# 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.)

## Building Bobble

**Building Bobble** = .50 deduction

**Examples:**
- Stunts and 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 of base touching ground during cradle or dismount

## Building Fall

**Building Fall** = 1.0 deduction

**Examples:**
- Cradling, dismounting, or bringing down a stunt or pyramid
  early (not timing issue)
- Base falling to the floor during a cradle or dismount

## 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

**Maximum Deduction** = 3.0 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.

## Time Limit Violations

**Time Limit Violations** = 3.0 deduction

**Time Limit Violations** are as follows:
- 6 or more seconds over time will result in a **3.0** deduction

## Safety Violations

**Safety Violations** = 5.0 deduction

**Safety Violations** / **Skills Performed Out of Level** will result in a **5.0 deduction** for each occurrence.

## Boundary Violations

**Boundary Violations** = .50 deduction

**Boundary Violations**

- Stunts and 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 of base touching ground during cradle or dismount

**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. (Stepping on, or just past the white tape is not a boundary violation).**

## Mistakes

The following examples will not receive deductions.
However, they will be considered in the **overall effect & execution score**.

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

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### Notes

- Time limit violations are recorded to the nearest hundredth of a second.
- Traditional 'lady's' moments are not assessed.

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# Building Fall

**Building Fall** = 1.0 deduction

**Building Fall**

- Stunts and Pyramids that almost drop/fall, but are saved
  (this includes excessive movement of the bases)
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**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. (Stepping on, or just past the white tape is not a boundary violation).**

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# Mistakes

The following examples will not receive deductions.
However, they will be considered in the **overall effect & execution score**.

**Examples:**
- Memory mistakes involving obvious execution of incorrect moves
- Tripping to the floor while transitioning
DEDUCTION SHEET
REC ~ 2019-2020

Team Name: ___________________________ Division: ___________________________

**Skills Key:**

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

**Point Values Key:**

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

- **AF** - Athlete Fall = (0.5)
- **BB** - Building Bobble = (0.5)
- **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 = (0.5)
- **TV** - Time Violations = (3.0)

**Total Deduction Points =**

**Judge:**

- # of Athlete Falls x (0.5)
- # of Building Bobbles x (0.5)
- # of Building Falls x (1.0)
- # of Major Building Falls x (2.0)
- # of Maximum Deductions x (3.0)
- # of Safety Violations x (10.0)
- # of Out of Bounds x (0.5)
- Time Violation Routine (6 sec. over 2:30) x (3.0)

**Total Pts. Deducted**

**Total Pts.**