

(Does not include Group or Partner Stunts)

BOBBLES – (0.5) point deduction

Bobbles during skills will result in a 0.5 deduction for each occurrence

Examples:

- ✿ Hands down on tumbling
- ✿ Stunts and pyramids that almost drop/fall, but are saved
- ✿ Incomplete twisting cradles
- ✿ Memory mistakes involving obvious execution of incorrect moves
- ✿ Knee or hand or top person's foot touch ground during cradle or dismount
- ✿ Knees touch ground in back-handspring
- ✿ Severe balance checks
- ✿ Severe timing issues

FALLS – (1.0) point deduction

Mistakes during skills will result in a 1.0 deduction for each occurrence

Examples:

- ✿ Drops to the floor during tumbling
- ✿ Drops from individual stunt to a cradle
- ✿ Drops from individual stunt to a pop down stunt

FALLS (MAJOR) – (1.5) point deduction

Falls to the ground 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)

COLLAPSES – (2.0) point deduction

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

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

MAXIMUM DEDUCTION

No individual occurrence will incur more than a 2.0 deduction.

Example:

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