



American Cheer Power Point Deduction System



Mistakes

Mistakes during skills will result in a 3.0 deduction for each occurrence.

Examples:

- Drops to the floor during tumbling
- Drops from individual stunt to a cradle
- Drops from individual stunt to a pop down dismount

Falls (Major)

Falls during stunting skills will result in a 4.0 deduction for each occurrence.

Examples:

- Fall from individual stunt to the ground (flyer lands on ground or multiple bases land on ground)

Collapses

Collapses during pyramid skills will result in a 6.0 deduction for each occurrence.

- If only an individual stunt performs an error during the pyramid sequence, then only a 3.0 or 4.0 deduction will be assessed.

Maximum Deduction

No individual occurrence will incur more than an 6.0 deduction.

Example:

- If a stunt drops to the ground (4.0) and then rebuilds in the same stunt sequence and drops again (4.0), the maximum deduction issued will be a 6.0.

Bobbles

The following examples will not receive deductions; however, they will be considered in the execution score on the panel score sheets.

Examples:

- Hands down on tumbling
- Stunts and Pyramids that almost drop/fall, but are saved
- Incomplete twisting cradles
- Memory mistakes involving obvious execution of incorrect moves
- Tripping to the floor while transitioning
- Knee or hand touching ground during cradle or dismount
- Knees touch ground in back handspring
- Severe balance checks

Time Limit Violations

Time limit violations are as follows:

- 6-10 seconds over time will result in a 3.0 deduction
- 11 or more seconds over time will result in a 6.0 deduction

Age Division Violation

Age Division Violations will result in a 6.0 deduction for each occurrence.

General Violation

Allstar / Rec - Cheer Power General Guidelines and USASF/IASF General Safety Rules and Routine Requirements Violations will result in a 3.0 deduction for each occurrence.

School - Cheer Power General Guidelines and AACCA General Guidelines Violations will result in a 3.0 deduction for each occurrence.

Safety Violation

Allstar / Rec - USASF/IASF Safety Violations will result in a 6.0 deduction for each occurrence (excludes General Safety Rules and Routine Requirements).

School - Cheer Power School Resstriction Violations and AACCA Safety Guideline Violations will result in a 6.0 deduction for each occurrence.

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. Anytime a participant unintentionally steps outside the competition boundary, they must return immediately. The competition boundary is defined as the actual spring floor, the carpet bonded foam panels that connect to the spring floor, and any additional border that supports the spring floor.

Excessive out of bounds is not allowed and will result in a 1.0 deduction for each occurrence. Excessive out of bounds includes stepping, with both feet, completely off of the performance mat and it's borders. (Stepping on, or just past the white tape is not a boundary violation).

