

ASAA GAME DAY CHEER COMPETITION

POINT DEDUCTIONS

School: _____

STUNTS/PYRAMIDS	POINTS	NUMBER DEDUCTIONS	TOTAL
STUNT FALL i.e. Drop from individual stunt in a controlled manner	1.0		
STUNT DROP i.e. Drop from individual stunt to the ground in a compromising position	1.5		
PYRAMID COLLAPSE i.e. Multiple connected stunts falling from the intended position	2.0		

NOTE: The maximum number of points that will be deducted in Stunts/Pyramids will be 5

INDIVIDUAL ATHLETE	POINTS	NUMBER DEDUCTIONS	TOTAL
MINOR FALL i.e. Hands down on tumbling, jumps or other skills	0.25		
MAJOR FALL i.e. Landing on head, shoulders, back down on tumbling, jumps or other skills	0.5		

SPORTSMANSHIP	POINTS	NUMBER DEDUCTIONS	TOTAL
i.e. inappropriate cheers, taunting, excessive celebration, disrespect for authority, team or opponents	0.5-2.0		

RULE INFRACTION (NFHS/ASAA Game Day)	POINTS	RULE CITED	TOTAL
i.e. illegal move, stunt not allowed for that division, inappropriate uniforms,	0.25-2.0		
Over Alloted Time (5 second increments)	0.25		

NOTE: The maximum number of points that will be deducted in the last 3 categories will be 2