

DEVELOPMENT PROGRAM



DOUBLE  
MINI-TRAMPOLINE  
**CODE OF  
POINTS**

— 2021-2024 —

**USA**   
Trampoline  
& Tumbling

## Table of Contents

<b>Section 1 – Double Mini Trampoline Quick Reference</b>	<b>2</b>
1.1. Age Determination	2
1.2. Competition Cards	2
1.3. Dress Code	2
1.4. Flights	3
1.5. Spotters	4
1.6. Start of a Routine	4
1.7. Termination of a Routine	4
1.8. Warm-Up	5
<b>Section 2 – Judges Duties and Competition Details</b>	<b>6</b>
2.1. Judges	6
2.2. Duties of the Chair of the Judges Panel (CJP)	6
2.3. Interruption of a Routine	6
2.4. Judges Penalties – Total Score	7
2.5. Duties of the Judges for Execution (E Judge)	7
2.6. Duties of the Judges for Difficulty (D Judge)	8
<b>Section 3 – Double Mini Trampoline Routines and Requirements</b>	<b>10</b>
3.1. Required Positions During an Element	10
3.2. Repetition of an Element	11
3.3. Double Mini Trampoline Levels 1-4 Routine Definition	11
3.4. Double Mini Trampoline Levels 5-7 Routine Definition	12
3.5. Double Mini Trampoline Levels 8-Open – Routine Requirements	12
3.6. Level 8 Competition – Two Voluntary Routines	13
3.7. Level 9 Competition – Two Voluntary Routines	13
3.8. Level 10 Competition – Two Voluntary Routines	14
3.9. Open Competition – Two Voluntary Routines	14
3.10. Finals Levels 9-Open	14
<b>Section 4 – Calculation of the Score</b>	<b>15</b>
4.1. Types of Scores	15
4.2. Calculations of the Scores	15
4.3. Calculation of the Score for Execution (E Score)	15
4.4. E Score Options and Calculation Method	16
4.5. Calculation of the Score for Difficulty (D Score) Levels 8-Open	16
4.6. Calculation of the Competitor’s Score for the Qualification Round	16
4.7. Calculation of the Competitor’s Final Score	16
4.8. Final Score	17
4.9. Tie Breaking System	17

## Section 1 – Double Mini Trampoline Quick Reference

For complete information, refer to the Trampoline & Tumbling Rules & Policies on the USA Gymnastics website:  
www.usagym.org

### 1.1. Age Determination

1.1.1. Each level of the Development Program is divided into age groups. The age of the competitor on December 31 of the current year determines the age group in which he/she competes.

1.1.2. Age groups:

Levels 1-4	Levels 5-9	Level 10	Open
6 & U	8 & U	10 & U	17-21
7-8	9-10	11-12	22+
9-10	11-12	13-14	
11-12	13-14	15-16	
13-14	15+		
15+			

Note: Groups of three or less may be combined with the age group immediately above or immediately below at the Meet Directors discretion.

### 1.2. Competition Cards

1.2.1. Levels 1-8

1.2.1.1. No competition cards are required at these levels.

1.2.2. Levels 9-Open

1.2.2.1. All routines, including finals, must be written on the competition card. Voluntary routines must include difficulty value, position and total value of the routine in order to avoid additional penalties.

1.2.2.2. In the voluntary routine, changes to the elements and the order in which they are written on the competition card are permitted without penalty.

1.2.2.3. Competition cards must be completed using only the FIG numeric system.

1.2.2.4. Failure to turn in a competition card filled out using the FIG numeric system, will result in a DNS.

### 1.3. Dress Code

1.3.1. Athletes: The dress code must be followed during all training, warm up and competition at all sanctioned events. Any violation identified during training and session warm up may receive a warning. Any violation during flight warm up or competition could result in a Chair of the Judges Panel penalty as per Rule 2.4.1.3.

1.3.1.1. For safety reasons, covering the face or head is NOT allowed. However, if an athlete regularly trains in a face mask and chooses to wear this mask during competition, they will not be penalized so long as the mask is tightly secured. Athletes who require a head covering for religious reasons, may request an exception from the Program Committee.

1.3.1.2. The wearing of jewelry or watches is not permitted. All piercings should be removed; alternatively, if piercings are not removed they must be completely covered. If outside of the leotard, the covering must be tape affixed to the body, and be tan, black or white. Untaped or uncovered piercings would constitute a major violation and the athlete would not be allowed to start. All tape/covering must be tan, black or white.

1.3.1.3. Only rubber bands, ribbons, flat metal clips or soft hair decoration are allowed.

1.3.1.4. Long hair for both male and female competitors must be secured close to the head. If the hair touches the double mini or landing zone/area, the routine will be interrupted (see Guide to Judging).

1.3.1.5. Bandages or support pieces must be tan, black or white.

### 1.3.2. Male Competitors

1.3.2.1. Step-in or compression shirt, with or without sleeves. T-shirts are not acceptable.

Compression shirts must be skin tight and made of lycra or spandex.

1.3.2.2. Competition shorts in a single color with no more than a 5" inseam may be worn.

1.3.2.3. Any length skin tight leg covering (not including trampoline pants) of one solid color that matches a color found in the step-in or compression shirt, black, or skin color may be worn. Designs, patterns, images, words or symbols are not allowed. A manufacturer's logo of no more than 1" is allowed.

1.3.2.4. Trampoline shoes and or foot covering must be white. If long tights are worn shoes/foot covering may be in the same color as the long tights. Foot covering may not be more than ankle length.

### 1.3.3. Female Competitors

1.3.3.1. Leotard with or without sleeves (must be skin tight).

1.3.3.2. Any length skin tight leg covering (not including trampoline pants) of one solid color that matches a color found in the leotard, black, or skin color may be worn. Designs, patterns, images, words or symbols are not allowed. A manufacturer's logo of no more than 1" is allowed.

1.3.3.3. A full length one-piece leotard (unitard) may be worn (must be skin tight).

1.3.3.4. Gym shorts that are a solid color to match the leotard, match the pattern of the leotard or black may be worn (must be skin tight).

1.3.3.5. Trampoline shoes and or foot covering must be white. If a unitard or long tights are worn, shoes/foot coverings may be in the same color as the unitard/long tights. Foot coverings may not be more than ankle length.

### 1.3.4. Coaches

1.3.4.1. Coaches are required to dress in attire reflecting the best image of USA Gymnastics:

- Collared shirts, business casual shirts or t-shirt with team logo
- Track suit, "docker-style" pants
- Shorts a with a minimum of a 3 inch inseam are allowed during assigned or open training days only.\*
- Athletic shoes with rubberized soles
- Warm up jackets are optional

1.3.4.2. The following is NOT allowed on the field of play:

- Denim
- Caps or hats
- Tank tops
- Sleeveless shirts

1.3.5. Any violation of Rules 1.3.1.1 – 1.3.3.5 during flight warm up or competition may result in a 0.2 penalty taken from the total score of each routine where the offense occurs per Rule 2.4.1.3.

1.3.6. A major violation could result in the disqualification from the round in which the offense occurs.

1.3.7. For any violation of Rules 1.3.4.1-1.3.4.2, the coach will be asked to leave the floor.

## 1.4. Flights

1.4.1. Competitors will be scheduled in flights of no more than 12.

**1.5. Spotters**

- 1.5.1. Athletes must execute routines without any external help.
- 1.5.2. If the Chair of the Judges Panel determines that assistance was given, the routine will be interrupted.
- 1.5.3. Spotters are not allowed to stand on the double mini trampoline during the warm-up or the competition. Coaches are allowed to spot, or stand with the intention to spot, from either side of the landing area for Double Mini.
- 1.5.4. A spotter mat may only be used on the side of the double mini trampoline opposite the judges by the competitor's own spotter/coach. The dimension of this mat must adhere to USA Gymnastics Trampoline & Tumbling equipment specifications, and may not be placed in the landing area.

**1.6. Start of a Routine**

- 1.6.1. The starting order is decided by a random draw. Competitors will remain in the same order for the second routine.
- 1.6.2. Each competitor will start on a signal from the Chair of the Judges Panel.
- 1.6.3. After the signal has been given, the competitor must initiate the first element within 20 seconds, otherwise the Chair of the Judges Panel penalty will be applied as per rule 2.4.1.8.
- 1.6.4. If the time limit is exceeded as a result of faulty equipment or other substantial cause, no penalties will be applied. The Chair of the Judges Panel makes this decision. The athlete may restart upon the signal from the Chair of the Judges Panel.
- 1.6.5. A competitor's routine will be considered started once the athlete touches the double mini trampoline with any part of his/her foot/feet.
- 1.6.6. Second attempts are not allowed.
  - 1.6.6.1. If a gymnast is obviously disturbed (faulty equipment or substantial external influence), the Chair of the Judges Panel in conference with the meet referee and/or the meet director, may allow another attempt. A gymnast's clothing cannot be classified as "equipment".
  - 1.6.6.2. Spectator noise, applause and the like would not normally constitute a disturbance.

**1.7. Termination of a Routine**

- 1.7.1. The routine must end under control, on the landing zone/area with feet together or at a distance smaller than shoulder width. Only those elements that are considered complete elements will be evaluated. (See Guide to Judging)
- 1.7.2. A routine is deemed to have ended after the three seconds has elapsed. Competitors must stand upright for approximately three seconds, otherwise there will be a landing deduction for lack of stability as per Rule 2.5.6.2. This deduction will be taken from each E score. (see Guide to Judging).

**1.8. Warm-Up**

- 1.8.1. All competitors will be allowed warm-up touches during their flight warm-up prior to competition.
- 1.8.2. Warm-up minimum requirements:

<b>Local/State/Regional/National Warm-up Option A</b>		
If a general training or warm-up session is offered prior to competition, the following warm-up will be provided immediately prior to flight competition.		
Levels	Qualification	Finals
Levels 1-4	2 touches	N/A
Levels 5-7	2 touches	N/A
Level 8	3 touches	N/A
Level 9	3 touches	2 touches
Levels 10 / Open	3 touches	3 touches
<b>Local/State/Regional/National Warm-up Option B</b>		
If NO general training or warm-up sessions are provided prior to competition, the following warm-up will be provided immediately prior to flight competition		
Levels	Qualification	Finals
Levels 1-4	2 touches	N/A
Levels 5-7	2 touches	N/A
Level 8	4 touches	N/A
Level 9	4 touches	2 touches
Levels 10 / Open	4 touches	4 touches
<b>National Events Warm-up Option C</b>		
When session warm-ups are provided, they must be a minimum of 50 minutes in length and provide a minimum of 15 minutes stretch time.		

- 1.8.3. No general warm-up period is required, however if time allows one may be provided.
- 1.8.4. When specific session warm-ups are provided, athletes are only allowed to warm-up on the apparatus on which they compete in that session.
- 1.8.5. In the event a competitor abuses the warm-up, a 0.3 penalty as per Rule 2.4.1.2 will be taken from the total score of each routine in which the offense occurs.
- 1.8.6. Warm-up on the competition hall equipment may be eliminated if equivalent equipment is provided in an adjacent hall.
- 1.8.7. Competition dress codes must be followed during all flight warm ups and competitions.

## Section 2 – Judges Duties and Competition Details

### 2.1. Judges

- 2.1.1. Judges must sit a minimum of 6 feet and a maximum of 16 feet from the proximal side of the double mini trampoline. The table must be placed in such a position that all judges can critically view the double mini trampoline and full landing area.
- 2.1.2. If a judge fails to carry out his/her duties in a satisfactory manner, he/she may be replaced. This decision will be made by the Jury of Inquiry upon the recommendation of the Chair of the Judges Panel.
- 2.1.3. If the judge in question is also a member of the Jury of Inquiry, he/she will not participate in the decision taken.
- 2.1.4. If an E judge is replaced, the Jury of Inquiry may decide that his/her previous marks may be replaced. (See Rules & Policies [Section V](#) for information regarding the Jury of Inquiry).

### 2.2. Duties of the Chair of the Judges Panel (CJP)

- 2.2.1. Control the facility and electronic judging system.
- 2.2.2. Organize the judges' conference and trial scoring.
- 2.2.3. Place and supervise all judges, spotters and data recorders.
- 2.2.4. Direct the competition.
- 2.2.5. Convene the judges panel.
- 2.2.6. [After conferring with Meet Referee and/or Meet Director](#), decide if a second attempt should be allowed.
- 2.2.7. Decide about a gymnast's attire.
- 2.2.8. Decide if a judge fails to show his/her mark immediately.
- 2.2.9. Instruct the E judges to take any instability or landing deductions on completed routines.
- 2.2.10. Decide if assistance given by a spotter was necessary.
- 2.2.11. Assist the D judge in checking routine requirements.
- 2.2.12. Declare the maximum mark in the case of an interrupted routine.
- 2.2.13. Direct the E judges to reevaluate their score, if the 0.2 range is not met.
- 2.2.14. Decide and display all Chair of the Judges Panel penalties taken from the total score.
- 2.2.15. Supervise and control all scores, calculations and the final results and intervene if he/she recognizes obvious calculation errors.

### 2.3. Interruption of a Routine

- 2.3.1. A routine will be considered interrupted if the competitor:
  - 2.3.1.1. Is touched by a spotter or spotter mat.
  - 2.3.1.2. Obviously does not land and/or take-off from the bed with both feet simultaneously.
  - 2.3.1.3. Does not use the elasticity of the bed after landing for the immediate continuation of the next element.
  - 2.3.1.4. Leaves the double mini trampoline due to insecurity during the routine.
  - 2.3.1.5. Does not perform the compulsory routine as prescribed at each level.
  - 2.3.1.6. Performs elements that are not allowed. (see Routine Requirements for each level).
  - 2.3.1.7. Lands on any part of the body except the feet on the double mini trampoline.
  - 2.3.1.8. Lands on any part of the double mini trampoline other than the bed during the routine. (See Guide to Judging)
  - 2.3.1.9. Does not perform a mounter, spotter, or dismount element to or from the correct area, (see Guide to Judging)
  - 2.3.1.10. Performs a straight jump as a mounter, spotter, or dismount element.
  - 2.3.1.11. Performs an element prior to contact with the double mini trampoline.

2.3.1.12. Ends a routine with an incomplete element or fails to land on two feet. (See Guide To Judging).

2.3.1.13. Uses equipment for something other than its intended purpose.

2.3.2. Athletes will be judged only on the number of elements completed on both feet. (See Guide to Judging).

2.3.3. Landing deductions are taken on completed routines only.

2.3.4. Penalties that are taken from the total score are taken on both complete and incomplete routines.

2.3.5. The Chair of the Judges Panel will determine the maximum mark.

2.3.6. No credit will be given for the element in which the interruption occurs with respect to Rules 2.3.1.1 – 2.3.1.13.

## 2.4. Judges Penalties – Total Score

2.4.1. Chair of the Judges Panel penalties are taken from the total score of each routine where the offense(s) occurs

2.4.1.1. Talking to or giving any form of a signal to a competitor by his/her own coach or spotter during a routine. 0.6

2.4.1.2. Abusing the warm-up time. 0.3

2.4.1.3. Violation of the dress code. 0.2

2.4.1.4. Touching anything other than the bed during a routine. (See Guide to Judging) 0.2

2.4.1.5. Landing in Zone B. (See Guide to Judging). 0.6

2.4.1.6. Landing in Zone C. (See Guide to Judging). 1.0

2.4.1.7. After landing, stepping from Zone A to B or C, or Zone B to C. 0.2

Zone A for athletes level 1 – 7 is extended on the landing area to the Double mini trampoline. Athletes in these levels may land here with no penalty

2.4.1.8. Not initiating the first element within 20 seconds after the signal from the Chair of the Judges Panel. 0.2

2.4.1.8.1. 61 seconds: The gymnast will not be allowed to start the routine, no score will be awarded and a designation of “Did Not Start (DNS)” will be given.

2.4.1.8.2. If there is a faulty start, the gymnast may re-start on a signal given by the Chair of the Judges Panel as per Rule 1.6.4.

2.4.2. Difficulty judges penalties are given to the Chair of the Judges Panel and are taken from the total score of each routine where the offense(s) occurs.

2.4.2.1. Levels 8-Open, voluntary routines failing to meet or exceeds routine requirements, per occurrence. 2.0

2.4.2.2. Fails to turn in a competition card, or the card is incomplete as per Rule 1.2.2.4. 0.2

## 2.5. Duties of the Judges for Execution (E Judge)

2.5.1. Evaluate the execution of each element in the range of 0.0-0.5 and write their deductions independently of the other judges.

2.5.2. Subtract their deductions from the maximum mark indicated by the Chair of the Judges Panel.

2.5.3. Display their Execution score.

2.5.4. Evaluation of Execution (E score)

2.5.4.1. Lack of form, control, and consistency of height in each element.

2.5.4.2. Evaluate the execution of each element in the range of 0.0-0.5 as per Rule 2.5.5.1-

2.5.5.3.

2.5.5. Execution deductions

2.5.5.1. Slight faults, for each occurrence 0.1-0.2



- 2.5.5.2. Substantial faults, for each occurrence 0.3-0.4  
 2.5.5.3. Major faults, for each occurrence 0.5

On all routines, when using total E scores, the two E scores must be within 0.2 and the three E scores must be within 0.2 of the median score. Should the scores not be within range, the Chair of the Judges Panel will instruct the judge what is deemed best and fairest, so the 0.2 range requirement is met.

2.5.6. Landing deductions

2.5.6.1. Instability and landing deductions are taken from the E score upon the instruction of the Chair of the Judges Panel on completed routines only.

2.5.6.2. Landing on both feet but lacking stability and not standing still for approximately 3 seconds (see Guide to Judging). 0.1-0.3

**Routines will receive an instability deduction OR a landing deduction. The two are never applied to the same routine, E judges will take the greater of the two.**

2.5.6.3. Landing deduction after a completed routine

2.5.6.3.1. After landing, touching the double mini trampoline or landing area/zone with one or both hands. 0.5

2.5.6.3.2. If the hands are used to support the whole body. 1.0

2.5.6.3.3. After landing, touching with or falling to the knees, hands & knees, seat, front or back on the landing zone/area. 1.0

2.5.6.3.4. After landing in the landing zone/area, leaving the landing zone/area, or touching outside the landing zone/area or touching the floor with any part of the body or falling against the double mini trampoline. (See Guide to Judging) 1.0

2.5.6.3.5. Assistance from a spotter after landing. 1.0

**2.6. Duties of the Judges for Difficulty (D Judge)**

2.6.1. Collect the competition cards.

2.6.2. Check the elements and difficulty values entered on the competition cards.

2.6.3. Confirm with the Chair of the Judges Panel that compulsory routines were performed correctly.

2.6.4. Check the required elements/requirements for voluntary routines.

2.6.5. Determine and record all elements performed, and its difficulty value on the competition card.

2.6.6. Determine whether or not any of the elements performed were straight jumps and notify the chair of the Judges Panel.

2.6.7. Notify the Chair of the Judges Panel of any penalties per Rule 2.4.2.1 – 2.4.2.2.

2.6.8. Display the score for Difficulty.

2.6.9. Display in public (red flag) if a gymnast executed other elements than those indicated on the competition card, or change in their order for the voluntary routine.

2.6.10. Evaluation of Difficulty (D score)

The difficulty of each element is calculated based on the amount of somersault and twist. Only **completed** elements terminating on the feet will be evaluated. The difficulty is determined based on the following:

2.6.10.1. Each ½ twist 180° (with exception of Rule 2.6.10.3) 0.2

2.6.10.2. Each somersault (360°) 0.5

2.6.10.3. Single somersaults with more than one twist 360°, difficulty of the twist as follows:

2.6.10.3.1. Each ½ twist more than one full twist 0.3

2.6.10.3.2. Each ½ twist more than two full twist 0.4

2.6.10.3.3. Each ½ twist more than three full twist 0.5

2.6.10.3.4. Each ½ twist more than four full twist 0.6

2.6.10.4. Single somersaults with twist must twist in one continuous direction,

otherwise, no difficulty will be awarded the element. For elements, which do not meet this requirement, an additional deduction for not meeting routine requirements may be taken from the total score for the routine.

2.6.11. Position bonus

- 2.6.11.1. Single somersaults with 360° of rotation without twist that are executed in the straight or pike position will be awarded an additional 0.1.
- 2.6.11.2. Double somersaults performed in the pike position will receive a bonus of 0.4, and triple somersaults performed in the pike position will receive a bonus of 0.8.
- 2.6.11.3. Double somersaults performed in the straight position will receive a bonus of 0.8, and triple somersault in the straight position will receive a bonus of 1.6.

2.6.12. Calculation of the element

- 2.6.12.1. In elements combining somersault and twist, the difficulty value of the somersault and twist are added together.
- 2.6.12.2. In double somersaults the value of the element, including any twist, are added together and then doubled. The bonus for the pike and straight position is then added to give the total value of the element.
- 2.6.12.3. In triple somersaults the value of the element, including any twist, is added together and then tripled. The bonus for pike and straight position is then added to give the total value of the element.
- 2.6.12.4. Elements without twist or somersault rotation have no difficulty value.

## Section 3 – Double Mini Trampoline Routines and Requirements

### 3.1. Required Positions During an Element

- 3.1.1. In all positions, the feet and legs should be kept together, with the exception of the straddle jump and the feet and toes pointed.
- 3.1.2. Depending on the requirements of the movement, the body should be tucked, piked or straight.
- 3.1.3. In the tuck and pike positions, the thighs should be close to the upper body, except in the twisting phase of multiple somersaults.
- 3.1.4. In the tuck position, the hands should touch the legs below the knee.
- 3.1.5. In the pike position, the hands should touch the tops of the feet.
- 3.1.6. In straddle jumps, the angle between the legs must be equal to or greater than 45° and the hands should touch the tops of the feet.
- 3.1.7. The arms should be straight and/or close to the body whenever possible.
  - 3.1.7.1. In single somersaults with 360° of twist or less and double somersaults with 180° of twist, the arms may be away from the body 45° with no deduction (see Guide to Judging).
  - 3.1.7.2. In single somersaults with more than 360° of twist and all other twisting double somersaults, the arms may be straight and away from the body 90° with no deduction (see Guide to Judging).
- 3.1.8. The following defines the minimum requirements for a particular body shape:
  - 3.1.8.1. Straight position: The angle between the upper body and the thighs must be greater than 135° (see Guide to Judging).
  - 3.1.8.2. Pike position: The angle between the upper body and the thighs must be equal to or less than 135° and the angle between the thighs and the lower legs must be greater than 135° (see Guide to Judging).
  - 3.1.8.3. Tuck position: The angle between the upper body and thighs must be equal to or less than 135° and the angle between the thighs and the lower leg must be equal to or less than 135° (see Guide to Judging).
  - 3.1.8.4. When two positions are achieved in a single somersault the Difficulty Judge will assess the element based on the least difficult body position prior to one o'clock. After one o'clock any changes in position will be treated as a "keeping/holding" deduction.
  - 3.1.8.5. When two positions are achieved in multiple somersaults the Difficulty Judge will assess the element based on the least difficult body position achieved prior to the final 180° of the element. Any change in position in the final phase will be treated as a "keeping/holding" deduction.
  - 3.1.8.6. In the tuck and pike position, the thighs should be as close as possible to the upper body.
  - 3.1.8.7. The phases in multiple somersaults are:
    - 3.1.8.7.1. In somersaults of 540° or less, one phase is recognized.
    - 3.1.8.7.2. In somersaults of 630°-900°, two phases are recognized, early and late, and equate to the degrees of rotation divided by two.
    - 3.1.8.7.3. In somersaults of 900° or more, each somersault is recognized as a separate phase.

**3.2. Repetition of an Element**

- 3.2.1. An element is considered a repeat when used during any of the required number of routines more than once as a mounter, spotter or dismount element.
- 3.2.1.1. The repeated element will not receive any difficulty value.
- 3.2.1.2. If the loss of difficulty due to a repetition causes the difficulty to drop below the minimum required difficulty, an additional 2.0 penalty will be taken from the total score, as per Rule 2.4.2.1.
- 3.2.2. Elements having the same amount of rotation, but performed in either the tuck, pike or straight positions are considered to be different elements and are not considered a repetition.
- 3.2.3. Multiple somersaults of 720° or more, having the same number of twists and somersaults will not be considered a repetition if the twist is located in different phases of the element (see Guide to Judging).
- 3.2.4. Elements may only be repeated when performed in different phases of a routine (mounter, spotter or dismount).

**3.3. Double Mini Trampoline Levels 1-4 Routine Definition**

- 3.3.1. Competition is comprised of two, two element compulsory routines.
- 3.3.2. All completed routines are scored out of 10.0.
- 3.3.3. Mounter, spotter and dismount elements
- 3.3.3.1. A mounting element or a straight mounting jump must take-off from the mounting bed and land in the spotter/dismount bed.
- 3.3.3.2. A spotter element must take-off from the spotter/dismount bed and land in the spotter/dismount bed.
- 3.3.3.3. A dismount element must take-off from the spotter/dismount bed and land in the landing area.
- 3.3.4. All routines must end with a two-foot landing, otherwise an interruption will occur as per Rule 2.3.1.2.
- 3.3.5. No finals are held at this level.
- 3.3.6. Compulsory routines:

**LEVEL 1 Routine 1**

Spotter tuck jump  
Dismount tuck jump

**LEVEL 1 Routine 2**

Spotter straddle jump  
Dismount straddle jump

**LEVEL 2 Routine 1**

Spotter tuck jump  
Dismount straddle jump

**LEVEL 2 Routine 2**

Spotter straddle jump  
Dismount pike jump

**LEVEL 3 Routine 1**

Spotter tuck jump  
Dismount jump ½ twist

**LEVEL 3 Routine 2**

Spotter jump 1/1 twist  
Dismount straddle jump

**LEVEL 4 Routine 1**

Mounter tuck jump  
Dismount front somersault tuck

**LEVEL 4 Routine 2**

Spotter pike jump  
Dismount front somersault pike

- 3.3.6.1. For levels 1-3 a mounting aid, such as a panel mat, incline or spring board may be used.
- 3.3.6.2. Deviation from the compulsory routine will result in an interruption of the routine at the point of change. See Rule 2.3.1.5.

**3.4. Double Mini Trampoline Levels 5-7 Routine Definition**

- 3.4.1. Competition is comprised of two, two element compulsory routines.
- 3.4.2. All completed routines are scored out of 10.0.
- 3.4.3. Mounter, spotter and dismount elements:
  - 3.4.3.1. A mounting element or a straight mounting jump must take-off from the mounting bed and land in the spotter/dismount bed.
  - 3.4.3.2. A spotter element must take-off from the spotter/dismount bed and land in the spotter/dismount bed.
  - 3.4.3.3. A dismount element must take-off from the spotter/dismount bed and land in the landing area.
- 3.4.4. All routines must end with a two-foot landing, otherwise an interruption will occur as per Rule 2.3.1.12.
- 3.4.5. No finals are held at this level.
- 3.4.6. Compulsory routines:

**LEVEL 5 Routine 1**

Mounter straddle jump  
Dismount barani tuck

**LEVEL 5 Routine 2**

Spotter back somersault tuck  
Dismount straddle jump

**LEVEL 6 Routine 1**

Spotter back somersault tuck  
Dismount barani tuck

**LEVEL 6 Routine 2**

Mounter barani tuck  
Dismount pike jump

**LEVEL 7 Routine 1**

Mounter barani pike  
Dismount back somersault straight

**LEVEL 7 Routine 2**

Spotter back somersault pike  
Dismount barani straight

- 3.4.6.1. Deviation from the compulsory routine will result in an interruption of the routine at the point of change. See Rule 2.3.1.5.

**3.5. Double Mini Trampoline Levels 8-Open – Routine Requirements**

- 3.5.1. Competition is comprised of two, two-element voluntary routines.
- 3.5.2. All completed routines are scored out of 10.0.
- 3.5.3. Each routine consists of two elements, one mounter or spotter element, and one dismount element. A straight mounting jump without twist is not considered an element
  - 3.5.3.1. If a straight jump is used as a mounter, spotter or dismount element the routine will be interrupted as per Rule 2.3.1.10.
- 3.5.4. Mounter, spotter and dismount elements
  - 3.5.4.1. A mounting element or a straight mounting jump must take-off from the mounting bed and land in the spotter/dismount bed.
  - 3.5.4.2. A spotter element must take-off from the spotter/dismount bed and land in the spotter/dismount bed.
  - 3.5.4.3. A dismount element must take-off from the spotter/dismount bed and land in the landing area.
- 3.5.5. A maximum of three contacts with the bed are allowed.
- 3.5.6. No intermediate bounces between elements are allowed.
- 3.5.7. Each routine must end with a dismount element performed from the spotter/dismount bed to the landing area.
- 3.5.8. No gainer, inward or reverse somersaults are allowed and will result in an interruption of the routine as per Rule 2.3.1.6.

- 3.5.9. No element is allowed prior to contact with the double mini trampoline (e.g. round-off) and will result in an interruption as per Rule 2.3.1.11.
- 3.5.10. Changes to elements and the order in which they are written on the competition card are permitted without penalty.
- 3.5.11. All routines must end in a two foot landing per Rule 2.3.1.12.
- 3.5.12. If a competitor does not meet or exceeds the routine requirements, a 2.0 penalty will be taken from the total score. This penalty is taken only on completed routines (see Guide to Judging).
  - 3.5.12.1. If a competitor exceeds the maximum routine difficulty, then the maximum difficulty allowed will be the valid difficulty score for the routine, and no additional penalties pertaining to routine **difficulty** requirements will be taken from the total score.
  - 3.5.12.2. Elements which exceed the maximum element difficulty allowed will result in an interruption of the routine and will receive a Chair of the Judges Panel penalty as per Rule 2.3.1.6.
- 3.5.13. Repeats are not allowed over the two routines in the qualification round or from qualification to the final round as per Rule 3.2.1.
  - 3.5.13.1. Repeated elements will not be awarded difficulty. See Rule 3.2.1.1.
  - 3.5.13.2. Penalties regarding minimum routine difficulty may be applied if the loss of difficulty causes the routine to not meet routine requirements.

### **3.6. Level 8 Competition – Two Voluntary Routines**

- 3.6.1. First routine – 1<sup>st</sup> voluntary routine requirements
  - 3.6.1.1. One somersault with a minimum of 360° twist within the two routines.
  - 3.6.1.2. Minimum routine difficulty 1.2.
  - 3.6.1.3. Maximum routine difficulty 2.7.
  - 3.6.1.4. Maximum element difficulty 1.5.
- 3.6.2. Second routine – 2<sup>nd</sup> voluntary routine requirements
  - 3.6.2.1. One somersault with a minimum of 360° twist within the two routines.
  - 3.6.2.2. Minimum routine difficulty 1.2.
  - 3.6.2.3. Maximum routine difficulty 2.7.
  - 3.6.2.4. Maximum element difficulty 1.5.

### **3.7. Level 9 Competition – Two Voluntary Routines**

- 3.7.1. First routine – 1<sup>st</sup> voluntary routine requirements
  - 3.7.1.1. All elements must contain a minimum of 360° of rotation.
  - 3.7.1.2. One double somersault over the two routines.
  - 3.7.1.3. Minimum routine difficulty 1.7.
  - 3.7.1.4. Maximum routine difficulty 3.7.
  - 3.7.1.5. Maximum element difficulty 2.8.
- 3.7.2. Second routine – 2<sup>nd</sup> voluntary routine requirements
  - 3.7.2.1. All elements must contain a minimum of 360° of rotation.
  - 3.7.2.2. One double somersault over the two routines.
  - 3.7.2.3. Minimum routine difficulty 1.7.
  - 3.7.2.4. Maximum routine difficulty 3.7.
  - 3.7.2.5. Maximum element difficulty 2.8.

**3.8. Level 10 Competition – Two Voluntary Routines**

- 3.8.1. First routine – 1<sup>st</sup> voluntary routine requirements
  - 3.8.1.1. All elements must contain a minimum of 360° of rotation.
  - 3.8.1.2. Minimum routine difficulty 2.1
  - 3.8.1.3. Maximum routine difficulty 6.8
  - 3.8.1.4. Maximum element difficulty 3.6
- 3.8.2. Second routine – 2<sup>nd</sup> voluntary routine requirements
  - 3.8.2.1. All elements must contain a minimum of 360° of rotation.
  - 3.8.2.2. Minimum routine difficulty 2.1
  - 3.8.2.3. Maximum routine difficulty 6.8
  - 3.8.2.4. Maximum element difficulty 3.6

**3.9. Open Competition – Two Voluntary Routines**

- 3.9.1. First routine – 1<sup>st</sup> voluntary routine requirements
  - 3.9.1.1. All elements must contain a minimum of 360° of rotation
  - 3.9.1.2. Minimum routine difficulty 2.1
  - 3.9.1.3. Maximum element difficulty 4.8
- 3.9.2. Second routine – 2<sup>nd</sup> voluntary routine requirements
  - 3.9.2.1. All elements must contain a minimum of 360° of rotation
  - 3.9.2.2. Minimum routine difficulty 2.1
  - 3.9.2.3. Maximum element difficulty 4.8

**3.10. Finals Levels 9-Open**

- 3.10.1. Finals must be held at National Championships, but are optional at all other competitions.
- 3.10.2. Level 8: No finals
- 3.10.3. Level 9: Finals will consist of one voluntary routine
  - 3.10.3.1. All elements must contain a minimum of 360° of rotation.
  - 3.10.3.2. Minimum routine difficulty 1.7
  - 3.10.3.3. Maximum routine difficulty 3.7
  - 3.10.3.4. Maximum element difficulty 2.8
- 3.10.4. Level 10: Finals will consist of two voluntary routines with the same requirements as the 1<sup>st</sup> and 2<sup>nd</sup> voluntary routines of the qualification round.
  - 3.10.4.1. All elements must contain a minimum of 360° of rotation.
  - 3.10.4.2. Minimum routine difficulty 2.1
  - 3.10.4.3. Maximum routine difficulty 6.8
  - 3.10.4.4. Maximum element difficulty 3.6
- 3.10.5. Open: Finals will consist of two voluntary routines with the same requirements as the 1<sup>st</sup> and 2<sup>nd</sup> voluntary routines of the qualification round.
  - 3.10.5.1. All elements must contain a minimum of 360° of rotation
  - 3.10.5.2. Minimum routine difficulty 2.1
  - 3.10.5.3. Maximum element difficulty 4.8.
- 3.10.6. The competitors with the eight best scores from the qualification round will go forward to the finals.
- 3.10.7. The starting order for finals will be by random draw.

## Section 4 – Calculation of the Score

### 4.1. Types of Scores

- 4.1.1. “D” scores are the total for the degree of difficulty in one routine.  
4.1.2. “E” scores are the total for the execution in one routine.

### 4.2. Calculations of the Scores

- 4.2.1. The evaluation of the execution of elements and difficulty, is done in tenths of a point.  
4.2.2. Judges must write down their deductions independently of each other.  
4.2.3. When signaled by the Chair of the Judges Panel, the Execution and Difficulty Judges’ scores must be shown simultaneously.  
4.2.4. Missing marks will be replaced using the following criteria:  
4.2.4.1. If any of the judges for execution fails to show their mark when signaled by the Chair of the Judges Panel, the remaining mark(s) will be averaged and used for the missing mark.  
4.2.5. For all levels and all competitions, the Meet Director can choose to utilize either the element-by-element or total E score process. This must be declared in the competition directives provided prior to competition.

### 4.3. Calculation of the Score for Execution (E Score)

- 4.3.1. To determine the E score, all execution and landing deductions are subtracted from the maximum mark as declared by the Chair of the Judges Panel.  
4.3.1.1. The deductions for poor execution are subtracted from the maximum mark, i.e. 10.0 points or the mark decided by the Chair of Judges' Panel  
4.3.1.2. For all completed routines the Execution Judges will add 8.0 points to their score so as to show a mark out of ten (10). For routines with only one (1) element the Execution Judges will add 6.0 points, for a maximum mark of 7.0 points.  
4.3.2. When using a total E score, the two/three scores must have a range of no more than 0.2 from each other or the median score. If E scores are not within 0.2, the Chair of the Judges Panel will advise the judges to move their scores in a manner that is deemed best and fairest until they are in range.  
4.3.3. Element-by-element average or median scoring does not require a range.

### 4.4. E Score Options and Calculation Methods

Eligibility Only	Invitational Eligibility Mobility Level 8 & 9	Mobility Level 10 & Open to Elite	State Championships	Regional Championships	National Championships Level 8 - Elite	Stars & Stripes Level 5 - 7
1 Judge Multiply x 2	2-Judges Add	2-Judges Add	2-Judges Add Level 1-4	2-Judges Add Level 1-4		
	3-Judges Average X 2	3-Judges Average X 2	3-Judges Average X 2	3-Judges Average X 2 Level 5-Open	3-Judges Average X 2	3-Judges Average X 2
	3-Judges Median X 2	3-Judges Median X 2	3-Judges Median X 2	3-Judges Median X 2 Level 5-Open	3-Judges Median X 2	3-Judges Median X 2



- 4.4.1. Meet Directors may choose among the scoring methods. The scoring methods that will be used at the competition must be stated in the meet directives / registration packet.
- 4.4.2. When only one Execution judge is used, the judge's total mark is multiplied times two.
- 4.4.3. In all levels using, three Execution judges, and the total E score method is used, the three scores are either averaged or the median used and multiplied times two to determine the total E score for the routine.
- 4.4.4. In all levels when using three Execution Judges and the element-by-element method is used, the average of each deduction or the median deduction is added together and subtracted from the maximum mark and then multiplied times two to determine the total E score for the routine as per Rule 4.3.1.
- 4.4.5. E scoring calculations
  - 4.4.5.1. 3 Judge average:
    - $((\text{Average total score of E1,E2,E3}) \times 2) + \text{DD} - \text{penalties}$
    - $((\text{Sum of the average of each element score of E1, E2, E3, subtracted from the maximum mark}) \times 2) + \text{DD} - \text{penalties}$
  - 4.4.5.2. 3 Judge median:
    - $(\text{Drop high and low score of E1, E2, E3, median} \times 2) + \text{DD} - \text{penalties}$
    - $(\text{Drop high and low deduction of each element of E1, E2, E3, take the sum of the median deductions and subtract from the maximum mark} \times 2) + \text{DD} - \text{penalties}$

#### **4.5. Calculation of the Score for Difficulty (D Score) Levels 8-Open**

- 4.5.1. Difficulty judges calculate the difficulty of the voluntary routines as per Rule 2.6.10.1 – 2.6.11.3 and enter it on the competition card.

#### **4.6. Calculation of the Competitor's Score for the Qualification Round**

- 4.6.1. Compulsory routines
  - 4.6.1.1. Levels 1-7, the valid execution score for routine 1 and routine 2 as per Rule 4.3, minus Chair of the Judges Panel penalties will be added together to determine the total score for the routine.
- 4.6.2. Voluntary routines
  - 4.6.2.1. 1st Voluntary – Levels 8-Open, the valid execution score, added to the difficulty, minus Chair of the Judges Panel and difficulty judge's penalties will be the total score for the routine.
  - 4.6.2.2. 2nd Voluntary – Levels 8-Open, the valid execution score, added to the difficulty, minus any Chair of the Judges Panel and difficulty judges penalties will be the total score for the routine
  - 4.6.2.3. The total score from routine 1 and routine 2 are added together to determine the competitor's total score for the qualification round.

#### **4.7. Calculation of the Competitor's Final Score**

- 4.7.1. Levels 1-8 – no finals are held.
- 4.7.2. Level 9
  - 4.7.2.1. Finals routine: Add the valid E score to the D score, minus any Chair of the Judges Panel and Difficulty Judge's penalties to determine the total score for the final round.
  - 4.7.2.2. The total score from the Qualification and the Final round are added together to determine the valid Final score.

**4.7.3. Levels 10-Open**

4.7.3.1. Finals routine: Add the valid E score to the D score, minus any Chair of the Judges Panel and Difficulty Judge's penalties from both routine 1 and routine 2. Add the two total scores together to determine the total score for the final round.

4.7.3.2. The total score from the Qualification and the Final round are added together to determine the valid Final score.

**4.8. Final Score**

4.8.1. The data recorder will notate the judges' scores and enter the score into the scoring system.

4.8.1.1. The score will be rounded to two decimal places. Such rounding will only be made with respect to the competitor's final total score.

4.8.2. The Chair of the Judges Panel is responsible for determining the validity of the Final score. Some competitions may require the Chair of the Judges Panel to verify and sign the official results.

**4.9. Tie Breaking System**

4.9.1. Levels 1-7:

4.9.1.1. The gymnast with the highest E-score of the 2<sup>nd</sup> routine.

4.9.1.2. The gymnast with the highest Individual E-score of the 2<sup>nd</sup> routine.

4.9.1.3. The gymnast with the highest Individual E-score of the 1<sup>st</sup> routine.

4.9.1.4. If there is still a tie then the tie will not be broken

4.9.2. Level 8 – Open Qualification (Ties are not broken in the final round)

4.9.2.1. The gymnast with the highest D-score of the 2nd routine.

4.9.2.2. The gymnast with the highest E-score of the 2nd routine.

4.9.2.3. The gymnast with the highest sum of the total E-score of routine 1 and routine 2.

4.9.2.4. If there is still a tie, the tie will not be broken.

4.9.3. Examples of distribution of awards if ties cannot be broken.

4.9.3.1. Two competitors are tied for 2nd place.

4.9.3.2. Award the 1st place medal to the gymnast with the highest score.

4.9.3.3. The 2nd place medals are presented to the two gymnasts with the tied score.

4.9.3.4. NO 3rd place medal is awarded.

4.9.3.5. The 4th place award is presented to the next gymnast, and so on.