## ASAA GAME DAY CHEER COMPETITION POINT DEDUCTIONS

## School:

| STUNTS/PYRAMIDS | POINTS | NUMBER DEDUCTIONS | TOTAL |
| :--- | :--- | :--- | ---: |


| STUNT FALL <br> i.e. Drop from individual stunt in a controlled manner | 1.0 |  |  |
| :---: | :---: | :--- | :--- |


| STUNT DROP <br> i.e. Drop from individual stunt to the ground in a <br> compromising position | 1.5 |  |  |
| :---: | :---: | :---: | :---: |
| PYRAMID COLLAPSE <br> i.e. Multiple connected stunts falling from the <br> 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 <br> i.e. Hands down on tumbling, jumps or other skills 0.25  <br>    |  |  |  |


| MAJOR FALL <br> i.e. Landing on head, shoulders, back down on <br> tumbling, jumps or other skills | 0.5 |  |  |
| :--- | :---: | :---: | :---: |


| SPORTSMANSHIP | POINTS | NUMBER DEDUCTIONS | TOTAL |
| :--- | :---: | :---: | ---: |
| i.e. inappropriate cheers, taunting, excessive <br> celebration, disrespect for authority, team or <br> 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, <br> 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

