



2026-2027 SPIRIT OF THE WEST DEDUCTION SYSTEM

ATHLETE FALL (AF) - 0.5 - DROPS TO PERFORMANCE SURFACE DURING TUMBLING AND/OR JUMP SKILLS

This includes the following:	This does NOT include the following:
• Hand or hands down in tumbling or jump skills • Knee or knees down in tumbling or jump skills • Tumbling transitions in and/or out of a building skill	• An athlete that trips while walking during a transition • An athlete that trips/falls following a controlled completion of a tumbling/jump or skill

BUILDING BOBBLE (BF) - 0.5 - DROPS TO PERFORMANCE SURFACE FROM BUILDING SKILL OR TRANSITION

This includes the following:	This does NOT include the following:
• Top person leans and/or bears weight on base/spotter and is pushed back up into the stunt/skill • Lowering of a stunt from extended position to prep level (not timing issue) • Traditional/Single Based/ Coed Style stunt that drops to a load in position • Pyramid skills that would fall without the bracer/s support • Both hands or feet of the top person come in contact with the performance surface during a cradle/prone (excluding one hand or foot) • Incomplete twisting dismount that lands in a prone (stomach) position	• An omitted skill • Drop in body position by the top person • Excessive movement by the bases • Balance check by the top person

BUILDING FALL (BF) - 1.0 - DROPS FROM BUILDING SKILL OR TRANSITION

This includes the following:	This does NOT include the following:
• Drops to a cradle/load in/prone position • Base or spotter drops to the performance surface during a building skill • Drops/lowering of a stunt, including single based/coed style skills, in a controlled manner to the performance surface with assistance from the base and/or spotter	• Lowering of an extended stunt to prep level • Top person remains standing and at least one foot remains at prep level

MAJOR BUILDING FALL (MBF) - 1.5 - DROPS TO PERFORMANCE SURFACE FROM BUILDING SKILL OR TRANSITION

This includes the following:	This does NOT include the following:
• Multiple bases and/or spotters drop to the performance surface • Top person makes contact with base and/or spotter who drops to the performance surface • Tosses and or dismounts that land in a prone (stomach), upright (feet down), or inverted (head down) position • Top person lands on performance surface (bases are unable to prevent the top from falling to the performance surface) • Skills in which the event spotter is the primary catcher/saves an athlete while falling	• Top person comes in contact with the performance surface during a transitional stunt and/or pyramid that surface is continuous without interruption/stopping

MAXIMUM (MAX) - 2.0 - WHEN MULTIPLE DEDUCTIONS SHOULD BE ASSESSED DURING A PYRAMID

This includes the following:
• Pyramids where a fall continues to affect other portions of the pyramid • Two separate pyramids will result in separate deductions



2026-2027 SPIRIT OF THE WEST DEDUCTION SYSTEM CONT.

RULE VIOLATIONS AND LEGALITY INFRACTIONS

SAFETY VIOLATION – 2.0 (Per occurrence)

- Given when a skill is performed, or other violation occurs, that is not allowed by the NFHS Spirit Rules

DIVISION LIMITATION VIOLATION – 2.0 (Per occurrence)

- Given when a skill is beyond those allowed in the Spirit or The West Limitations

PROP USE VIOLATIONS – 0.5 (Per occurrence)

- Violation of NFHS prop rules. This includes prop use during building, dismounting, tumbling, and discarding of props.
- Illegal prop(s)

TIME LIMIT VIOLATION FOR TOTAL ROUTINE LENGTH

- 1- 5 seconds over the time limit = 1.0 point
- 6 or more seconds over the time limit = 2.0 points

TIME LIMIT VIOLATION FOR SHOW CHEER TOTAL MUSIC LENGTH

- 1- 5 seconds over time limit = 1.0 point
- 6 or more seconds over time limit = 2.0 points

COSTUMING/FOOTWEAR – 3.0 (Penalty for each violation)

- Costuming and footwear guidelines are listed in the Spirit of The West Information Packet.

INAPPROPRIATE MUSIC/LYRICS/CHEER WORDS, APPEARANCE AND/OR MOVEMENTS – 3.0

- Determined by competition officials/directors under the guidelines listed in the Spirit of The West Information Packet

UNSPORTSMANLIKE CONDUCT – 1.0

- When a coach is in discussion with an official, other coaches, athletes, and/or parents/spectators, they must maintain proper professional conduct. Penalties will be determined by competition officials/directors.

DISQUALIFICATION PENALTIES –

- Examples include violation of eligibility requirements, age/grade requirements, participating on two teams within the same category type/and or divisions, entering/performing in the incorrect category/division, failing to provide proof of music licensing and severe sportsmanlike conduct. Disqualification will be determined by event officials and the Director of Special Events.