

# CHEER LTD - A VARSITY BRAND

## DEDUCTION



<b>INDIVIDUAL ATHLETE</b>	
<b>MINOR FALL(S)</b>	<b>0.25</b>
Examples: hands/knees down on tumbling, jumps or other skills.	
<b>MAJOR FALL(S)</b>	<b>0.50</b>
Examples: landing on head, shoulders or back tumbling, jumps or other skills.	
<b>BUILDING</b>	
<b>BOBBLE(S)</b>	<b>0.50</b>
Examples: Stunts, Tosses and Pyramids that almost drop/fall or excessive movement of the bases. This includes dropping of an extended stunt to prep level or bases traveling to keep the stunt extended. This would not include a stunt where only the top person drops body position, or small balance checks. A bobble will be issued if a top person is standing on both feet and only one foot falls below prep level. Stunts that come down but do not meet any of the Minor/Major Fall definitions will be issued a Building Bobble.	
<b>MINOR FALL(S)</b>	<b>2</b>
Examples: Drop from individual stunt to load-in, cradle, prone or flatback. This would also include the top becoming weight bearing on the spot, a base or spot landing on the ground, or if the top is brought to the performance surface in a controlled manner. In a 2-footed stunt, if both feet drop below prep level or in a 1 foot stunt, the foot that is providing support drops below prep level a Minor Fall will be issued. Stunts could meet this definition and continue building following the disruption.	
<b>MAJOR FALL(S)</b>	<b>3</b>
Examples: Drop from an individual stunt to a compromising position. This would include the top landing in a position not mentioned in Building Minor Fall or to the ground in an uncontrolled manor or multiple bases or base and spot landing on the ground. Stunts could meet this definition and continue building following the disruption.	
<b>PYRAMID FALL(S)</b>	<b>4</b>
School/Rec Teams - 2 or more connected stunts falling. If multiple pyramids are built at the same time, each pyramid would be treated separately. If multiple tops fall in the same pyramid but not in direct connection, this deduction would still apply.	
<b>OTHER</b>	
<b>UNSPORTSMANLIKE BEHAVIOR</b>	<b>1</b>
When a coach is in a discussion with an official, other coaches, athletes, parents/spectators, they <b>MUST</b> maintain professional conduct. Failing to do so may result in 1.0 deduction, removal or disqualification.	
<b>TIME LIMITS</b>	<b>3, 5 or 7</b>
Timing will begin with the first movement, voice or note of music whichever comes first. Three (3) point deduction for 1-5 seconds over, five (5) point deduction for 6-10 seconds over, and seven (7) point deduction for 11 seconds and over. Judges will not issue a deduction until their stop watches show a time of 3 seconds over the allotted time.	
<b>GENERAL SAFETY VIOLATIONS</b>	<b>2</b>
When skills are performed in an illegal manor, however the skill itself is not illegal. Examples: Braced flip where one of the bracers happens to fall during the flip. Incorrect spotter grips on single base style stunts. Performance errors.	
<b>SPECIFIC SAFETY VIOLATIONS</b>	<b>5</b>
When a skill is not performed in a legal manor. Examples: Braced flipping pyramid with only 10 people or a bracer in a shoulder sit/single bracer, release transitions landing inverted, pancakes from an extended position, single base stunts without a spotter, double twisitng tosses or release dismounts.	