

# SCORING SYSTEM

## DEDUCTIONS



### ATHLETE FALL – 0.0 (TBD) 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"> <li>• Hand or hands down in tumbling or jump skills</li> <li>• Knee or knees down in tumbling or jump skills</li> <li>• Incomplete tumbling twist(s)                             <ul style="list-style-type: none"> <li>• The landing position of the athlete's feet will be used to determine completion</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• An athlete that trips while walking during a transition</li> </ul>

### MAJOR ATHLETE FALL – 0.0 (TBD) 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"> <li>• Hands &amp; knees, seat &amp; hands etc.</li> </ul>	<ul style="list-style-type: none"> <li>• An athlete that trips while walking during a transition</li> </ul>

### BUILDING BOBBLE – 0.0 (TBD) 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"> <li>• Lowering of a stunt from extended position to prep level (not timing issue)</li> <li>• Base or spotter drops to the performance surface during a building skill</li> <li>• Top person leans and/or bears weight on base/spotter and is pushed back up into the stunt/skill</li> <li>• Pyramid skills that would fall without the bracer or bracer's support</li> <li>• Feet of the top person come in contact with the performance surface during a cradle/prone (excluding one foot)</li> <li>• Hand(s) of the top person come in contact with the performance surface during a cradle/prone</li> <li>• Drops to the performance surface from a nugget, thigh stand and/or waist level stunt on to their feet (not timing issues)</li> </ul>	<ul style="list-style-type: none"> <li>• Drop in body position by top person</li> <li>• Excessive movement by bases when the top person remains in alignment and/or there is no change in stunt height</li> <li>• Balance check by top person</li> <li>• An omitted skill</li> <li>• Timing issues</li> </ul>

### BUILDING FALL – 0.0 (TBD) 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"> <li>• Drops to a cradle / load in / prone position etc.</li> <li>• Single based (unassisted or assisted) stunts that drop to the performance surface with assistance from base and/or spotter(s)</li> </ul>	<ul style="list-style-type: none"> <li>• Lowering of a stunt from extended position to prep level</li> </ul>

### MAJOR BUILDING FALL – 0.0 (TBD) 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"> <li>• Multiple bases and/or spotters drop to the performance surface</li> <li>• Top person lands on base and/or spotter who drops to the performance surface</li> <li>• Single based (unassisted or assisted) stunts where the top person lands on performance surface without assistance from base and/or spotter(s)</li> </ul>	<ul style="list-style-type: none"> <li>• Top person is set out of a building skill, transitions, and drops to the performance surface (this includes tripping while walking)</li> </ul>

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## DEDUCTIONS



### LEGALITY INFRACTIONS - 0.0 (TBD) 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

### SKILL PERFORMED OUT OF LEVEL - 0.0 (TBD) PT

#### DEDUCTION FOR EACH OCCURRENCE

Out of Level Violation (Levels 1-5): Performed out of level building/tumbling skill, but skill is legal in Level 6

### TIME LIMIT VIOLATIONS - 0.0 (TBD) 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 - 0.0 (TBD) 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.