



**USA GYMNASTICS®**

**Junior Olympic  
Double Mini  
Code of  
Points  
2018-2020**

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## SECTION 1 – QUICK REFERENCE

### J.O. Code of Points Double Mini Quick Reference

For complete information, use the Rules & Policies on the USA Gymnastics website [www.usagym.org](http://www.usagym.org)

#### 1. Age Determination

1.1 Each level of the J.O. 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.

1.2 Age Groups for:

Levels 1-3	Levels 4-7	Levels 8-10
6 & Under	8 & Under	10 & Under
7-8	9-10	11-12
9-10	11-12	13-14
11 & Over	13-14	15 & Over
	15 & Over	

\*Note: Upon the approval of the meet director and personal coach, an athlete may move up to the next older age group if he/she is the only athlete competing in his/her age group.

#### 2. Calculation of a Score

2.1 Two types of marks are used, “D” type marks, which is the total of the degree of difficulty in one pass and “E” type marks, which is the total given by an execution judge in one pass.

2.1.1 For all levels and all competitions, the Meet Director can choose to utilize either the element-by-element or total score, scoring process.

2.2 Evaluation of Difficulty (D Score)

The evaluation of difficulty is done in 10<sup>th</sup> of a point:

2.2.1 Only elements terminating on the feet will be evaluated.

2.2.2 Each ½ twist 180° (with the exception of Rule 2.2.4.2) 0.2

2.2.3 Each somersault (360°) 0.5

2.2.4 Single somersaults

2.2.4.1 Single somersaults performed in the pike or straight position without twist 0.1

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

Each ½ twist more than one full twist 0.3

Each ½ twist more than two full twists 0.4

Each ½ twist more than three full twists 0.5

Each ½ twist more than four full twists 0.6

2.2.5 Elements without twists or somersault rotation have no difficulty value

- 2.2.6 Single somersaults with twist must twist in one continuous direction; otherwise, no difficulty will be awarded. For elements, which do not meet this requirement, an additional deduction for not meeting pass requirements may be taken from the total score for the pass.
- 2.2.7 Double somersault with or without twist.
  - 2.2.7.1 Double somersaults performed in the pike position will receive a bonus of 0.4 pts.
  - 2.2.7.2 Double somersaults performed in the straight position will receive a bonus of 0.8 pts.
  - 2.2.7.3 In double somersaults the value of the element, including any twist, are added together and then will be doubled. The bonus for the pike and straight position is then added to give the total value of the element.

2.3 Evaluation of Execution (E Score)

- 2.3.1 The evaluation of execution is done in 10<sup>th</sup> of a point.
- 2.3.2 The deductions for execution includes, lack of form, consistency of height, and control in each element: 0.1-0.5 pts.
  - 2.3.2.1 For all completed passes the execution judges will add 8.0 points to their score, so as to show a mark out of ten (10).  
For passes with only one valid element, the execution judges will add 6.0 points, for a maximum mark of 7.0 points.
  - 2.3.2.2 When using total E score, all deductions are subtracted from the maximum mark indicated by the Chair of the Judges Panel as per 6.1.15
  - 2.3.2.3 When using element-by-element E scores, the individual judges' deductions will be entered into the scoring program, which determines the median deduction for each skill. The median deductions will be totaled and multiplied times three to determine the valid E score.
- 2.3.3 Slight faults, per occurrence 0.1-0.2
- 2.3.4 Substantial faults, per occurrence 0.3-0.4
- 2.3.5 Major faults, per occurrence (maximum allowed) 0.5
- 2.3.6 Judges must write down their deductions independently of each other.
- 2.3.7 When signaled by the Chair of the Judges Panel, the marks for execution must be shown simultaneously.
- 2.3.8 If any of the execution judges fail to show their marks when signaled by the Chair of the Judges Panel then the average of the other marks will be taken for the missing mark. The Chair of the Judges Panel makes this decision.
- 2.3.9 Execution judges' scores may not be more than 0.1 pt. higher or 0.1 pts. lower than the median score. Out of range scores must be re-evaluated to come within range.

2.4 Landing Deductions

- 2.4.1 To avoid additional deductions the athlete must stand still for approximately three seconds after the last element of a completed routine (two elements).
- 2.4.2 On the instruction of the Chair of the Judges Panel, take the single deduction for the greater fault only.
  - 2.4.2.1 Landing on both feet but lacking stability, including stability of feet, arms and trunk and not standing still for approximately three seconds. (See Guide to Judging Rule 1.8) 0.1-0.3

**In the event that one of the following occurs, and landing deductions are applied, instability will NOT be taken in addition to the landing deduction.**

- 2.4.2.2 After landing, touching the DMT or landing zone/area with one or both hands 0.5

2.4.2.3	After landing, touching with, or falling to the knees, hands & knees, front, back, or seat on the landing zone/area	1.0
2.4.2.4	Assistance from a spotter after landing	1.0
2.4.2.5	After landing in the landing area, leaving the landing area, or touching outside the landing area or touching the floor with any part of the body or falling against the DMT (See Guide to Judging Rule 4.15)	1.0
2.5	<b>Total Score Penalties</b>	
2.5.1	Chair of the Judges Panel <b>penalties</b> are taken from the total score of each pass in which the offense occurs.	
2.5.2	Landing inside Zone B (see Guide to Judging Rule 4.11)	0.9
2.5.3	Landing inside Zone C (see Guide to Judging Rule 4.11)	1.5
2.5.4	After landing, stepping from Zone A to B or C, or Zone B to C	0.3
2.5.5	Not initiating the first element within 20 seconds after the signal by the Chair of the Judges Panel	0.3
2.5.6	Talking to or giving any form of signal to a competitor by his/her own coach or spotter after the start of the pass	0.9
2.5.7	Touching anything other than the bed during a pass (See Guide to Judging Rule 4.3)	0.3
2.5.8	Abusing the warm-up time	0.3
2.5.9	Violation of the dress code	0.2
2.5.9	Levels 8-10: Not meeting pass requirements per occurrence	3.0
2.5.10	Fails to turn in a competition card as per Rule 3.2.4	0.2
2.6	<b>Calculation of the Total Score</b>	
2.6.1	<b>Levels 1-7:</b>	
2.6.1.1	<b>The valid execution score, minus CJP penalties, is the valid score for the first pass.</b>	
2.6.1.1.1	Levels 1-4; If only one execution judge is used, the judge's total mark for the pass will be multiplied by three to determine the total E score for the pass.	
2.6.1.2	<b>The valid execution scores, minus CJP penalties, is the valid score for the second pass.</b>	
2.6.1.3	The total score from the first and second pass are added together to determine the final score for the round.	
2.6.2	<b>Levels 8-10:</b>	
2.6.2.1	<b>The valid execution score, minus CJP penalties is the valid score for the first pass.</b>	
2.6.2.2	<b>The valid execution score, plus the difficulty score, minus CJP deductions, is the valid score for the second pass.</b>	
2.6.2.3	The total score from the first and second pass are added together to determine the final score for the round.	
2.6.3	<b>Levels 9-10 Finals:</b>	
2.6.3.1	<b>The valid execution score, plus the difficulty score, minus CJP penalties, is the valid score for the first pass.</b>	
2.6.3.2	<b>The valid execution score, plus the difficulty score, minus CJP penalties, is the valid score for the second pass.</b>	
2.6.3.3	The total score from the first and second pass are added together to determine the total score for final the round.	

2.6.3.4 The total score from the preliminary round and the total score from the final round are added together to determine the final total score.

2.6.4 The score keeper will notate the judge's scores and enter the scores to determine the total score for each athlete

2.6.5 All scores will be rounded to three decimal places. Such rounding will only be made with respect to the competitor's total score for each routine and for the sum of that total

2.6.6 The Chair of the Judges Panel is responsible for determining the validity of the final scores and must sign the final score sheet before the final results are posted

3. Competition Cards

3.1 Levels 1-7

3.1.1 No competition cards are required for levels 1-7.

3.2 Levels 8-10

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

3.2.1.1 In voluntary passes changes to the elements and the order in which they are written on the competition card are permitted with no penalty.

3.2.2 All competition cards must be turned in at the specified time and place. Changes on the card may be made until the start of the round.

3.2.3 Competition cards must be completed using **ONLY** the FIG numeric system.

3.2.4 Failure to turn in a completed competition card at the designated time and location (filled out using only the FIG numeric system) will result in a penalty of 0.2 pts. from the total score of the first voluntary pass

4. Dress Code

4.1 Athletes: The dress code should be followed during all training, warm-up and competition at meets. Any violation identified during training and session warmup may receive a warning. And violation during flight warm up or competition will result in a Chair of the Judges Panel penalty.

4.1.1 Male Competitors

4.1.1.1 Step in or compression shirt, with or without sleeves, T-shirts are not acceptable. Compression shirts must be skintight and made of lycra or spandex.

4.1.1.2 Competition style shorts, with no longer than a 5" inseam.

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

4.1.1.4 White foot covering of no more than ankle length.

4.1.2 Female Competitors

4.1.2.1 Leotard with or without sleeves must be worn (must be skintight).

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

4.1.2.3 A full-length one-piece leotard (unitard) may be worn (must be skintight).

4.1.2.4 White trampoline shoes and/or white foot covering of no more than ankle length must be worn. If a unitard/long tights are worn, the foot covering may be the same color as the unitard/long tights.

4.1.2.5 For safety reasons, covering the face or head is NOT allowed.

4.1.3 The wearing of jewelry or watches is not permitted. Earrings must be removed and may NOT be taped. Rings without gemstones are permitted only if they are taped.

4.1.4 Only rubber bands, ribbons, flat metal clips, or soft hair decorations are allowed.

4.1.5 Long hair for both male and female competitors must be secured close to the head. If the hair touches the double mini-trampoline or landing area, the pass will be interrupted (See Guide to Judging Rule 1.20).

4.1.6 Bandages or support devices may be white, tan or black

4.1.7 Undergarments of any type must not be visible.

4.1.8 Any violation of Rule 4.1.1-4.1.7 **during flight warm up and competition** may result in a penalty of 0.2 from the total score in which the offense occurs. Major violations may result in disqualification from the respective round. The decision is made by the Chair of the Judge's Panel.

4.2 Coaches are required to dress in attire reflecting the best image of gymnastics.

4.2.1 Collared shirts, business casual shirts or V-neck t-shirt with team logo

4.2.2 Track suit, or "docker-style" pants

4.2.3 Athletic shoes with rubberized soles

4.2.4 Warm up Jackets are optional

4.2.5 The following is NOT allowed on the competition floor:

- No denim
- No caps or hats
- No tank tops
- No sleeveless shirts

4.2.6 Violators will be asked to leave the floor.

## 5. Flights

5.1 The competitors will be divided into groups of approximately ten and no more than 12 athletes.

## 6. Interruptions of a Routine

6.1 A routine will be considered interrupted if the competitor:

6.1.1 Obviously does not land and/or take-off from the bed with both feet simultaneously.

6.1.2 Does not use the elasticity of the bed after landing for the immediate continuation of the next element.

6.1.3 Is touched by a spotter or spotter mat prior to landing.

6.1.4 Leaves the double mini-trampoline due to insecurity during the pass.

6.1.5 Lands on any part of the body except the feet on the double mini-trampoline bed.

6.1.6 Lands on any part of the double mini-trampoline other than the bed during the pass. (see Guide to Judging Rule 4.3)

6.1.7 Does not perform a mounter, spotter, or dismount element to or from the correct area, as per Section 2, Rule 1.4.1-1.4.3.

6.1.8 Performs a straight jump as mounter, spotter, or dismount element.

- 6.1.9 Performs an element not allowed for levels 8-10.
- 6.1.10 Does not perform the compulsory as prescribed for levels 1-7.
- 6.1.11 Performs an incomplete element (see Guide to Judging Rule 1.7).
- 6.1.12 A gymnast will be judged only on the number of elements completed on both feet (see Guide to Judging Rule 1.7).
- 6.1.13 Due to the narrowness of the apparatus, touching anything other than the bed will not cause an interruption, but will earn a **penalty** of 0.3 pts from the **total score of the pass**. (See Guide to Judging Rule 4.3)
- 6.1.14 Using equipment for something other than its intended purpose will result in an interruption of the routine.**
- 6.1.15** No credit will be given for the element in which the interruption occurs with respect to Rules 6.1.1-6.1.12, and no additional deduction will be taken.
- 6.1.16** The Chair of the Judges Panel will determine the maximum mark.

7. Judges Panel (Competition Jury)

7.1 Duties of the Chair of the Judges Panel

- 7.1.1 Control of the facilities.
- 7.1.2 Organize the Judges' conference and the trial scoring.
- 7.1.3 Place and supervise all judges, spotters and score keepers.
- 7.1.4 Direct the competition.
- 7.1.5 Convene the competition jury.
- 7.1.6 Decide if a second attempt should be allowed.
- 7.1.7 Decide on a gymnast's dress.
- 7.1.8 Decide whether any assistance given by a spotter was necessary.
- 7.1.9 Declare the maximum mark in the case of an interrupted routine.
- 7.1.10 Assist difficulty judge in checking for pass requirements

7.2 Duties of Judges for Execution

- 7.2.1 Evaluate the execution in the range 0.0-0.5 points and write their deductions independently of each other.
- 7.2.2 Subtract their deductions from the maximum mark indicated by the Chair of the Judges Panel, as per Rule 6.1.14.

7.3 Duties of Judges for Difficulty

- 7.3.1 Collect the competition cards and inform Chair of the Panel of **penalties** for missing or incomplete cards.
- 7.3.2 Check the elements and difficulty values entered on the competition cards.
- 7.3.3 Check the required elements/requirements for the voluntary pass and inform Chair of the Panel of any appropriate **penalties**.
- 7.3.4 Determine and record all elements performed, and their difficulty value on the competition card.
- 7.3.5 Determine whether or not any of the elements were **straight jumps** and notify the Chair of the Judges Panel.
- 7.3.6 Display the difficulty score.

7.4 Judges Panel

- 7.4.1 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 Appeal upon the recommendation of the CJP.

- 7.4.2 If the judge in question is also a member of the Jury of Appeal, he/she will not participate in the process.
- 7.4.3 If an execution judge is replaced, the Jury of Appeal may decide that his/her previous marks will be replaced by the average of the remaining marks. (See Rules and Policies for information regarding the Jury of Appeal)

8. Repetitions of an Element

- 8.1 An element is considered a repeat when used during any of the required number of passes more than once as a mounter, spotter or dismount element. The degree of difficulty of the repeated element will not be counted.
- 8.2 Elements having the same amount of rotation but performed in the tuck, pike or straight position, are considered to be different elements and not repetitions. The tuck and pike position are considered to be the same position.
- 8.3 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 a different phase of the element.
- 8.4 Elements may only be repeated when performed in different phases of a pass (mount, spotter or dismount).

9. Required Positions During an Element

- 9.1 In all positions, the feet and legs should be kept together (except in straddle jumps) and the feet and toes pointed.
- 9.2 Depending on the requirements of the movement, the body should be tucked, piked, or straight.
- 9.3 In the tuck and pike positions, the thighs should be close to the upper body, except in the twisting phase of a multiple somersaults as per Rule 9.8.5.
- 9.4 In the tuck position, the hands should touch the legs below the knee.
- 9.5 In the pike position, the hands should touch the tops of the feet.
- 9.6 In straddle jumps there should be 45° between the legs and the hands should touch the tops of the feet.
- 9.7 The arms should be straight and/or close to the body whenever possible.
  - 9.7.1 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 Rule 1.25)
  - 9.7.2 In single somersaults with more than 360° of twist and all twisting doubles the arms may be away from the body 90° with no deduction. (See Guide To Judging Rule 1.25)
- 9.8 The following defines the minimum requirements for a particular body shape:
  - 9.8.1 Straight position: The angle between the upper body and the thighs must be greater than 135°
  - 9.8.2 Pike 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 legs must be greater than 135°.
  - 9.8.3 Tuck position: The angle between the upper body and thighs must be less than 135° and the angle between the thighs and the lower leg must be less than 135°.
  - 9.8.4 When two positions are achieved in one element, the difficulty judge will assess the element based on the least difficult body position.
  - 9.8.5 In multiple somersaults with twists, the tuck and pike position may be modified during the twisting phase as described in the FIG Guide to Judging. When the tuck and pike positions are used to perform an element with the same number of rotations and twists located in the same phase of the element, the second element will be deemed a repeat.

9.8.6 The phases in multiple somersaults are:

- In single somersaults; one phase is recognized
- In double somersaults; two phases are recognized

10. Spotters

- 10.1 The competitor's coach may act as a spotter and must follow the dress code as per Rule 4.2.
- 10.2 The competitor must execute their passes without any external help. The Chair of the Judges Panel will decide whether or not any assistance was given.
- 10.3 Spotters are not allowed to stand on the double mini-trampoline during the warm-up or competition; however, they may stand on the landing area. Any contact with the athlete prior to landing will result in an interruption.
- 10.4 A spotter/sting mat may 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 specification. The mat may not be placed in the landing area.

11. Start of the Pass

- 11.1 The starting order is decided by a draw. Competitors will remain in the same order for the second pass.
- 11.2 Each competitor will start on a signal of the Chair of the Judges Panel.
- 11.3 A pass shall be considered started once the competitor touches the double mini-trampoline.
- 11.4 After the signal has been given, the competitor must initiate their pass within 20 seconds, otherwise a **penalty** of 0.3 will be taken from the total score of the pass.
- 11.4.1 If the time limit is exceeded as a result of faulty equipment or other substantial cause, no **penalty** 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.
- 11.4.2 If a competitor is obviously disturbed in a pass due to faulty equipment or substantial external influence, the Chair of the Judges Panel may allow another attempt. A competitor's apparel is not considered "equipment".
- 11.5 Spectator noise, applause and the like would not normally constitute a disturbance.

12. Termination of a Pass

- 12.1 The dismount must land on both feet in the landing area, otherwise, Rule 6.1.11 will apply and the dismount element will not be counted. Landing deductions are not applied to incomplete passes.
- 12.2 Instability deductions may be taken from each execution judges score as per Rule 2.4.2.1 if the competitor does not stand upright for approximately three seconds after landing.

13. Tie-Breaking System

- 13.1 In the case of a tie in points at any place, the ranking will be determined by the following criteria;
- 13.1.1 Levels 1-4:
- Ties are not broken at this level.
- 13.1.2 Levels 5-7:
- The gymnast with the higher sum of E scores from the second routine prevails.
  - If there is still a tie, the tie will not be broken.
- 13.1.3 Level 8, and Levels 9-10 Qualification:
- The gymnast with the higher sum of E scores from both routines prevails.
  - The gymnast with the higher sum of E scores from the second routine prevails.

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

13.1.4 Level 9-10 Finals:

13.1.4.1 The gymnast with the higher sum of the E-score of both passes prevail

13.1.4.2 The gymnast with the higher E score of the second pass prevails.

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

13.2 Example of distribution of awards if ties cannot be broken

- Two competitors are tied for 2<sup>nd</sup> place
- Award the 1<sup>st</sup> place medal to gymnast with the highest score.
- The 2<sup>nd</sup> place medals are then presented to the gymnast with the tied score.
- There is NO 3<sup>rd</sup> place medal.
- The 4<sup>th</sup> place award is then presented to the next gymnast, and so on.

14. Warm-Up

14.1 All competitors will be allowed warm-up passes during the flight warm-up prior to competition. A touch is considered the performance of one pass/two elements.

14.1.1 If a general training or session warm-up is offered and there is no comparable equipment provided in an adjacent facility for warm up, the following flight warm-up will be provided:

Double-Mini Trampoline Qualification Round		Final Round
Level 1-4	2 touches	N/A
Level 5-7	2 touches	N/A
Level 8	3 touches	N/A
Level 9-10	3 touches	3 touches

If NO general training or session warm-up is offered and there is no comparable equipment provided in an adjacent facility for warm up, the following flight warm-up will be provided:

Double-mini Trampoline Qualification Round		Final round
Level 1-4	2 touches	N/A
Level 5-7	2 touches	N/A
Level 8	4 touches	N/A
Level 9-10	4 touches	4 touches

Definitions:

- General training: provided in the days prior to competition
- Session warm-up: provided immediately prior to a session of competition (minimum 50 minutes plus minimum 15 minutes stretch time).
- Flight warm-up: provided immediately prior to each flight of competition

14.2 No general warm-up period is required; however, if time allows one may be provided.

14.3 When specific session warm-ups are provided, athletes are only allowed to warm up on the apparatus on which they compete in that session.

14.4 In the event a competitor abuses the warm-up rules above, a 0.3 pts. penalty will be taken from the total score in the round in which the offense occurs.

14.5 Warm-up on the competition hall equipment may be eliminated if equivalent equipment is provided in an adjacent hall.

14.6 The competition dress code must be followed during all training sessions and warm up times.

## SECTION 2 – DOUBLE MINI TRAMPOLINE ROUTINES AND REQUIREMENTS

### Double Mini Trampoline Levels 1-4

1. Pass Definition
  - 1.1 Two passes are required
  - 1.2 Both passes are two-element compulsory passes.
  - 1.3 All completed passes are scored out of 10.0 pts.
  - 1.4 Mount, spotter and dismount elements.
    - 1.4.1 A mounting element or a straight mounting jump must take off from the mounting bed and land in the spotter/dismount bed.
    - 1.4.2 A spotter element must take off from the spotter/dismount bed and land in the spotter/dismount bed.
    - 1.4.3 A dismount element must take off from the spotter/dismount bed and land in the landing area.
  - 1.5 Both passes must end with a two-foot landing, otherwise, an interruption will occur as per Rule 6.1.11
  - 1.6 Any violation of rule 1.4-1.5 will result in an interruption of the pass.
  - 1.7 The starting order for competition is determined by a random draw. Competitors will remain in the same order for the second pass.
  - 1.8 No finals are held at this level.

2. Compulsory Routines – Must be performed in the order written

<b>LEVEL 1</b>			
<b>Pass 1</b>		<b>Pass 2</b>	
Spotter	Tuck jump	Spotter	Straddle jump
Dismount	Tuck jump	Dismount	Straddle jump

<b>LEVEL 2</b>			
<b>Pass 1</b>		<b>Pass 2</b>	
Spotter	Straddle Jump	Spotter	Pike jump
Dismount	Tuck jump	Dismount	Pike jump

<b>LEVEL 3</b>			
<b>Pass 1</b>		<b>Pass 2</b>	
Spotter	Straddle jump	Spotter	Tuck jump
Dismount	Jump ½ twist	Dismount	Jump 1/1 twist

<b>LEVEL 4</b>			
<b>Pass 1</b>		<b>Pass 2</b>	
Spotter	Jump ½ twist	Spotter	Tuck jump
Dismount	Backward tuck jump	Dismount	Dismount front somersault tuck

- 2.1 For levels 1-3 a mounting aid, such as panel mat, incline, or springboard may be used.
- 2.2 Deviation from the compulsory routine will result in an interruption of the routine at the point of change as per Rule 6.1.10.

## Double Mini Trampoline Levels 5-7

3. Pass Definition

- 3.1 Two passes are required
- 3.2 Levels 5-7, all passes are two-element compulsory passes.
- 3.3 All completed passes are scored out of 10.0 pts.
- 3.4 Mount, spotter and dismount elements.
  - 3.4.1 A mounting element or a straight mounting jump must take off from the mounting bed and land in spotter/dismount bed.
  - 3.4.2 A spotter element must take off from the spotter/dismount bed and land in the spotter/dismount bed.
  - 3.4.3 A dismount element must take off from the spotter/dismount bed and land in the landing area.
- 3.5 Both passes must end with a two-foot landing, otherwise, an interruption will occur as per Rule 6.1.11
- 3.6 The starting order for competition is determined by a random draw. Competitors will remain in the same order for the second pass.
- 3.7 Finals are not required.
- 3.8 Any violation of Rule 3.4-3.5 will cause an interruption of the pass.

4. Compulsory Passes – Must be performed in the order written

<b>LEVEL 5</b>			
<b>Pass 1</b>		<b>Pass 2</b>	
Mounter	Straddle jump	Spotter	Tuck jump
Dismount	Front somersault pike	Dismount	Barani pike
<b>LEVEL 6</b>			
<b>Pass 1</b>		<b>Pass 2</b>	
Mounter	Tuck jump	Spotter	Back somersault tuck
Dismount	Barani straight	Dismount	Barani tuck
<b>LEVEL 7</b>			
<b>Pass 1</b>		<b>Pass 2</b>	
Mounter	Barani tuck	Spotter	Back somersault pike
Dismount	Back somersault tuck	Dismount	Barani pike

5. Accepted Elements

- 5.1 Deviation from the compulsory routine will result in an interruption of the routine at the point of change as per Rule 6.1.10.

## Double Mini Trampoline Levels 8-10

### DOUBLE MINI TRAMPOLINE LEVELS 8-10

6. General Requirements for Levels 8-10 (Qualification & Finals)
  - 6.1 The qualification round for levels 8-10 consist of two-voluntary passes
  - 6.2 All completed passes are scored out of 10.0 pts.
  - 6.3 Each pass consists of two elements, one mount or spotter element, and one dismount element. A straight mounting jump without twist is not considered an element.
  - 6.4 If a straight jump is used as a mounter, spotter, or dismount element the pass will be interrupted as per Rule 6.1.8
  - 6.5 A maximum of three contacts with the bed are allowed. No intermediate bounces between elements are allowed.
  - 6.6 Each pass must end with a dismount element performed from the dismount bed to the landing area.
  - 6.7 Both passes must end with a two-foot landing, otherwise, an interruption will occur as per Rule 6.1.11
  - 6.8 No gainers, inwards or reverse somersaults are allowed and will result in an interruption as per Rule 6.1.9.
  - 6.9 No element is allowed prior to contact with the double mini-trampoline (i.e., round-off) and will result in an interruption as per rule 6.1.9.
  - 6.10 No repeats are allowed over the two passes in the qualification round or from qualification to the final round as per Rules 8.1-8.4
  - 6.11 If a competitor does not meet the pass requirements within the two passes; a 3.0 pts. deduction per occurrence will be taken from the total score of the pass
  - 6.12 If a competitor exceeds the maximum difficulty allowed per pass, then the maximum difficulty allowed will be the valid difficulty for the routine and no further deductions will be taken in regards to difficulty.
  - 6.13 Performing an element that exceeds maximum element difficulty will result in an interruption of the pass and no difficulty will be awarded for the interrupted element (See Guide to Judging Rule 4.2)
  - 6.14 The starting order for qualification is determined by draw. Competitors will remain in the same order for the second pass.
  - 6.15 At level 9 and 10 the competitors with the eight best scores from the qualification will go forward to the finals when finals are held.
    - 6.15.1 The starting order for finals will be in order of merit, with the competitors with the lowest preliminary score going first. In the event of ties, the starting order will be decided by a draw.
  
7. Pass Requirements Qualification Round
  - 7.1 Level 8
    - 7.1.1 Level 8 consists of two voluntary passes, with two elements in each pass.
    - 7.1.2 Must contain a minimum of one somersault with a minimum of 360° of twist within the two passes.
    - 7.1.3 Minimum difficulty allowed per pass is 1.2
    - 7.1.4 Maximum difficulty allowed per pass is 2.7
    - 7.1.5 Maximum difficulty allowed per element is 1.5
    - 7.1.6 No finals are held at this level.

7.2 Level 9 Qualification Round

- 7.2.1 Level 9 consists of two voluntary passes, with two elements in each pass.
- 7.2.2 All elements must have at least 360° of rotation.
- 7.2.3 A minimum of one somersault with a minimum of 540° of twist.
- 7.2.4 Minimum difficulty allowed per pass is 1.7
- 7.2.5 Maximum difficulty allowed per pass is 3.7
- 7.2.6 Maximum difficulty allowed per element is 2.8

7.3 Level 10 Qualification Round

- 7.3.1 Level 10 consists of two voluntary passes with two elements in each pass.
- 7.3.2 All elements must contain a minimum of 360° of rotation.
- 7.3.3 Must perform a minimum of one somersault with 720° of rotation with or without twist, within the two passes.
- 7.3.4 Minimum difficulty allowed per pass is 2.1.
- 7.3.5 Maximum difficulty allowed per pass is 6.0 for women and 6.8 for men.
- 7.3.6 Maximum difficulty per element allowed for both men and women is 3.6.

8. Pass Requirements Final Round

8.1 Level 9 Finals

- 8.1.1 Finals consist of one voluntary pass with two elements in the pass. Repeats from the qualification round are not allowed.
- 8.1.2 Maximum difficulty allowed per pass 3.7
- 8.1.3 Maximum difficulty allowed per element 2.8

8.2 Level 10 Finals

- 8.2.1 Finals consist of two voluntary passes with two elements in each pass. Repeats over the two passes or from the qualification round are not allowed as per Rules 8.1 -8.4
- 8.2.2 Maximum difficulty allowed per pass 6.0 Women / 6.8 Men
- 8.2.3 Maximum difficulty allowed per element 3.6