

ROUTINE INFRACTIONS

ATHLETE FALL - .25

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

*Also includes the following **

- Hand, hands or head down in tumbling or jump skills
- Knee or knees down in tumbling or jump skills

BUILDING FALL - .75

DROPS FROM A BUILDING SKILL OR TRANSITION DURING A STUNT, PYRAMID AND/OR TOSS

*Also includes the following **

- Base or spotter drops to the performance surface during a building skill
- Drops to a cradle and/or load in position
- Single based stunts that drop to a coed load in position

MAJOR BUILDING FALL - 1.25

DROPS TO THE PERFORMANCE SURFACE FROM A STUNT, PYRAMID OR TOSS BY THE TOP PERSON AND/OR THE BASES/SPOTTERS

*Also 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
- Top person's head, neck, back, shoulders or bottom comes in contact at any time with the performance surface
- Incomplete tumbling transitions in and/or out of a building skill

MAXIMUM - 1.75

WHEN MULTIPLE DEDUCTIONS SHOULD BE ASSESSED DURING A STUNT OR TOSS (BY A SINGLE GROUP) OR DURING A PYRAMID SEQUENCE, THEN THE SUM OF THOSE DEDUCTIONS WILL NOT BE GREATER THAN 1.75.

*Also includes the following **

- During pyramids where a fall continues to effect other portions of the pyramid, the deduction will not exceed 1.75.
- Separated pyramids will result in separate deductions.
- The MAXIMUM deduction for building skills will not exceed 3.5.