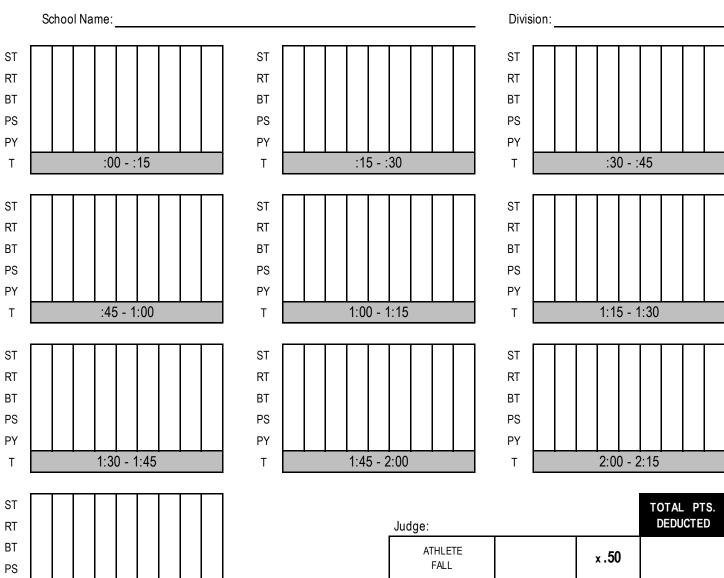
2019 – 2020 • F.C.C. — POINT DEDUCTION SYSTEM

ATHLETE FALL	.50 DEDUCTION	 Hands down in tumbling or jumps Knees down in tumbling or jumps Blatant incomplete tumbling twists Multiple body parts touch the floor in tumbling or jumps\ Drops to the floor during individual skills (tumbling, jumps, etc.) 		
BUILDING BOBBLE	.50 DEDUCTION	 Stunts and Pyramids that almost drop/fall, but are saved — (this includes excessive movement of the bases) Blatant incomplete twisting cradles (landing on stomach, etc.) Knee or hand of base touching ground during cradle or dismount. 		
BUILDING FALL	1.0 DEDUCTION	 Cradling, dismounting, or bringing down a stunt or pyramid early (not timing issue). Base falling to the floor during a cradle or dismount 		
MAJOR BUILDING FALL	2.0 DEDUCTION	Falls from individual stunt, pyramid, or tosses to the ground – (top person lands on ground or multiple land on ground		
MAXIMUM DEDUCTION	3.0 DEDUCTION	When multiple deductions should be assessed during an individual stunt or toss (by a single group), or during a pyramid collapse, then the sum of those deductions will not be greater than 3.0.		
SAFETY VIOLATION	5.0 DEDUCTION	Safety Violations / Skills Performed Out of Level will result in a 5.0 deduction for each occurrence.		
BOUNDARY VIOLATION	.50 DEDUCTION	 All skills must originate and be completed within the competition boundary. No lineups, skills, or transitions are allowed outside of the competition boundary. Anytime a participant unintentionally steps outside the competition boundary, they must return immediately. The competition boundary is defined as the actual carpet bonded foam panels and any additional borders that are attached to it. Excessive out of bounds is not allowed and will result in a .50 deduction for each occurrence. Excessive out of bounds includes stepping, with both feet, completely off of the performance mat and its borders. Stepping on, or just past the white tape is not a boundary violation. 		
TIME VIOLATION	3.0 DEDUCTION	 Time limit violations are as follows: 6 or more seconds over time will result in a 3.0 deduction. 		
MISTAKE	O DEDUCTION	The following examples will not receive deductions — however, they will be considered in the execution score • Memory mistakes involving obvious execution of incorrect moves. • Tripping to the floor while transitioning.		

2019 - 2020 • F.C.C. — DEDUCTION SHEET



SKILLS KEY:

2:15 - 2:30

PY

Τ

POINT VALUES KEY:

T - Toss

ST - Standing Tumbling AF - Athlete Fall = (.50) BB - Building Bobble = (.50)

BF - Building Fall = (1.0)

MBF - Major Building Fall = (2.0)MD - Maximum Deduction = (3.0)

SV - Safety Violation = (5.0)

BV - Boundary Violation = (.50)

TV - Time Violation = (3.0)

Judge:	TOTAL PTS. DEDUCTED	
ATHLETE FALL	x .50	
BUILDING BOBBLE	x .50	
BUILDING FALL	x 1.0	
MAJOR BUILDING FALL	x 2.0	
MAXIMUM DEDUCTION	x 3.0	
SAFETY VIOLATION	x 5.0	
BOUNDARY VIOLATION	x .50	
TIME VIOLATION	x 3.0	
TOTAL DED		