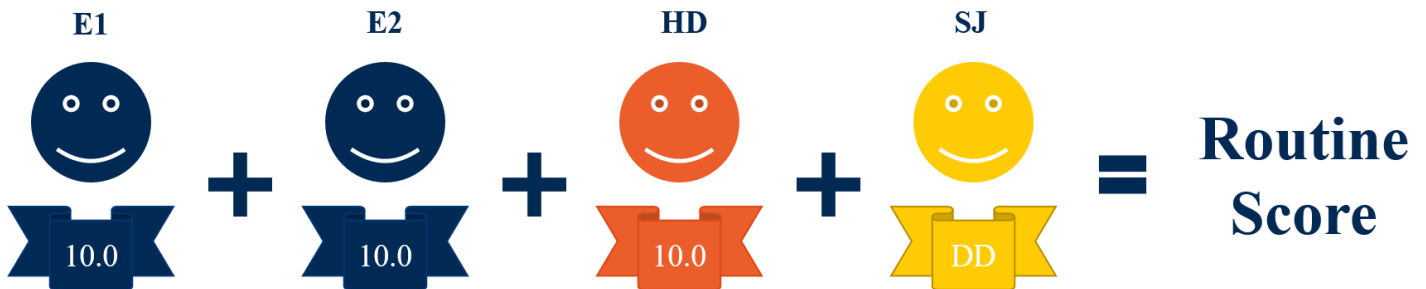


Individual Trampoline Scoring

Each athlete performs one voluntary routine. Each routine is assessed by four judges. The two execution judges and the horizontal displacement judge 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 the total score

(Note: This assumes that there are 2 execution judges on a panel. Score calculation for smaller panels can be found in Section IV.c. of the NAIGC Individual Trampoline Code of Points)



Skill Repetition

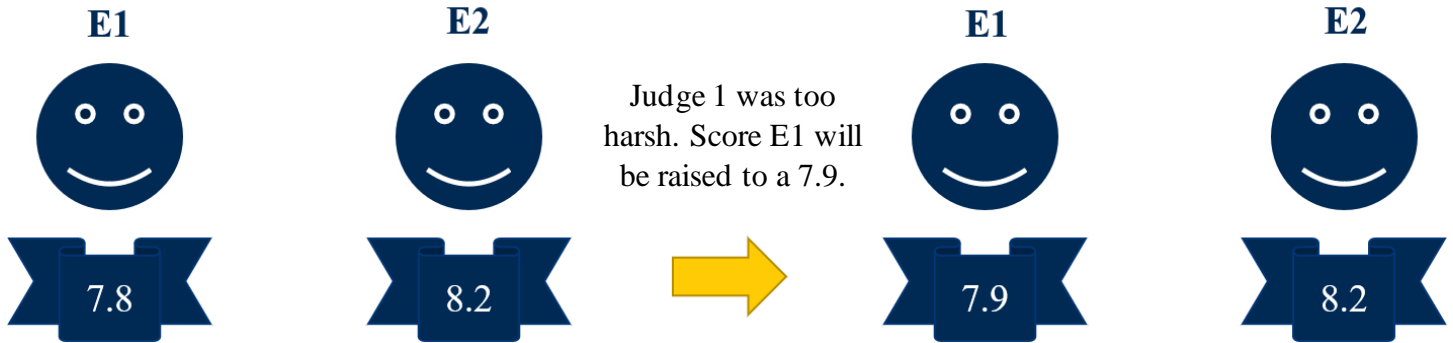
According to the NAIGC Individual Trampoline Code of Points Section II.d. – In Intermediate Flyers and High Flyers, repeated skills are not interruptions, but no difficulty will be rewarded for the second execution of the skill. For New Flyers, a single skill may be repeated once for difficulty credit. A third repetition of the skill or a second repetition of another skill will not cause an interruption but will not receive difficulty credit (see Section VI.a.5. of the NAIGC Individual Trampoline Code of Points) The following gives examples of a New Flyers and Intermediate Flyers routine to demonstrate these rules.

New Flyers		
Skills Performed	Difficulty Assessed	
1. Full Turn	0.2	
2. Straddle Jump	0.0	Skill has no value
3. Half Turn	0.1	
4. Seat Drop	0.0	Skill has no value
5. Seat to Front	0.1	
6. Return to Feet from Front	0.1	
7. Half Turn	0.1	First repeated element receives credit
8. Straddle Jump	0.0	Skill has no value
9. Full Turn	0.0	Second repeated element receives NO credit
10. Front Tuck	0.5	

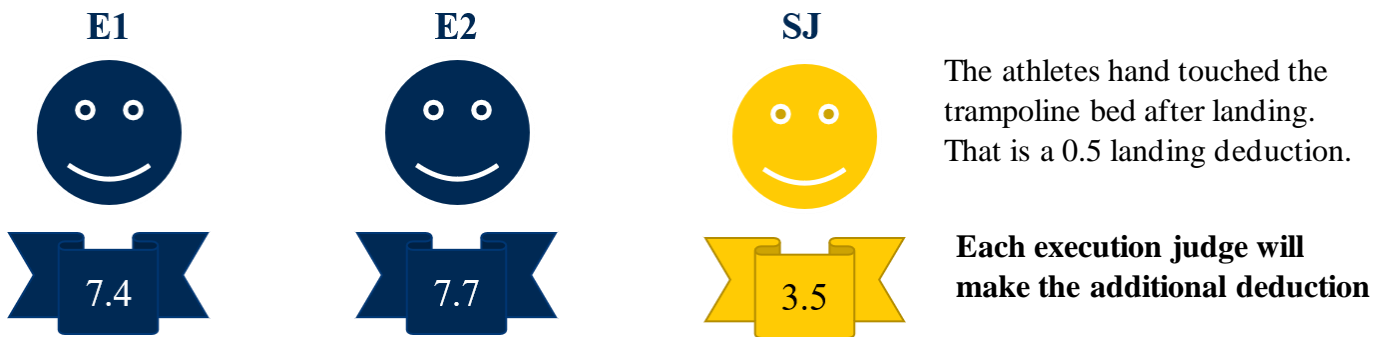
Intermediate Flyers		
Skills Performed	Difficulty Assessed	
1. Back Straight (Layout)	0.6	
2. Barani Straight (Layout)	0.6	
3. Tuck Jump	0.0	Skill has no value
4. Back Straight (Layout)	0.0	Repeated element receives NO credit
5. Barani Pike	0.6	
6. Straddle Jump	0.0	Skill has no value
7. Full Turn	0.2	
8. Back Pike	0.6	
9. Front 3/4	0.3	
10. Ballout	0.6	

Score Calculation

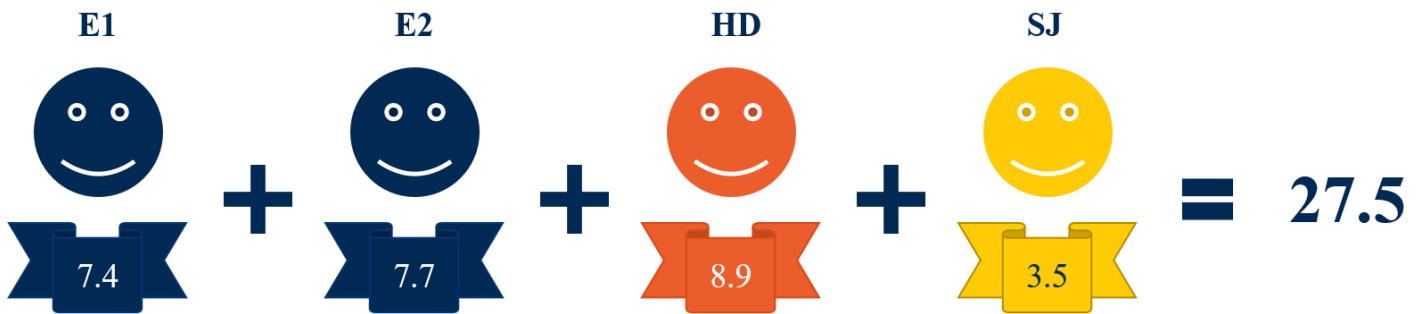
Each of the three execution judges provide a score out of ten, but they must be within 0.3 of each other. Otherwise, the superior/difficulty judge will ask judges with outlying scores to change it.



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



The execution scores, the horizontal displacement score, and the difficulty score will be added together.



Interruptions

When a routine is determined to be incomplete by the Superior Judge due circumstances found in Section VI.c. in the NAIGC Individual Trampoline Code of Points, the base score will be reduced to reflect the number of skills completed in series (9 skills in series are judged out of 9.0 start value, 8 skills in series are judged out of an 8.0 start value, etc.) The following gives an example of a how an interrupted routine would be scored.

Intermediate Flyers		
Skills Performed	Difficulty Assessed	
1. Back Tuck	0.5	
2. Barani Tuck	0.6	
3. Tuck Jump	0.0	Skill has no value
4. Back Pike	0.6	
5. Barani Pike	0.6	FALL
Routine is Interrupted		

The athlete fell on skill 5 of the routine, so 4 elements were completed. All execution scores and the horizontal displacement score will start out of a base 4.0



The execution scores, the horizontal displacement score, and the difficulty score will be added together. Landing deductions are taken only on completed routines.

