

*(Does not include Group 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.