

CHEER CANADA SCORE SHEET

Safety & Deductions



Event & Date: _____
 Team Name: _____
 Division: _____

Judge: _____

TIME LIMIT VIOLATIONS - 1.0

Routine Time: _____
 Time Limit is 2:30. To account for human error, deductions will be given once the timer exceeds 2:33

TOTAL TIME VIOLATION DEDUCTION:

+

SAFETY VIOLATIONS

Building Skills: -1.0	All Other: -.50	(Performance Error 0.5)

TOTAL LEGALITY VIOLATION DEDUCTION:

+

UNSPORTSMANLIKE CONDUCT -2.0

TOTAL UNSPORTSMANLIKE CONDUCT DEDUCTION:

+

BOUNDARY VIOLATIONS -0.25

TOTAL BOUNDARY VIOLATION DEDUCTION:

=

TOTAL TIME/SAFETY/BOUNDARY DEDUCTION:

POINT DEDUCTION

Athlete Fall (AF):	-0.25
Building Fall (BF):	-0.50
Building Major Fall (MF):	-1.00
Building Maximum (BM):	-1.50

0:00 - 0:30 sec	
0:30 - 1:00	
1:00 - 1:30	
1:30 - 2:00	
2:00 - 2:30	

TOTAL POINT DEDUCTION

TOTAL CUMMULATIVE DEDUCTION

** Please note that all time blocks are approximate. A deduction given in the incorrect time block will not be reversed.



CHEER CANADA POINT DEDUCTION SYSTEM

2016 - 2017

Updated January 1st, 2017

TIME LIMIT VIOLATIONS

The routine time limit is 2:30. Routines that exceed this time limit run the risk of being assessed a deduction. Judges will use a stop watch/similar device to measure the official time. Acknowledging the potential variance caused by human reaction speed and sound system variations, judges will not issue a deduction until their clock /stopwatch shows a time that exceeds 2:33. Teams that exceed 2:30 will be subject to the following deduction:

1 or more seconds over time limit **1.0 Deduction**

SAFETY VIOLATIONS

Building Skills Performed Out of Level **1.0 Deduction**

General Rules, Tumbling & Performance Error **.50 Deduction**

Clarification: One deduction will be made for each rule violated in a section; not for each person/group violating the rule. During a tumbling section, if there are multiple individuals performing the same illegal skill only one deduction will be made. A Performance Error or Unintentional Legality Infraction occurs in a pyramid, stunt and/or toss when the skill becomes illegal due to a performance mistake. It must be evident that the routine was choreographed legally. The penalty is not per person, it is applied per section of the routine. Example: In a pyramid, a skill is started legally, but a connection is broken causing the pyramid to become illegal.

UNSPORTSMANLIKE CONDUCT DEDUCTION

2.0 Deduction

When a coach is in discussion with an official, other coaches, athletes and parents/spectators they must maintain proper professional conduct. Failing to do so may result in a 2.0 deduction, removal of coach, or disqualification.

BOUNDARY VIOLATIONS

0.25 Deduction

The performance surface is defined as the 42' x 54' competition floor. The competition boundary is defined as the performance surface and any immediate adjacent safety border. A .25 deduction will be assessed per occurrence for an athlete that makes contact with both feet outside the competition boundary. Stepping on, or just past the white tape is not a boundary violation.

ATHLETE FALL - 0.25

Examples:

- Hand(s)/head down in tumbling or jumps
- Knee(s) down in tumbling or jumps
- Drops to the floor during individual skills (tumbling, jumps, etc)

BUILDING FALL - 0.50

Examples:

- Uncontrolled cradling, dismounting or lowering a building skill (not timing issues)
- Base or spotter falling to the floor during a building skill

MAJOR BUILDING FALL - 1.0

Example:

- Falls from individual stunt, pyramid, or toss to the floor (top person lands on floor or multiple bases/spotters land on floor)

MAXIMUM - 1.50

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 1.50.

*****NEW: Bobbles, balance checks and controlled timing errors will be reflected in technique scores.**

TIE BREAKING STEPS (In Priority Order)

1. Team with the highest unweighted total "Performance" score will be winner
2. Team with least overall deductions will be placed above the other team(s)
3. Team with least legality deductions will be placed above the other team(s)
4. Team with highest overall difficulty score will be placed above the other team(s)
5. Judges will be polled. Majority rules. All judging decisions are final.