ATHLETE FALL

Athlete Fall = .50 deduction

Examples:
* Hands down in tumbling or jumps
* Knees down in tumbling or jumps
* Blatant incomplete tumbling twists
* Multiple body parts touch the floor in tumbling or jumps
* Drops to the floor during individual skills (tumbling, jumps, etc.)

TIME LIMIT VIOLATIONS

Time limit violations are as follows:

* 6 or more seconds over time will result in a 3.0 deduction

SAFETY VIOLATIONS

Safety Violations / Skills Performed Out of Level will result in a 10.0 deduction for each occurrence.

BOUNDARY VIOLATIONS

All skills must originate and be completed within the competition boundary. No lineups, skills, or transitions are allowed outside of the competition boundary. Anytime a participant unintentionally steps outside the competition boundary, they must return immediately. The competition boundary is defined as the actual carpet bonded foam panels and any additional borders that are attached to it.

Excessive out of bounds is not allowed and will result in a .50 deduction for each occurrence. Excessive out of bounds includes stepping, with both feet, completely off of the performance mat and it’s borders.

MAJOR BUILDING FALL

Major Building Fall = 2.0 deduction

Examples:
* Falls from individual stunt, pyramid, or tosses to the ground
  (top person lands on ground or multiple bases land on ground)

MAXIMUM DEDUCTION

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 3.0.

Examples:
* Memory mistakes involving obvious execution of incorrect moves
  * Tripping to the floor while transitioning
**Points Key:**

- ST - Standing Tumbling
- RT - Running Tumbling
- BT - Basket Tosses
- PS - Partner Stunts
- PY - Pyramids

**Point Values Key:**

- AF - Athlete Fall = .50
- BB - Building Bobble = .50
- BF - Building Falls = 1.0
- MBF - Major Building Falls = 2.0
- MD - Maximum Deduction = 3.0
- SV - Safety Violations = 10.0
- OB - Out of Bounds = .50
- TV - Time Violations = 3.0

**Skills Key:**

- AF - Athlete Fall = (.50)
- BB - Building Bobble = (.50)
- BF - Building Falls = (1.0)
- MBF - Major Building Falls = (2.0)
- MD - Maximum Deduction = (3.0)
- SV - Safety Violations = (10.0)
- OB - Out of Bounds = (.50)
- TV - Time Violations = (3.0)

**Judge:**

<table>
<thead>
<tr>
<th># of Athlete Falls</th>
<th>x (.50)</th>
</tr>
</thead>
<tbody>
<tr>
<td># of Building Bobbles</td>
<td>x (.50)</td>
</tr>
<tr>
<td># of Building Falls</td>
<td>x (1.0)</td>
</tr>
<tr>
<td># of Major Building Falls</td>
<td>x (2.0)</td>
</tr>
<tr>
<td># of Maximum Deductions</td>
<td>x (3.0)</td>
</tr>
<tr>
<td># of Safety Violations</td>
<td>x (10.0)</td>
</tr>
<tr>
<td># of Out of Bounds</td>
<td>x (.50)</td>
</tr>
<tr>
<td>Time Violation Routine (6 sec. over 2:30)</td>
<td>x (3.0)</td>
</tr>
</tbody>
</table>

**Total Deduction Points =**