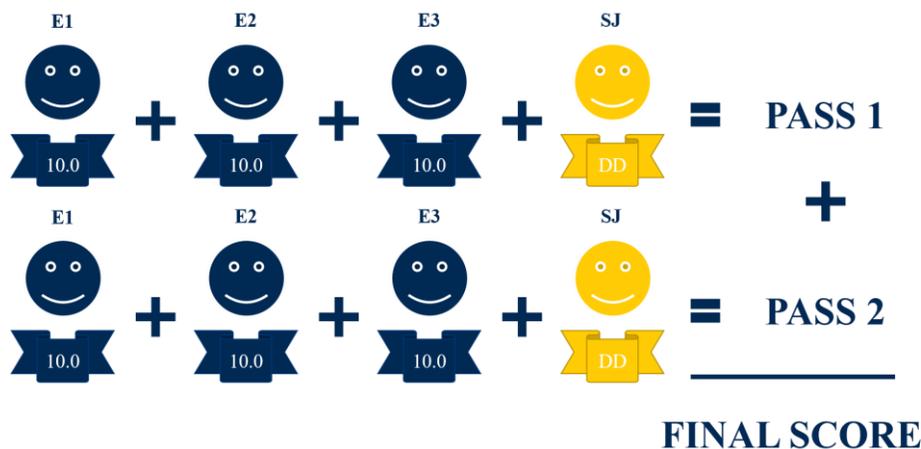


# Double Mini Trampoline Scoring

Each athlete performs two passes. Each pass is assessed by four judges. The three execution judges each provide a score out of 10.0. The one superior/difficulty judge provides a difficulty score based on the skills performed. These four scores are added together for a Pass 1 Total. The second pass follows the same process and is added together for a Pass 2 Total. The Pass 1 Total and Pass 2 Total are added together for a final score.

(Note: This assumes that there are 3 execution judges on a panel. Score calculation for smaller panels can be found in Section III.ii. of the NAIGC Double Mini Trampoline Code of Points)



## Repeated Skills

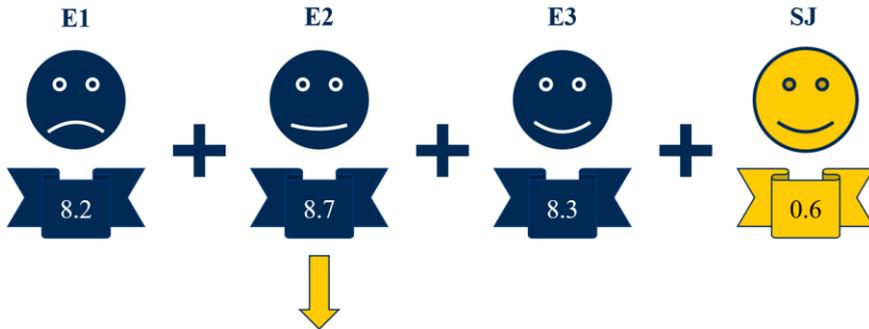
According to the NAIGC Double Mini Trampoline Code of Points Section VI.c and Section VI.d. – Skills are considered repeated when they are performed within the same position of the pass (mounter, spotter, or dismount). Repeated skills are not interruptions but will not be rewarded difficulty. The following gives an example of a set Intermediate Flyers competitive passes to demonstrate these rules.

Example 1		
Pass 1		
Skills Performed	Difficulty Assessed	
Mounter: Half Turn	0.1	
Dismount: Back Tuck	0.5	
Pass 2		
Skills Performed	Difficulty Assessed	
Spotter: Back Tuck	0.5	Receives credit because repeated skill in in a different portion of the pass
Dismount: Front Tuck	0.5	

Example 2		
Pass 1		
Skills Performed	Difficulty Assessed	
Mounter: Straddle Jump	0.0	Positionary skills have no value
Dismount: Front Pike	0.6	
Pass 2		
Skills Performed	Difficulty Assessed	
Spotter: Back Tuck	0.5	
Dismount: Front Pike	0.0	Does not receive credit because repeated skill in in the same portion of the pass

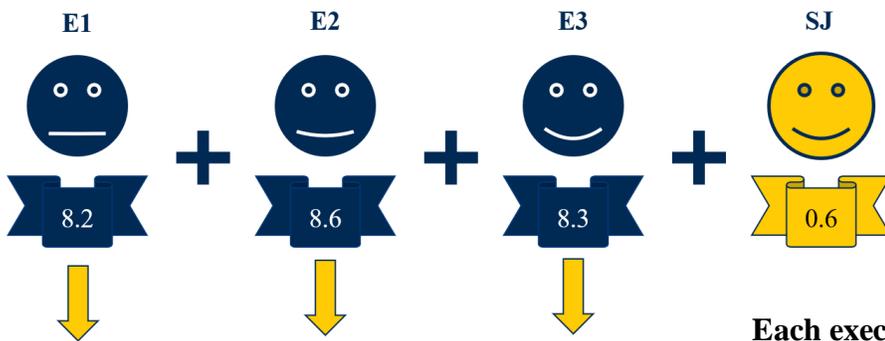
## Score Calculation

Each of the three execution judges provide a score out of ten, but they must be within 0.3 of the median score. Otherwise, the superior/difficulty judge will ask judges with outlying scores to change it.



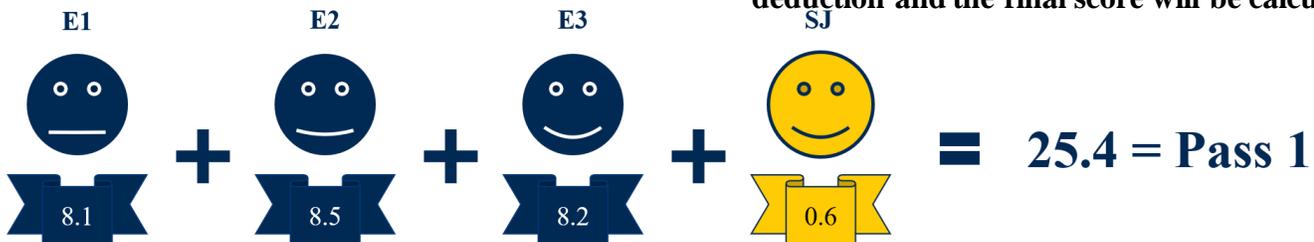
Judge 2 was too nice. Score E2 will be lowered to an 8.6.

The superior/difficulty judge will assess if there are any additional deductions beyond execution.



The athlete took a step. That is minus 0.1 for instability.

Each execution judge will make the additional deduction and the final score will be calculated.



## Interruptions

When a routine is determined to be incomplete by the Superior Judge due circumstances found in Section V.d. in the NAIGC Double Mini Trampoline Code of Points, the start value will be reduced to reflect the number of skills completed. A pass completing one valid skill is given a 7.0 start value. A pass with zero valid skills is given a score of 0.0 The following gives an example of a how an interrupted routine would be scored.

Pass 1	
Skills Performed	Difficulty Assessed
Mounter: Straddle Jump	0.1
Dismount: Barani Pike	0.0      Feet are missed on landing, landed on back instead

Pass 2	
Skills Performed	Difficulty Assessed
Spotter: Back Tuck	0.0      Skill is landed off the end of the trampoline bed

