

<h1 style="margin: 0;"><b><i>XTREME SPIRIT</i></b></h1> <h2 style="margin: 0;"><b><i>CHEER &amp; DANCE EVENTS</i></b></h2> <h3 style="margin: 0;"><b>DEDUCTION/CUMULATIVE SCORE SHEET</b></h3>	
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<b>TUMBLING</b>					
Hands Down <b>(HD)</b> OOOOO	x -1				
Tumble Fall <b>(TF)</b> OOOOO	x -5				
Level/Rule Infraction <b>(RI)</b> OOOOO	x -10				
<b>STUNTING/TOSSES</b>					
Stunt Bobble <b>(SB)</b> OOOOO	x -.5				
Stunt Dropped <b>(SD)</b> OOOOO	x -1				
Stunt Fall <b>(SF)</b> OOOOO	x -5				
Level/Rule Infraction <b>(RI)</b> OOOOO	x -10				
<b>PYRAMIDS</b>					
Pyramid Bobble <b>(PB)</b> OOOOO	x -.5				
Pyramid Dropped <b>(PD)</b> OOOOO	x -1				
Pyramid Fall <b>(PF)</b> OOOOO	x -5				
Level/Rule Infraction <b>(RI)</b> OOOOO	x -10				
<b>PERFECTION OF ROUTINE</b>					
Element Not Executed <b>(ENE)</b> OOOOO	x -.5				
Collision <b>(COL)</b> OOOOO	x -1				
Suggestive Move <b>(SM)</b> OOOOO	x -1				
<b>SPORTSMANSHIP</b>					
Event Disruption OOOOO	x -10				
Violent/Hostile Behavior OOOOO	x -10				
Other Safety Violations OOOOO	x -10				
<b>Day 1</b>	<b>Day 2</b>	<b>Total Deductions:</b>			
		<b>Judge 1 Total:</b>			
		<b>Judge 2 Total:</b>			
		<b>Judge 3 Total:</b>			
		<b>Judge 4 Total:</b>			

<p><b>Clarifications:</b></p> <p><b>Stunt Bobble:</b> Shaky, unsteady stunt, balance check, loss of body position.</p> <p><b>Stunt Drop:</b> Any of the above resulting in flyer coming down to a cradle.</p> <p><b>Stunt Fall:</b> Any of the above resulting in any member hitting the ground.</p> <p><b>Pyramid Bobble:</b> Shaky, unsteady pyramid, balance check, loss of body position, timing off or pyramid not making connection.</p> <p><b>Pyramid Drop:</b> Any of the above resulting in flyer coming down to a cradle.</p> <p><b>Pyramid Fall:</b> Any of the above resulting in any member hitting the ground.</p> <p><b>Level/Rule Infraction:</b> Any element of the routine above the difficulty level as registered (Per USASF Guidelines)</p> <p><b>Sportsmanship:</b> Event Disruption: Any action causing the event to run behind schedule (arriving late to warm-up, refusing to leave warm-up, arguing with event officials) Violent/Hostile Behavior: Taunting, lude gesturing, physically threatening a judge, event staff, participant or spectator. Causing a scene via argument with any event staff. Teams ARE responsible for parental misbehavior. Deductions can occur before, during or after an event.</p>	<p><b>TOTAL SCORE:</b></p>
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