

BEGINNER

(4 warm up passes)

PASS Reqs & Restrictions

2 passes w/ 2 skills each; max 3 contacts

- No somies allowed
- Max difficult 0.4 per skill

Superior / Major Deductions

- Repeats = -1.0 & loss of DD
- Any somi = terminate, -2.0 illegal skill and -3.0 exceeding skill level

NOVICE*

(6 warm up passes)

PASS Reqs & Restrictions*

3 passes w/ 2 skills each; max 3 contacts

- No twisting somies allowed
- Max one somi per pass
- Max difficulty 0.6 per skill

LEVEL Reqs & Restrictions*

- 2 passes **MUST** have DD
- 3 passes **MAY** have DD
- 1 pass **MUST** have 1 non-twisting somi
- 2 passes **MAY** have 1 non-twisting somi

Superior / Major Deductions

- Repeats = -1.0 & loss of DD
- > 1 somi per pass = -2.0 exceeding pass reqs, -3.0 exceeding skill level & no DD on second somi performed
- 3 passes w/ somi = -2.0 exceeding pass reqs, -3.0 exceeding skill level and no DD on somi in 3rd pass
- Performing a twisting somi = termination, -2.0 illegal skill, -3.0 exceeding skill level and no DD for the skill

* May "Double Dip" (-4.0) on 3rd pass if athlete fails to meet PASS & LEVEL reqs.

INTERMEDIATE

(6 warm up passes)

PASS Reqs & Restrictions

3 passes w/ 2 skills each; max 3 contacts

- Min one & max one somi per pass
- Max 180° twist per somi (i.e. barani, no fulls)
- Max difficulty 0.7 per skill

Superior / Major Deductions

- Repeats = -1.0 & loss of DD
- > 1 somi per pass = -2.0 exceeding pass, -3.0 exceeding skill level & no DD on the second somi performed

SUP DEDUCTIONS

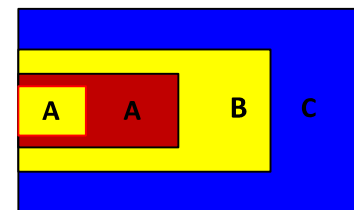
Does not initiate 1st skill within 1 min. of judging calling name	.5
Mounting Mat (Ages 7+) (Mat may be parallel or perpendicular)	.5
Ta-Dump (1 st foot hits mounter bed before 2 nd)	.3
"Run-Across" (Only one foot hits mounter bed)	Term (0)
Penalty Zone Middle Red Zone	.2 / Touch
Land First Skill on Mounter Bed	Term (0)
Facing Side of DM	Term & 2.0
Failure to Dismount	Term & 2.0
Straight Jump or >2 Contacts	Term & 2.0
Spotted <u>DURING</u> Pass	Term & 2.0
Landing on Top of Blue Side Pad	Term & .9
Brush Side or Bottom of Blue Side Pad	.9 ONLY
Landing Stick or Instability	.0-.3
Landing Hands	1=.4 2=.5
Landing Knee or Elbow	.6
Landing Seat or Hands Behind	.7
Landing Front / Back / Head	.8
Leaving the Landing Area (Outside Zone C), Toes Off Mat Under DM and/or Landing on a "Sting Mat"	.9
Touch DM <u>AFTER</u> Landing	.5
Spotted <u>AFTER</u> Dismount	.8
½ or full turn under/over by ≤20°	.3
Coaching / Hair / Underwear / Bra	.3 / pass
Athletic tape/ K-tape WITH design	.3/ pass
Jewelry (No Tape) Socks	1.0 / pass
Inappropriate Attire	2.0 / pass
Illegal Skills From a Higher Level	Term, 2.0 & 3.0

DIFFICULTY

Turn: ½, 1, 1½, 2	.2, .4, .6, .8
Tuck	.5
Pike / Straight	.6
Barani (<u>All</u> Positions)	.7

Landing Zone Deductions

Beg./ Nov./ Int.



Zone A = .0 | Zone B = .3 | Zone C = .5

- Zone Change (A-B, B-C or A-C only).
- Zone deductions are taken in addition to the landing instability deduction (.0-.9)
- Note: Inner yellow is an extension of A and will receive NO deduction.

- Boys and girls shorts must be above the knee or shorter

AESTHETIC RANGES

Aesthetics Per Skill	.0-.8
Instability on Mounting St Jump	.0-.3 / pass
Kick Outs (Somis)	.0-.2 / skill
Press to slide (jumps)	.0-.2/skill

SUB-ADVANCED*

(6 warm up passes)

PASS Reqs & Restrictions*

3 passes w/ 2 skills each; max 3 contacts

- Min one somi per pass
- Max 1.6 DD per pass
- Max 540° twist per somi (i.e. rudi)
- Max 360° rotation per somi (no doubles)

LEVEL Reqs & Restrictions*

- 1 pass **MUST** have two somies
- 1 pass **MUST** have a spotter OR mouter somi
- 2 passes **MAY** have two somi

Superior / Major Deductions

- Repeats = -1.0 & loss of DD
- 3 passes w/ 2 somies = -2.0 exceeding pass req, -3.0 exceeding skill level, no DD on second somi in 3rd pass
- > 540° twist or 360° rotation per somi = termination, -2.0 illegal skill, -3.0 exceeding skill level and no DD for skill
- > 1.6 DD in a pass = -2.0 exceeding pass reqs, -3.0 exceeding skill level (*athlete received >1.6 DD if all skills are legal*)

* May "Double Dip" (-4.0) if athlete fails to meet both PASS & LEVEL req. on 3rd pass

ADVANCED

(Prelims: 6 warm ups / Finals: 4 warm ups)

PASS Reqs & Restrictions

PRELIMS - 3 passes w/ 2 somies; max 3 contacts

- Max difficulty 2.8 per skill
- **MAX Total DD = 7.7**

Superior / Major Deductions

- No Comp Card turned in Before Warm Up = -.5
- Repeats = -1.0 & loss of DD
- No or only 1 somi per pass = -2.0
- >7.7 DD (Prelims) | 4.8 DD (Finals) = -2.0 for exceeding pass reqs, -3.0 exceeding skill level and DD capped at 7.7/4.8 if all legal skills

FINALS - 2 passes w/ 2 somies; max 3 contacts

- **MAX Total DD = 4.8**
- May NOT repeat prelim skills in finals

SUP DEDUCTIONS

Does not initiate 1st skill within 1 min. of judging calling name	.5
Mounting Mat (Ages 7+) (Mat may be parallel or perpendicular)	.5
Ta-Dump (1 st foot hits mouter bed before 2 nd)	.3
"Run-Across" (Only one foot hits mouter bed)	Term (0)
Penalty Zone Middle Red Zone	.2 / Touch
Land First Skill on Mouter Bed	Term (0)
Facing Side of DM	Term & 2.0
Failure to Dismount	Term & 2.0
Straight Jump or >2 Contacts	Term & 2.0
Spotted <u>DURING</u> Pass	Term & 2.0
Landing on Top of Blue Side Pad	Term & .9
Brush Side or Bottom of Blue Side Pad	.9 ONLY
Landing Stick or Instability	.0-.3
Landing Hands	1=.4 2=.5
Landing Knee or Elbow	.6
Landing Seat or Hands Behind	.7
Landing Front / Back / Head	.8
Leaving the Landing Area (Outside Zone C), Toss Off Mat Under DM and/or Landing on a "Sting Mat"	.9
Landing Zone Deduction	See Diagram
Touch DM <u>AFTER</u> Landing	.5
Spotted <u>AFTER</u> Dismount	.8
½ or full turn under/over by ≤20°	.3
Coaching / Hair / Underwear / Bra	.3 / pass
Athletic tape/K-tape WITH design	.3/ pass
Jewelry (No Tape) Socks	1.0 / pass
Inappropriate Attire	2.0 / pass
Illegal Skills From a Higher Level	Term, 2.0 & 3.0

AESTHETIC RANGES

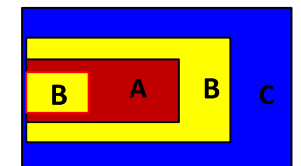
Aesthetics Per Skill	.0-.8
Instability on Mounting St Jump	.0-.3 / pass
Kick Outs (Somis)	.0-.2 / skill
Press to slide (jumps)	.0-.2/skill

DIFFICULTY

Turn: ½, 1, 1½, 2	.2, .4, .6, .8
Tuck	.5
Pike / Straight	.6
Barani (<u>All</u> Positions)	.7
Full	.9
Double Full	1.5
Triple Full	2.3
Rudi (1½ front) / 1½ back	1.2
Randi (2½ front) / 2½ back	1.9
Adolph (3½ front)	2.8
Double (Tuck Pike Str)	2.0 2.4 2.8
½ In OR Out (Fliffis) (T P S)	2.4 2.8 3.2
Rudi Out (T P S)	3.2 3.6 4.0
Full-Barani (T P S)	3.2 3.6 4.0
Full-Rudi (T P S)	4.0 4.4 4.8
Randi Out (T P S)	4.0 4.4 4.8
Half-Half (T P S)	2.8 3.2 3.6
Full In OR Out (T P S)	2.8 3.2 3.6
Full-Full (T P S)	3.6 4.0 4.4
Miller (T P S)	4.4 4.8 5.2
Triple (T P S)	4.5 5.3 6.1
Half Out Triff (T P S)	5.1 5.9 6.7
Half-Half Triff (T P S)	5.7 6.5 7.3
Quad (T P S)	8.0 9.6 11.2

Landing Zone Deductions

Sub Adv./ Adv./ Age Elite./ Open Elite



Zone A = .0 | Zone B = .3 | Zone C = .5

- Zone Change (A-B, B-C or A-C only).
- Zone deductions are taken in addition to the landing instability deduction (.0-.9)
- Note: Inner yellow is an extension of B and will receive the 0.3 deduction.

AGE ELITE

(Prelims: 8 warm ups / Finals: 6 warm ups)

PASS Reqs & Restrictions

PRELIMS - 3 passes w/ 2 somies; max 3 contacts

- **MIN Total DD = 7.8**

Superior / Major Deductions

- No Comp Card Turned In Before Warm Up = -.5
- Repeats = -1.0 & loss of DD
- No or only 1 somi per pass = -2.0
- < 7.8 Total DD = -2.0***, No Finals

OPEN ELITE

(Prelims: 8 warm ups / Finals: 6 warm ups)

PASS Reqs & Restrictions

PRELIMS - 3 passes w/ 2 somies; max 3 contacts

- **MIN Total DD = 7.8 to advance to finals**

Superior / Major Deductions

- No Comp Card Turned In Before Warm Up = -.5
- Repeats = -1.0 & loss of DD
- No or only 1 somi per pass = -2.0
- < 7.8 Total DD = -2.0***, No Finals

FINALS - 2 passes w/ 2 somies; max 3 contacts

- May NOT repeat prelim skills in finals

FINALS - 2 passes w/ 2 somies; max 3 contacts

- May NOT repeat prelim skills in finals