

# The 2012 Cheerleading Worlds Deductions



## **Stunt Bobbles/Athlete Bobbles**

Bobbles during stunting skills will result in a 1.5 deduction for each occurrence. Bobbles during individual skills will result in a 1.5 deduction for each occurrence.

## Examples:

- Stunts and Pyramids that almost drop/fall, but are saved
- Incomplete twisting cradles
- Knee or hand touching ground during cradle or dismount
- Severe balance checks
- Hands down on tumbling
- Knees touch ground in back tuck
- Incomplete twisting skills in tumbling will be taken into consideration on the panel judges score sheets for the 2012 Worlds (not the deduction sheet).

#### Stunt Falls/Athlete Falls

Falls during individual skills will result in a 3.0 deduction for each occurrence. Falls during stunting skills will result in a 3.0 deduction for each occurrence.

## Examples:

- Drops from individual stunt to a cradle
- Drops from individual stunt to a pop down dismount
- Drops to the floor during individual skills (tumbling, jumps, etc.)

## Stunt Falls (Major)

Falls during stunting skills will result in a 4.5 deduction for each occurrence. Examples:

• fall from individual stunt to the ground (Top person lands on ground or multiple bases land on ground)

#### **Stunt or Pyramid Collapse**

Collapses during stunt or pyramid skills will result in a 6.0 deduction for each occurrence. Example:

- If a stunt drops to the ground (4.5) and then rebuilds in the same stunt sequence and drops again (4.5), the maximum deduction issued will be a 6.0.
- If only an individual stunt performs an error during the pyramid sequence then only a 3.0 or 4.5 deduction will be assessed.

## Safety Violation / Skills Performed Out Of Level

• Safety Violations will result in a 10.0 deduction for each occurrence.

## **Time Limit Violations**

- 0-5 seconds over time (2:30) will result in a 5.0 deduction
- 6-10 seconds over time will result in a 10.0 deduction

#### **Boundary Violations**

All skills must originate and be completed within the competition boundary. No lineups, skills, or transitions are allowed outside of the competition boundary. A participant stepping outside the competition boundary will result in a 5.0 deduction for each occurrence. The competition boundary is defined as the actual spring floor, the carpet bonded foam panels that connect to the spring floor.