

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

ATHLETE FALL	<b>.50</b> DEDUCTION	<ul style="list-style-type: none"> <li>• Hands down in tumbling or jumps</li> <li>• Knees down in tumbling or jumps</li> <li>• Blatant incomplete tumbling twists</li> <li>• Multiple body parts touch the floor in tumbling or jumps\</li> <li>• Drops to the floor during individual skills (tumbling, jumps, etc.)</li> </ul>
BUILDING BOBBLE	<b>.50</b> DEDUCTION	<ul style="list-style-type: none"> <li>• Stunts and Pyramids that almost drop/fall, but are saved – (this includes excessive movement of the bases)</li> <li>• Blatant incomplete twisting cradles (landing on stomach, etc.)</li> <li>• Knee or hand of base touching ground during cradle or dismount.</li> </ul>
BUILDING FALL	<b>1.0</b> DEDUCTION	<ul style="list-style-type: none"> <li>• Cradling, dismounting, or bringing down a stunt or pyramid early (not timing issue).</li> <li>• Base falling to the floor during a cradle or dismount</li> </ul>
MAJOR BUILDING FALL	<b>2.0</b> DEDUCTION	<ul style="list-style-type: none"> <li>• Falls from individual stunt, pyramid, or tosses to the ground – (top person lands on ground or multiple land on ground)</li> </ul>
MAXIMUM DEDUCTION	<b>3.0</b> DEDUCTION	<ul style="list-style-type: none"> <li>• 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 <b>3.0</b>.</li> </ul>
SAFETY VIOLATION	<b>5.0</b> DEDUCTION	<ul style="list-style-type: none"> <li>• Safety Violations / Skills Performed Out of Level will result in a <b>5.0 deduction</b> for each occurrence.</li> </ul>
BOUNDARY VIOLATION	<b>.50</b> DEDUCTION	<ul style="list-style-type: none"> <li>• 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.</li> <li>• Excessive out of bounds is not allowed and will result in a <b>.50 deduction</b> for each occurrence. Excessive out of bounds includes stepping, with both feet, completely off of the performance mat and its borders.</li> <li>• Stepping on, or just past the white tape is not a boundary violation.</li> </ul>
TIME VIOLATION	<b>3.0</b> DEDUCTION	<ul style="list-style-type: none"> <li>• Time limit violations are as follows: – 6 or more seconds over time will result in a <b>3.0 deduction</b>.</li> </ul>
MISTAKE	<b>0</b> DEDUCTION	<p>The following examples will not receive deductions — however, they will be considered in the execution score</p> <ul style="list-style-type: none"> <li>• Memory mistakes involving obvious execution of incorrect moves.</li> <li>• Tripping to the floor while transitioning.</li> </ul>

# 2019 – 2020 • F.C.C. — DEDUCTION SHEET

School Name: \_\_\_\_\_

Division: \_\_\_\_\_

ST							
RT							
BT							
PS							
PY							
T	:00 - :15						

ST							
RT							
BT							
PS							
PY							
T	:15 - :30						

ST							
RT							
BT							
PS							
PY							
T	:30 - :45						

ST							
RT							
BT							
PS							
PY							
T	:45 - 1:00						

ST							
RT							
BT							
PS							
PY							
T	1:00 - 1:15						

ST							
RT							
BT							
PS							
PY							
T	1:15 - 1:30						

ST							
RT							
BT							
PS							
PY							
T	1:30 - 1:45						

ST							
RT							
BT							
PS							
PY							
T	1:45 - 2:00						

ST							
RT							
BT							
PS							
PY							
T	2:00 - 2:15						

ST							
RT							
BT							
PS							
PY							
T	2:15 - 2:30						

**TOTAL PTS. DEDUCTED**

Judge:

ATHLETE FALL		<b>x .50</b>	
BUILDING BOBBLE		<b>x .50</b>	
BUILDING FALL		<b>x 1.0</b>	
MAJOR BUILDING FALL		<b>x 2.0</b>	
MAXIMUM DEDUCTION		<b>x 3.0</b>	
SAFETY VIOLATION		<b>x 5.0</b>	
BOUNDARY VIOLATION		<b>x .50</b>	
TIME VIOLATION		<b>x 3.0</b>	
<b>TOTAL DEDUCTION POINTS =</b>			

**SKILLS KEY:**

- ST - Standing Tumbling
- RT - Running Tumbling
- PS - Partner Stunt
- PY - Pyramid
- T - Toss

**POINT VALUES KEY:**

- 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)