



# UNITED SCORING DEDUCTION SYSTEM

## ATHLETE FALL - .15 PT

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

This includes the following:	This does NOT include the following:
<ul style="list-style-type: none"><li>• Hand or hands down in tumbling or jump skills</li><li>• Knee or knees down in tumbling or jump skills</li><li>• Tumbling transitions in and/or out of a building skill</li></ul>	<ul style="list-style-type: none"><li>• An athlete that trips while walking during a transition</li></ul>

## MAJOR ATHLETE FALL - .25 PT

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

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

## BUILDING BOBBLE - .25 PT

BUILDING SKILLS THAT ALMOST DROP, BUT ARE SAVED

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

## BUILDING FALL - .75 PT

DROPS FROM A BUILDING SKILL OR TRANSITION

This includes the following:	This does NOT include the following:
<ul style="list-style-type: none"><li>• Drops to a cradle / load in / prone position</li><li>• Single based/ Coed Style (unassisted or assisted) stunts that drop to a cradle and/or prone</li><li>• Single based/ 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</li></ul>	<ul style="list-style-type: none"><li>• Single based/ Coed Style (unassisted or assisted) stunts that drop to a load in position</li></ul>

## MAJOR BUILDING FALL - 1.25 PT

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

This includes the following:	This does NOT include the following:
<ul style="list-style-type: none"><li>• Multiple bases and/or spotters drop to the performance surface</li><li>• Top person lands on base and/or spotter who drops to the performance surface</li><li>• Single based/ Coed Style (unassisted or assisted) stunts where the top person lands on performance surface without assistance from bases and/or spotter</li></ul>	<ul style="list-style-type: none"><li>• Top person comes in contact with the performance surface during a transitional-stunt and/or pyramid that is continuous without interruption/stopping</li><li>• Top person is set out of a building skill, transitions, and drops to the performance surface (this includes tripping while walking)</li></ul>

