



# OFFICIAL CHEER DEDUCTION JUDGE SHEET

Time of Routine: \_\_\_\_\_ 1 pt deduction for 6-10 seconds over 3 pt deduction for 11-15 seconds over 5 pt deduction for 16+ seconds over

Deduction Type	Left Side of Floor	Middle of Floor	Right side of Floor	Total
<b>STUNTS</b>  B = Bobble F = Fall FF = Fall to Floor				
<b>TUMBLING</b>  B = Bobble F = Fall				
<b>J/T/M/D</b>  B = Bobble F = Fall FF = Fall to Floor				

<b>TOTAL</b>	
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Script Breakdown	Pts. to be deducted		
B= Stunt/Pyramid/Tumbling Bobble	1 pt	SI= Safety Infraction	2.5 pts
F= Stunt/Pyramid/Tumbling Fall	2 pts	USI= Unintentional Safety Infraction	1 pt
FF= Stunt/Pyramid/Toss Fall to the Floor	3 pts		

**Safety Deduction:** \_\_\_\_\_ **Deduction** \_\_\_\_\_

Level \_\_\_\_\_ Skill \_\_\_\_\_ Letter \_\_\_\_\_

Explanation \_\_\_\_\_

Level \_\_\_\_\_ Skill \_\_\_\_\_ Letter \_\_\_\_\_

Explanation \_\_\_\_\_

Total Safety Deduction	<input style="width: 80px; height: 25px;" type="text"/>
Total Bobbles & Fall Deduction	<input style="width: 80px; height: 25px;" type="text"/>
<b>TOTAL POINTS TO BE DEDUCTED:</b>	<input style="width: 80px; height: 25px;" type="text"/>

# POINT DEDUCTION SYSTEM



## BOBBLE

The following are the **ONLY** skills that can be deducted as a bobble.

**Tumbling** – A hand or hands touch the floor during a flipping skill. (Back handspring to your knees will be considered a technique issue and not a deduction.)

**Stunt/Pyramid** – Any skill where the flyer's leg is away from the body and the leg drops out of the skill. (Example: Heel stretch, scorpion, etc. and the leg drops.)

**Stunt/Pyramid** – Any stunt that begins/almost falls and is recovered ("Saving a stunt")

## FALL

The following are the **ONLY** skills that can be deducted as a fall.

**Tumbling** – Knees and/or body to the floor during a flipping skill.

**Stunt/Pyramid** – Any stunt that falls from the skill and is caught in a cradle.

**Stunt/Pyramid** – An obvious cradle/dismount from a stunt in an effort to avoid a deduction.

## FALL TO THE FLOOR

The following are the **ONLY** skills that can be deducted as a fall to the floor.

**Stunt/Pyramid/Toss** – Any stunt/pyramid/toss that falls from the skill and is NOT caught in a cradle and the flyer falls to the floor.

**Stunt/Pyramid/Toss** – Any base(s) fall to the floor during the cradle of the stunt. (Note: In the event that a single base(s) falls during the release of the cradle, during a reload where the flyer does not hit the ground, or if a performer trips and falls during a transition, it will not be a deduction). Flyer's feet hitting the floor during a cradle will **NOT** count as a fall to the floor.

## UNINTENTIONAL SAFETY INFRACTION

In a situation where one side of a pyramid executes a portion of the pyramid illegally while the other side performs it legally, and/or an instance where one team member or stunt group unintentionally executes a skill in a higher level while the other team members or stunt groups perform the skill legally, then a **1 point deduction** will be taken. It must be evident to the safety judge that the routine was choreographed legally.

## CLARIFICATION

The following is some clarification on interpreting the rules, levels etc.

A deduction will be made for the rule violated in a "section" not for each person violating the rule.

**Stunts/Tosses/Pyramids** – If two stunts are out of level there will be one infraction on the illegal skill and not the number of stunts.

**Tumbling** – If in the same pass there is an infraction it will be counted as one. During a tumbling section, if there are repeated individual skills performed, the illegal skill(s) will be deducted only once and not for the number of times performed.

Illegal skills done multiple times in a routine will be deducted for each instance. (Example: At the beginning of the routine, if an illegal stunt is performed and that same stunt is performed at the end of the routine, it will be deducted twice.)

A "performance error" is defined as when participants **start and hit a skill legally**, and then due to an *unforeseen* issue, the skill becomes illegal. Example: In a pyramid, a skill is started and hit legally, but a connection becomes broken, thus causing the pyramid to become illegal. This would be classified as a "performance error" and **no** legality deduction will be taken. However, a bobble, fall or fall to the floor deduction *may* be taken depending on the circumstances of the situation.