

## 2020 Scoring Guide

Minor 1 / or 1 (-1 point)	Minor 2 ^ or 2 (-2 points)
<ul style="list-style-type: none"> <li>• <u>Missed or incorrect 'motion'</u> – i.e. High V vs Punch</li> <li>• <u>Incorrect count</u> as indicated by the 8-count sheet</li> <li>• <u>Synchronization</u> off on 'group' skills or motions</li> <li>• <u>Incorrect extension vs target</u> as indicated by the 8-count sheet</li> <li>• Spacing off for <u>pyramid connections</u> (i.e. overlapping arms, hand to foot, etc) or for skills being centered (i.e. basket toss behind a pyramid visual)</li> <li>• <u>Slight bobble</u> by top person <i>without stunt movement</i></li> <li>• Coach violation after receiving a warning</li> <li>• Restricted area infraction after receiving a warning – Coach or Athlete</li> <li>• Subbing in too early (Q4)</li> <li>• Obvious incorrect <u>opening formation</u> – NOT direction of individual athletes</li> <li>• Stepping <u>out of bounds</u> – over the line, as seen by officials</li> </ul>	<ul style="list-style-type: none"> <li>• <u>Large balance check</u> by top person (even if stunt does not move)</li> <li>• <u>ONE or TWO traveling steps</u> taken by base(s) to adjust for balance of a stunt</li> <li>• <u>ONE or TWO steps/hops</u> taken after landing a tumbling or jump skill</li> <li>• <u>Technique issues in Jumps &amp; Tumbling:</u> <ul style="list-style-type: none"> <li>- Examples include, but are not limited to: bent knees, 'cowboy' back tuck, crooked tumbling, wide feet on landing from jump or tumbling skill, bad body position on layout or full (applies to baskets as well), <i>overall</i> jump technique (not each individual)</li> </ul> </li> <li>• <u>Technique issues in Stunts &amp; Pyramids:</u> <ul style="list-style-type: none"> <li>- Examples include, but are not limited to: top's legs wider than shoulder width apart on extension, bent legs by top while in stunt, lack of top flexibility in body positions, very low cradle, very low and/or traveling baskets, poor basing technique in support of stunt (arched back, out of line, arms bent), missing a foot on landing a pyramid WITHOUT the skill falling, skill lowers less than one full level</li> </ul> </li> </ul>
Major 1 X or 4 (-4 points)	Major 2 ⊗ or 6 (-6 points)
<ul style="list-style-type: none"> <li>• <u>Modification or Omission</u> of ANY skill               <ul style="list-style-type: none"> <li>- Examples of modifications include, but are not limited to: Liberty instead of heel stretch or arabesque, modified full up technique and/or loading position, additional throwers in a toe pitch</li> </ul> </li> <li>• <u>Stunt lowers</u> from the intended height at least one level (i.e. Extension drops to prep, prep drops to sponge, etc.)</li> <li>• <u>Skill falls</u> (controlled) – includes off balance to a pop off or sweep to cradle</li> <li>• <u>MORE THAN 2 traveling steps by bases</u> for balance of a stunt</li> <li>• <u>MORE THAN 2 steps</u> after tumbling skill</li> <li>• <u>Safety spotter</u> becomes involved in the support of a stunt or pyramid</li> <li>• Any modified start to a standing tumbling skill (step, hop, running, power hurdle, high V to swing through or other actual motion) – first motion must be a sit</li> <li>• Tumbling or jump where an athlete's body part touches the ground that should not (but no compromise of safety)</li> <li>• Automatic Major 1 assessed to a team in the event of an injury regardless of the number of injuries</li> <li>• Each skill skipped or modified when repeating a routine due to music malfunction</li> </ul>	<ul style="list-style-type: none"> <li>• A major fall to the ground when the athlete is compromised for safety (head and neck)</li> <li>• Tumbling skill fall where the athlete is compromised for safety by falling on the head or neck area</li> </ul>

### REMINDERS:

- During a forfeit, a point is awarded if the performing team incurs less than 8 deductions.
- Allowable 'modifications' that do NOT result in a deduction:
  - Grips for stunts or pyramid connections (unless specifically listed on 8-count sheet or in glossary)
  - 1-foot or 2-foot load in for basket toss skills only
  - Moving from skill to skill or formation to formation
  - Direction of spin in tumbling, including cartwheel, round off, and front handsprings in tumbling, stunt, or pyramid routines