



SIN CITY CLASSIC 2019

Cheerleading Rules and Regulations

Yellow Highlight = major change from Gay Games 10

1. General

a. 2 Competitive Divisions

i. Cheer Group Stunt

1. Up to 5 competitive members allowed per Group Stunt
2. 1 min max time
3. An individual competitor may not compete in multiple Group Stunt entries
4. An individual Group Stunt competitor may not cross over and compete in Partner Stunt
5. See BELOW (“Cheer Stunting: General Safety Rules” and “Skills Legalities”) for stunt skills legalities.

ii. Cheer Partner Stunt

1. **3 competitive members: Top, Base, and Required Spotter**
2. Required Spotter may only assist on dismounts and may not help support or help to save any stunt. (See “Safety” for more details about the Required Spotter)
3. Every partner stunt competition entry will receive a 2 point deduction for each incident of the Required Spotter touching the stunt, other than in a dismount to cradle or dismount to the performing surface.
4. 1 min max time
5. An individual Partner Stunt competitor, including the Required Spotter, may not compete in multiple Partner Stunt entries
6. An individual Partner Stunt competitor, including the Required Spotter, may not cross over and compete in Group Stunt

b. Spirit Exhibition - NON COMPETITIVE (Tentative for this competition)

1. No safety or crossover rules for Spirit Exhibition. PCA encourages teams to perform stunts that they can execute consistently and safely with proper technique and adequate spotting.
2. Must be family friendly and free of adult themes and offensive language
3. No time limit for Spirit Exhibition

c. Music

- i. PCA encourages everyone to follow copyright law and the USA Cheer Music guidelines to guarantee that you will be able to use your music at competition and performances at this event. PCA has been told by Sin City Classic that they are making no restrictions on our music. However, if there are unforeseen restrictions placed on our

performance music, PCA will kindly provide an 8 count track so the performers do not need to count for themselves.

- ii. Music licensing does not factor into the competition scoresheets (there are no points to be earned for favorable music and no deductions for music licensing issues)
- iii. Make sure your music is family friendly and within time constraints.

2. Safety

a. Required Spotter

i. Definition:

A person whose primary responsibility is to prevent injuries by protecting the head, neck, back and shoulders area of a top person during the performance of a stunt.

ii. Partner Stunt competitive groups must include a Required Spotter.

1. Required Spotter may assist in all dismounts to cradle position or to the performing surface
2. Required Spotter may not assist in any balancing, saving, lifting, tossing or repositioning of the top person, even if continuous after a dismount from those dismounts mentioned immediately above.
3. In the event the Required Spotter touches or assists a stunt other than the dismounts described, a 2.0 deduction will be applied per occurrence.

iii. The following **Group Stunt** skills will also need a Required Spotter.

1. One-arm stunts above prep level, other than cupies or liberties. Clarification: A one-arm heel stretch, arabesque, high torch, scorpions, bow and arrow, etc.
2. When the load/transition involves a release move with a twist greater than 360 degrees, a release move with an inverted position landing at prep level or above, or a free flip.
3. During stunts in which the top person is in an inverted position above prep level.
4. When the top person is released from above ground level to a one-arm stunt.

iv. The Required Spotter:

- must position themselves to maximize top person's safety.
- must be in direct contact with the performing surface while actively spotting.
- must be attentive to the stunt being performed.
- must not be involved in anything that could prevent them from spotting. Example: A required spotter holding a sign.
- cannot stand so that their torso is under a stunt.
- In Group Stunt, may grab the wrist(s) of the base(s), other parts of the base(s) arms, the top person(s) legs/ankles, or does not have to touch the stunt at all.
- may not be considered both a base and the required spotter at the same time.

-In Group Stunt, the Spotter **becomes** a Base if they place both hands under top person's foot, and they can no longer be considered the Required Spotter for that skill. If there is only one person under a top person's foot, regardless of hand placement, that person is considered a base. Example: In a two leg stunt, the base of one of the legs is not allowed to also be considered the required spotter (regardless of the grip). If the spotter's hand is under the top person's foot it must be their front hand. Their (the spotter's) back hand **MUST** be placed at the back of the ankle/leg of the top person or on the back side of the back wrist of the base.

b. Cheer Stunting: General Safety Rules

- i. All competing groups must have an emergency response plan in the event of an injury.
- ii. Competitors and spotters may not be under the influence of alcohol, narcotics, performance enhancing substances or over-the-counter medications that would hinder the ability to supervise or execute a routine safely, while participating in a practice or performance.
- iii. Appropriate cheerleading shoes must be worn while competing. Please approach the judges prior to the start of the competition if you have specific questions about footwear
- iv. Jewelry of any kind, including but not limited to, ear, nose, tongue, belly button and facial rings, clear plastic jewelry, bracelets, necklaces and pins on uniforms is not allowed. Jewelry must be removed and may not be taped over. Exception: medical ID tags/bracelets. Please approach the judges prior to the start of the competition if you have specific questions about jewelry.
- v. Any height increasing apparatus used to propel an athlete is not allowed.
- vi. Props can enhance the crowd appeal of a performance. Props other than flags, banners, signs, pom poms, megaphones and pieces of cloth must receive prior approval from the judges. Props may not have sharp, unyielding, and/or pointed edges. No prop may be weight-bearing and/or athletes are not permitted to bear weight on any prop. Props with poles or similar support apparatus may not be used in conjunction with any kind of stunt or tumbling. All props must be safely discarded out of harm's way. Any uniform piece purposefully removed from the body and used for visual effect will be considered a prop once it is removed from the body.
- vii. Supports, braces and soft casts which are unaltered from the manufacturer's original design/production do not require any additional padding. Supports/braces and soft casts that have been altered from the manufacturer's original design/production must be padded with a closed-cell, slow-recovery foam padding no less than one-half inch thick if the participant is involved in stunts, pyramids or tosses. A participant wearing a hard cast (example: fiberglass or

plaster) or a walking boot must not be involved in stunts, pyramids, tumbling or tosses.

- viii. Drops including but not limited to knee, seat, front, back and split drops from a jump, stunt, or inverted position are not allowed unless the majority of the weight is first borne on the hands or feet, which breaks the impact of the drop. Shushunovas are allowed. Clarification: Drops that include any weight bearing contact with the hands and feet are not in clear violation of this rule.
- ix. Routine performance time may not exceed 1 minute. Timing will begin with the first movement, voice, or note of music, whichever comes first. Timing will end with the last movement, last voice, or note of music, whichever comes last.
- x. Athletes must have at least one foot, hand or body part (other than hair) on the performing surface when the routine begins. Exception: Athletes may have their feet in the hands of base(s) if the base(s) hands are resting on the performing surface.
- xi. The competitors who begin a routine must remain the same throughout the course of a routine. A performer is not permitted to be “replaced” by another performer during a routine.
- xii. An athlete must not have gum, candy, cough drops or other such edible or non-edible items, which may cause choking, in her/his mouth during practice and/or performance.

c. Skills Legalities:

i. Tumbling

- 1. Tumbling will not be specifically scored in Group Stunt and Partner Stunt, but may contribute to the Overall Impression sections
- 2. Standing and running tumbling skills are allowed up to 1 flipping and 2 twisting rotations.
- 3. Tumbling over, under, or through a stunt, individual, or prop, is not allowed. Clarification: An individual may jump over another individual.
- 4. Tumbling while holding or in contact with any prop is not allowed.
- 5. Dive rolls are allowed. Exception: Dive rolls that involve twisting are not allowed.
- 6. All tumbling must originate from and land on the performing surface. Exception 1: A tumbler may rebound from his/her feet into a stunt transition Clarification: a “backhandspring up” entry to a stunt (from inverted) is not considered a tumbling element and is allowed.
- 7. If the rebound from the tumbling pass involves hip-over-head rotation, then the tumbler/top person must be caught and stopped in a non-inverted position before continuing into the hip-over-head transition or stunt. Exception 2: Round off rewinds and standing single back handspring rewinds are

allowed. No tumbling skills prior to the round-off or standing back handspring are permitted.

ii. Stunts

1. In Group Stunts, the following skills have a Required Spotter:

- a. During one-arm stunts above prep level, other than cupies or liberties. Clarification: A one-arm heel stretch, arabesque, high torch, scorpions, bow and arrow, etc.
- b. When the load/transition involves a release move with a twist greater than 360 degrees, a release move with an inverted position landing at prep level or above, or a free flip.
- c. During stunts in which the top person is in an inverted position above prep level.
- d. When the top person is released from above ground level to a one-arm stunt.

2. Stunt Levels

- a. Single leg extended stunts are allowed.
- b. Twisting stunts and transitions are allowed up to $2\frac{1}{4}$ twisting rotations by the top person in relation to the performing surface. Clarification: A twist performed with an additional turn by the bases performed in the same skill set, would be illegal if the resulting cumulative rotation of the top person exceeds $2\frac{1}{4}$ rotations. Judges will use the hips of the top person to determine the amount of total rotation a top person performs in a skill set. Once a stunt is hit (i.e. prep) and the athletes show a definite and clear stop with a stationary top person, they may continue to walk the stunt in additional rotation.
- c. Rewinds (free flipping) and assisted flipping stunts and transitions are allowed. Rewinds must originate from ground level only and are allowed up to 1 flipping and $1\frac{1}{4}$ twisting rotations. Exception 1: Rewinds to a cradle position are allowed $1\frac{1}{4}$ flips. All rewinds caught below shoulder level must use 2 catchers. (Example: a rewind that lands in a cradle position) Exception 2: Round off rewinds and standing single back handspring rewinds are allowed. No tumbling skills prior to the round-off or standing back handspring are permitted. Clarification: Free flipping stunts and transitions that do not start on the performing surface are not allowed. Clarification: Toe pitch, leg pitch and similar types of tosses are not allowed in initiating free flipping skills. Clarification: a free flipping stunt that originates in a stunt (instead of from the performing surface) but lands in a cradle or onto the performing surface is considered a "dismount" and follows the Dismounts legalities.

- d. Single based split catches are not allowed.
 - e. Single based stunts with multiple top persons require a separate spotter for each top person who is above prep level.
3. Release Moves
- a. Release moves are allowed but must not exceed more than eighteen inches above extended arm level.
Clarification: If the release move exceeds more than 18 inches above the bases' extended arm level, it will be considered a toss or dismount, and must follow the appropriate "Toss" or "Dismounts" rules.
 - b. Release moves may not land in an inverted position.
 - c. Release moves must return to original bases. Exception 1: Coed style tosses to a new base are allowed if the stunt is thrown by a single base and caught by at least one base and an additional spotter who are not involved in any other skill or choreography when the transitions is initiated. Exception 2: Toss single based stunts with multiple top persons are allowed without returning to original base(s). The original base may become a required spotter in toss single based stunts with multiple top persons. Clarification: An individual may not land on the performing surface without assistance from above waist level.
 - d. Helicopters are allowed up to a 180 degree rotation must be caught by at least 2 catchers, one of which is positioned at head and shoulder area of the top person.
 - e. Release moves may not intentionally travel. See exceptions in (c) above.
 - f. Release moves may not pass over, under or through other stunts, pyramids or individuals.
 - g. Top persons in separate release moves may not come in contact with each other. Exception: Single based stunts with multiple top persons.
4. Inversions
- a. Downward inversions from above prep level must be assisted by at least 2 catchers. Top person must maintain contact with a base. Exception: A controlled lowering of an extended inverted stunt (example: handstand) to shoulder level is allowed by a base with a spotter.

iii. Pyramids

- 1. Two and a half high pyramids are not allowed in the Group Stunt Division of this competition because of inadequate spotting dedicated to the top person in such stunts as performed with 5 competitors.

2. One arm extended Paper Dolls are not allowed in Group Stunt because of inadequate spotting dedicated to the top people in these stunts as performed with 5 competitors.
3. Other Pyramid Rules:
 - a. Pyramids must follow Stunts and Spotter rules.
4. Free-flying mounts or transitions originating from ground level are allowed up to 1 flipping and 1 twisting rotation, or 0 flipping and 2 $\frac{1}{4}$ twisting rotations. Free-flying mounts or transitions originating from above ground level stunts are permitted and are allowed up to 1 flipping and 0 twisting rotation, or up to 0 flipping and 2 twisting rotations.
Clarification: Free flying mounts or transitions may not significantly exceed the height of the intended skill and may not pass over, under or through other stunts, pyramids or individuals. Clarification: Free flying mounts or transitions may not land in an inverted position.
5. Pyramid Inversions
 - a. Inverted skills are allowed
 - b. Downward inversions from above prep level must be assisted by at least 2 bases. Top person must maintain contact with a base or another top person.
6. Pyramid Release Moves w/ Braced Inversions
 - a. Braced inversions (including braced flips) are allowed up to up to 1 $\frac{1}{4}$ flipping and 1 twisting rotation.
 - b. Braced inversions (including braced flips) are allowed if direct physical contact is maintained with at least 1 top person at prep level or below and must be caught by at least 2 catchers.
 - i. The base/spotter must be stationary.
 - ii. The base/spotter must maintain visual contact with the top person throughout the entire transition.
 - iii. The base/spotter may not be involved with any other skill or choreography when the transition is initiated. (The dip to throw the top person is considered the initiation of the skill.)
 - c. All braced inversions (including braced flips) that land in an upright position at prep level or above require at least one base and 1 additional spotter.
 - i. The base/spotter must be stationary.
 - ii. The base/spotter must maintain visual contact with the top person throughout the entire transition.
 - iii. The base/spotter may not be involved with any other skill or choreography when the transition is initiated. (The dip to throw the top person is considered the initiation of the skill.)

iv. Dismounts

Note: Movements are only considered “Dismounts” if released to a cradle or released and assisted to the performing surface

A. Single based cradles that exceed 1 ¼ twisting rotations must have a spotter assisting the cradle with at least one hand-arm supporting the head and shoulder of the top person.

B. Dismounts must return to original base(s). Exception: Single based stunts with multiple top persons do not need to return to original base(s). Exception: Dismounts to the performing surface must be assisted by either an original base and/or spotter. Exception: straight drops or small hop offs, with no additional skills, from waist level or below are the only dismounts allowed to the performing surface without assistance. Clarification: An individual may not land on the performing surface from above waist level without assistance.

1. Dismounts to the performing surface are allowed up to 2-1/4 twists.

2. Dismounts to the performing surface exceeding 1-1/4 twist must be assisted by 2 catchers or 1 catcher with a spotter.

C. Up to a 2 ¼ twist cradle is allowed from all stunts and pyramids up to 2 persons high and requires at least 2 catchers.

D. Free flipping dismounts to cradle:

1. Are allowed up to 1 ¼ flipping and 1/2 twisting rotations (arabians)

2. Require at least 2 catchers, one of which is an original base.

3. May not intentionally travel.

4. Must originate from prep level or below.

F. Free flipping dismounts to the performing surface are only allowed in front flipping rotation: Clarification: Back flipping dismounts must go to cradle.

1. Allowed up to 1 front flipping and 0 twisting rotations.

2. Must return to an original base.

3. Must have a spotter.

4. May not intentionally travel.

5. Must originate from prep level or below.

G. Tension drops/rolls of any kind are not allowed.

H. When cradling single based stunts with multiple top persons, 2 catchers must catch each top person. Catchers and bases must be stationary prior to the initiation of the dismount.

I. Cradles from a 1 arm stunt that involve a twist must have a spotter assisting the cradle with at least one hand-arm supporting the head and shoulder of the top person.

J. Dismounts may not pass over, under or through other stunts, pyramids or individuals.

K. Dismounts may not intentionally travel.

L. Top persons in dismounts may not come in contact with each other while released from the bases.

v. Tosses

A. Tosses are allowed up to a total of 4 tossing bases. One base must be behind the top person during the toss and may assist the top person into the toss. Exception 1: When tossing from one set of bases to another set of bases/catchers

Exception 2: Arabians in which the 3rd person would need to start in front to be in a position to catch the cradle.

B. Tosses must be performed from ground level and must land in a cradle position. Top person must be caught in a cradle position by at least 3 bases one of which is positioned at the head and shoulder area of the top person. Tosses may not be directed so that the bases must move to catch the top person.

C. The top person in a toss must have both feet in/on hands of bases when the toss is initiated.

D. Flipping tosses are allowed up to 1 ¼ flipping rotation and 2 additional skills. A tuck, pike or lay out are not counted in the 2 additional skills. A pike open double full is legal. A tuck X-out double full is illegal because the X-out is considered a skill.

E. No stunt, pyramid, individual, or, prop may move over or under a toss, and a toss may not be thrown over, under, or through stunts, pyramids, individuals, or props.

F. Non-flipping tosses may not exceed 3 ½ twists.

G. Top persons tossed to another set of bases must be thrown by 3 or 4 bases and must be caught in a cradle position by at least 3 stationary catchers. Catchers may not be involved in any other choreography and must have visual contact with top person when the toss is initiated and must maintain visual contact throughout the entire toss. The toss is allowed up to 0 flipping and 1 ½ twisting rotations or ¾ front flips with 0 twists. The bases involved in the toss must be stationary while tossing.

H. Top persons in separate tosses may not come in contact with each other and must become free of all contact from bases, bracers and/or other top persons.

I. Only a single top person is allowed during a basket toss.

3. Scoring

a. Difficulty Scores (Group: 60/Partner Stunt: 50 possible points total)

Teams will receive a difficulty score for the ONE skill with the highest difficulty in each category. All lesser skills will not receive a score. Attempted skills will not receive a score. Skills must hit to receive a score. Failure to complete a skill will result in a 0 for that category. Even a poorly executed skill will receive a score, as long as it hits and/or is saved. **Additional transitional skills that are not captured in the skills sections below can be rewarded in the Overall Impression Score.**

- i. Body Positions (out of 10 point)

Body positions are cumulative and can be repeated. Each body position must be held for at least 2 count to receive credit

 1. Teams will receive a 0 for zero body positions
 2. Teams will receive a 4 if the only body position is a lib
 3. Teams will receive a 5 for one body position
 4. After the first body position, teams will receive one point for each additional body position until they max out at 10 points
- ii. Twisting Mounts (out of 10 points)
 1. $\frac{1}{4}$ twist up to prep level receives 1 point
 2. $\frac{1}{4}$ twist up to extended level receives 2 points
 3. $\frac{1}{2}$ twist up to prep level receives 3 points
 4. $\frac{1}{2}$ twist up to extended level receives 4 points
 5. $\frac{3}{4}$ or a full twist to prep level receives 5 points
 6. $\frac{3}{4}$ or a full twist to extended level receives 6 points
 7. $1\frac{1}{2}$ twists to prep level receives 7 points
 8. $1\frac{1}{2}$ twists to extended level receives 8 points
 9. 2 twists to prep level receives 9 points
 10. 2 twists to extended level receives 10 points
- iii. Twisting Dismounts (out of 10 points)
 1. $\frac{1}{4}$ twist down from prep level receives 1 point
 2. $\frac{1}{4}$ twist down from extended level receives 2 points
 3. $\frac{1}{2}$ twist down from prep level receives 3 points
 4. $\frac{1}{2}$ twist down from extended level receives 4 points
 5. $\frac{3}{4}$ or a full twist down from prep level receives 5 points
 6. $\frac{3}{4}$ or a full twist down from extended level receives 6 points
 7. $1\frac{1}{2}$ twists down from prep level receives 7 points
 8. $1\frac{1}{2}$ twists down from extended level receives 8 points
 9. 2 twists down from prep level receives 9 points
 10. 2 or $2\frac{1}{4}$ twists down from extended level receives 10 points
- iv. Flipping Mount/Dismount (out of 10 points)

Flips do NOT have to be free-flipping

 1. Front flipping dismount with no twist will receive 1 point
 2. Back flipping dismount with no twist will receive 2 points
 3. Front or back flipping mount non-free-flipping with no twist (front or back handspring up) will receive 3 points
 4. Front flipping dismount with up to 1 twist will receive 4 points
 5. Back flipping dismount with one twist will receive 5 points
 6. Back free flipping mount (rewind) to immediate prep level or below with no twist will receive 6 points
 7. Back free flipping mount to immediate extended level with no twist will receive 7 points
 8. Front or back flipping mount non-free-flipping (front or back handspring up) with up to one twist will receive 8 points
 9. Free-flipping mounts with <1 twist will receive 9 points
 10. Free-flipping mounts with 1 full twist will receive 10 points.
- v. Release Moves (out of 10 points)

1. All release moves that involve no twisting OR end below extended level will receive from 1-5 points at the judges' discretion
 2. All release moves that involve either a twist, OR ENDS at extended level will receive at least 5 points up to 10 at the judges' discretion
 3. A release move that ENDS in an extended position that incorporates any twist (even $\frac{1}{4}$) will receive an automatic 10 (if executed successfully)
- vi. Basket Difficulty (Only Group stunts; out of 10 points)
Teams must execute at least one toss that is caught in a cradle, and teams will only be scored on their most difficult toss executed
1. One skill with no flip or twist (including a straight ride) will receive 1 point
 2. Two skills with no flip or twist will receive 2 points
 3. 1 twist with no flip and no other skills will receive 3 points
 4. 1 twist with no flip and an additional skill, **OR** 2 twists with no flip and no additional skill will receive 4 points
 5. One flip with no twists will receive 5 points
 6. 2 twists with no flip one additional skill, **OR** 1 flip with no twists and one additional skill, **OR** 3 twists with no flip and no additional skill will receive 6 points
 7. 2 twists with no flip and 2 additional skills, **OR** 1 flip with no twists and 2 additional skills, **OR** 3 twists with no flip and one additional skill will receive 7 points
 8. One flip with one twist and no additional skill will receive 8 points
 9. One flip with 2 twists, **OR** one flip with one twist and one additional skill will receive 9-10 points (example: double full or X-out full) will receive 9-10 points (at Judges discretion)
- b. Technique Scores (Groups: 40/ Partner: 30 possible points total)
- i. Teams receive a technique score for each category based on EVERY skill they perform in that category, not just the most difficult skill
 - ii. Teams will receive 10 points at judges' discretion for each of the following categories
 1. Body Positions
 2. Dismount / Release Moves / Transitions
 3. Motions
 4. Basket Tosses (only Groups)
- c. Overall Impression Score (20 possible points total)
- i. Judges will give a score between 1 and 10 points on each section for overall impression
 - ii. Overall impression score is at judges' discretion
 - iii. Overall impression score will be based on the following
 1. 10 points possible: Entertainment value, Creativity, Choreography, Transitions

2. 10 points possible: Showmanship, Energy, Expression, Appearance, Appropriateness

d. *NEW* PCA Fundraising Score (10 possible points total)

i. Each competitive group is expected to participate in fundraising prior to the competition, following the specific parameters set by PCA

ii. Parameters for Sin City 2019 include:

1. Each group (Group Stunt group and/or Partner Stunt Group) may use up to one approved Spirit Bucket and up to one approved electronic donation collection device (TBD: if enough devices for all groups are made available to PCA)

2. Approved locations for donation collection: TBD

3. Start time and end time of donation collection: TBD

4. Acceptable donations of monetary value include:

a. Cash (US paper or coin currency)

b. Chips (rules regarding approved casino poker chips will be available on the day of the competition)

c. Valid check made out to Pride Cheerleading Association

d. Donations collected via your one approved electronic donation collection device

5. Understand that donations sent electronically without use of the approved device (e.g., to PCA's PayPal, Facebook, or Venmo with your stunt group name or other identifying information in the memo) may not be able to be adequately tracked at the time of the competition. More information on this will be available on the day of the competition.

iii. Up to 10 points are possible in this section (this exists in both Partner Stunt and Group Stunt scoresheets)

1. **10 points** total will be awarded to the Partner Stunt group that collects the **highest value** in total monetary donations of all Partner Stunt groups

2. **10 points** total will be awarded to the Group Stunt group that collects the **highest value** in total monetary donations of all Group Stunt groups

3. **8 points** total will be awarded to the Partner Stunt group that collects the **second-highest value** in total monetary donations of all Partner Stunt groups

4. **8 points** total will be awarded to the Group Stunt group that collects the **second-highest value** in total monetary donations of all Group Stunt groups

5. **6 points** total will be awarded to the Partner Stunt group that collects the **third-highest value** in total monetary donations of all Partner Stunt groups

6. **6 points** total will be awarded to the Group Stunt group that collects the **third-highest value** in total monetary donations of all Group Stunt groups

7. **4 points** total will be awarded to each Partner Stunt group that collects a minimum of **\$50** and does not rank highest, second-highest, or third-highest in total monetary donations

8. **4 points** total will be awarded to each Group Stunt group that collects a minimum of **\$50** and does not rank highest, second-highest, or third-highest in total monetary donations

e. Deductions

- i. A bobble will receive a 1 point deduction per incident off the total score. (Definition bobble: Stunts or tosses that almost drop/fall but are saved. Including incomplete twisting cradles.)
- ii. A fall/early cradle **OR** illegal use of spotter (PS only) will receive a 2 point deduction per incident off the total score. (Definition fall/early cradle: Uncontrolled cradling, dismounting or bringing down a stunt early. Base falling to the floor during a cradle or dismount)
- iii. A fall to the floor will receive a 3 point deduction per incident off the total score. (Definition: Falls from stunt or tosses to the ground (top person lands on ground))
- iv. A safety rule violation or general rule violation will receive a 5 point deduction off the total score.
- v. A Time limit violation will receive a 1 (1-5 sec), 4 (6-10 sec) or 8 (11+sec) pts deduction, depending on length of music.

f. Tabulation (Group/Partner)

- i. 60/50 points for Difficulty
- ii. 40/30 points for Technique
- iii. 20/20 points for Overall Impression
- iv. 10/10 points for Fundraising Score
- v. TOTAL possible raw score of 130/110
- vi. Deductions and Legalities are deducted from the raw score to produce the official score.