list-style-type: none"> • Multiple bases and/or spotters drop to the performance surface • Top person lands on base and/or spotter who drops to the performance surface • Single based (unassisted or assisted) stunts where the top person lands on performance surface without assistance from base and/or spotter(s) 	<ul style="list-style-type: none"> • Top person is set out of a building skill, transitions, and drops to the performance surface (this includes tripping while walking)

SCORING SYSTEM

DEDUCTIONS (Level 5 – Level 7)



LEGALITY INFRACTIONS – 2.0 PT

DEDUCTION FOR EACH OCCURRENCE

Safety Violation (Levels 1-6): Skill not allowed in Level 6

Safety Violation (Level 7): Skill not allowed in Level 7

TIME LIMIT VIOLATIONS – 0.5 PT

DEDUCTION PER SECOND OVER TIME

- For example, time limit deductions begin at 2:31.00 if routine time limit is 2:30.00.

BOUNDARY VIOLATIONS – 0.5 PT

DEDUCTION FOR EACH OCCURRENCE

- An occurrence is defined as BOTH feet off the 42' by 54' performance surface AND any immediate adjacent safety border.
 - Clarification: An athlete must have at least one foot touching the performing surface and/or adjacent safety border to be considered inbounds.