



A VARSITY SPIRIT BRAND

2024-25 DEDUCTION SCORING GUIDELINES

SHOW CHEER DIVISIONS ONLY (Does not include Group Stunt, Crowdleader™ Teams, or Game Day divisions)

ATHLETE FALL (AF) - (0.5)

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"> * Hand or hands and/or knee or knees down in a tumbling or jump skills * Head, shoulders, seat down, or other compromising position during tumbling or jump * Tumbling transitions in and/or out of a building skill 	<ul style="list-style-type: none"> * An athlete that trips while walking during a transition * Trips/falls following a controlled completion of a tumbling or jump skill

BUILDING BOBBLE (BB) - (0.5)

Building skills that almost fall or drop but are saved

This includes the following:	This does NOT include the following:
<ul style="list-style-type: none"> * Top person leans and/or bears weight on a base/spotter and is pushed back up into the stunt/skill * Lowering of a stunt from extended position to prep level (not a timing issue) * Pyramid skills that would fall without the bracer(s) support * Stunts including single based/coed style (unassisted or assisted) that drop to a load in position * Both feet/both hands of the top person come in contact with performance surface during a cradle/prone (excluding one foot or one hand) * Incomplete twisting dismount that lands in a prone (stomach) position 	<ul style="list-style-type: none"> * An omitted skill * Drop in a body position by the top person * Excessive movement by the bases * Balance check by the top person

BUILDING FALL (BF) - (1.0)

Drops from a building skill or transition

This includes the following:	This does NOT include the following:
<ul style="list-style-type: none"> * Drops to a cradle/ load in/ prone position * Base or spotter drops to performance surface during a building skill * Drops/lowering of a stunt, including single based/coed style skills, in a controlled manner to the performance surface with assistance from the base and/or spotter 	<ul style="list-style-type: none"> * Lowering of stunt from extended position to prep level * Top person remains standing and at least one foot remains at prep level

MAJOR BUILDING FALL (MBF) - (1.5)

Drops to the performance surface from a building skill or transition by the top person OR more than one base/spotter

This includes the following:	This does NOT include the following:
<ul style="list-style-type: none"> * Multiple bases and/or spotters drop to the performance surface * Top person makes contact with base and/or spotter who drops to the performance surface * Tosses and or dismounts that land in a prone (stomach), upright (feet down), or inverted (head down) position * Top person lands on performance surface (bases are unable to prevent the top from falling to the performance surface) * Skills in which the event spotter is the primary catcher/saves an athlete while falling 	<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

MAXIMUM (MAX) - (2.0)

When multiple deductions should be assessed during a pyramid skill, then the sum of those deductions will not be greater than 2.0

This includes the following:
<ul style="list-style-type: none"> * Pyramids where a fall continues to affect other portions of the pyramid * Two separated pyramids will result in separate deductions