



SCORING SYSTEM

ATHLETE FALL - 1.0 PT (PER OCCURRENCE)

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

Examples:	This does NOT include the following:
<ul style="list-style-type: none"> • Hand or hands down in tumbling or jump skills • Knee or knees down in tumbling or jump skills • Incomplete tumbling twist(s) <ul style="list-style-type: none"> • The landing position of the athlete's feet will be used to determine completion 	<ul style="list-style-type: none"> • An athlete that trips while walking during a transition

MAJOR ATHLETE FALL - 2.0 PT (PER OCCURRENCE)

MULTIPLE BODY PARTS DROP TO THE PERFORMANCE SURFACE DURING TUMBLING AND/OR JUMP SKILLS

Examples:	This does NOT include the following:
<ul style="list-style-type: none"> • Multiple body parts down in tumbling or jumps i.e. hands & knees, seat & hands etc. 	<ul style="list-style-type: none"> • An athlete that trips while walking during a transition

BUILDING BOBBLE - 2.0 PT (PER OCCURRENCE)

BUILDING SKILLS THAT ALMOST DROP, BUT ARE SAVED

Examples:	This does NOT include the following:
<ul style="list-style-type: none"> • Base or spotter drops to the performance surface during a building skill • 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) • Single based (unassisted or assisted) stunts that drop to a load in position • Pyramid skills that would fall without the bracer or bracer's support • Both feet of the top person come in contact with the performance surface during a cradle/prone (excluding one foot). • Hand(s) of the top person come in contact with the performance surface during a cradle/prone • Drops to the performance surface from a nugget, thigh stand and/or waist level style stunt on to their feet (not timing issues) 	<ul style="list-style-type: none"> • An omitted skill • Drop in body position by top person • Excessive movement by bases • Balance check by top person

BUILDING FALL - 3.0 PT (PER OCCURRENCE)

DROPS FROM A BUILDING SKILL OR TRANSITION

Examples:	This does NOT include the following:
<ul style="list-style-type: none"> • Drops to a cradle / load in / prone position • Single based (unassisted or assisted) stunts that drop to a cradle and/or prone • Single based (unassisted or assisted) stunts that drop to the performance surface (not in a load in position) with assistance from bases and/or spotter 	<ul style="list-style-type: none"> • Single based (unassisted or assisted) stunts that drop to a load in position

MAJOR BUILDING FALL - 4.0 PT (PER OCCURRENCE)

DROPS TO THE PERFORMANCE SURFACE FROM A BUILDING SKILL BY THE TOP PERSON AND/OR BASE(S)/SPOTTER(S)

Examples:	This does NOT include the following:
<ul style="list-style-type: none"> • Multiple bases and/or spotters drop to the performance surface • Top person lands on base and/or spotter who drops to the performance surface • Single based (unassisted or assisted) stunts where the top person lands on performance surface without assistance from bases and/or spotter 	<ul style="list-style-type: none"> • 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)



SCORING SYSTEM

LEGALITY INFRACTIONS - 4.0 PT

DEDUCTION FOR EACH OCCURRENCE

Safety Violation (Levels 1-6): Skill not allowed in Level 6

Safety Violation (Level 7): Skill not allowed in Level 7

SKILL PERFORMED OUT OF LEVEL - 1.0 PT

DEDUCTION FOR EACH OCCURRENCE

Out of Level Violation (Levels 1-5): Performed out of level building/tumbling skill, but skill is legal in Level 6

TIME LIMIT VIOLATIONS - 1.0 PT

DEDUCTION PER SECOND OVER TIME

- For example, time limit deductions begin at 2:31.00 if routine time limit is 2:30.00.

BOUNDARY VIOLATIONS - 1.0 PT

DEDUCTION FOR EACH OCCURRENCE

- An occurrence is defined as BOTH feet off the 42' by 54' performance surface AND any immediate adjacent safety border.
- Clarification: An athlete must have at least one foot touching the performing surface and/or adjacent safety border to be considered inbounds.