



Deductions

School, Game Day, and Specialty Divisions

Athlete Fall: -.5

DROPS TO THE PERFORMANCE SURFACE DURING TUMBLING AND/OR JUMP SKILLS

Includes the Following:

- Hand, hands, or head touch down in tumbling or jump skills
- Knee or knees touch down in tumbling or jump skills
- Tumbling transitions in and/or out of a building skill that touch down

DOES NOT include the following:

- An athlete that trips while walking during a transition

Building Bobble: -.25

BUILDING SKILLS THAT ALMOST DROP BUT ARE SAVED

Includes the Following:

- Base or spotter drops to the performance surface during a building skill but stunt stays in tact
- Top person leans and/or bears weight on base/spotter and is pushed back up into the stunt/skill
- Lowering of a stunt from extended position to prep level (not timing issue)
- Coed style (unassisted or assisted) stunts that drop to a load in position
- Pyramid skills that would fall without the bracer or bracers support
- Both feet of the top person come in contact with the performance surface during a cradle/prone (excluding one foot).
- Both hands of the top person come in contact with the performance surface during a cradle/prone (excluding one hand)
- Drops to the performance surface from a nugget, thigh stand and/or waist level style stunt on to their feet (not timing issues)

DOES NOT include the following:

- An omitted skill or Drop in body position by top person
- Excessive movement by bases
- Balance check by top person

Building Fall: -.75

DROPS FROM A BUILDING SKILL OR TRANSITION

Includes the Following:

- Drops to a cradle position
- Drops to a load in position
- Drops to a prone position
- Coed style (unassisted or assisted) stunts that drop to a cradle and/or prone
- Coed style (unassisted or assisted) stunts that drop to the performance surface (not in a load in position) with assistance from bases and/or spotter

DOES NOT include the following:

- Coed style (unassisted or assisted) stunts that drop to a load in position

Major Building Fall: -1.25

DROPS TO THE PERFORMANCE SURFACE FROM A BUILDING SKILL OR TRANSITION

BY THE TOP PERSON AND/OR BASES/SPOTTERS

Includes the Following:

- Multiple bases and/or spotters drop to the performance surface
- Top person lands on base and/or spotter who drops to the performance surface
- Coed style (unassisted or assisted) stunts where the top person lands on performance surface without assistance from bases and/or spotter

DOES NOT include the following:

- Top person comes in contact with the performance surface during a transitional-stunt and/or pyramid that is continuous without interruption/stopping
- Top person is set out of a building skill, transitions, and drops to the performance surface (this includes tripping while walking)

BOUNDARY VIOLATIONS - .5

The competition boundary is defined as the performance surface and any immediate adjacent safety border. A .5 deduction will be assessed per occurrence for an athlete that makes contact with both feet outside the competition boundary. Stepping on, or just past the white tape is not a boundary violation. It is defined as BOTH FEET stepping outside of the performance area.

TIME LIMIT VIOLATIONS - .25 over 3-5 seconds

OR .5 over 6 seconds or more

Judges will use a stopwatch/clock to measure the official time. Judges will not issue a deduction until their stopwatch/clock shows a time that is at or exceeds 3 seconds over the allotted time, acknowledging the potential variance caused by human reaction speed and sound system time variations.

Teams that exceed the allotted time per category below will be subject to the deduction:

- School Traditional Routines –2:30 max. (Up to 1:45 music)
- School All Music Routines –2:30 max.
- Game Day Routines: 3:00 max.
- Specialty Cheer Routines: (solo, Duo/Trio) 1:30 max
- Specialty Cheer Stunt Group/Partner Stunt Routines: 1:30 max

Game Day Deductions

- Category Guidelines -.5
- Game Day Format- 4 Categories but out of order. -.25

Image Policy-.25

Out of level Building and/or Tumbling -.5

Building not allowed in NFHS – 1.0