

CLARIFICATIONS 11/26/08

1. **BEGINNER & ADVANCED-BEGINNER.** New Round-off rule.

The rule says **IF** a round-off is used - it must be the last skill in the pass. If a round-off is performed anywhere else in the pass, you would take a 2.0 major deduction for not meeting pass requirements.

If the athlete performs a round-off anywhere else in the pass, they should NOT rebound. If they do rebound out of it - you would deduct for the number of steps taken. A straight up and down rebound is two feet, so you would take two 0.5 step deductions...if more steps are taken, you take 0.5 for each step up to the termination number; i.e. 3 steps for Beginner, 2 steps for Adv-Beginner. There are many other things that may happen - reversal of motion, etc.; however, if the athlete rebounds and continues without interruption of the pass - you take for steps and continue to judge the pass.

If the athlete performs a round-off anywhere else in the pass - they do not need to rebound and you do not judge the rebound. You only judge the rebound (or lack of) on the last round-off of a completed pass as in sub-novice, novice, and intermediate.

2. **ADVANCED.** The new rule states that at least one pass must have three somies. Failure to have three somies in one pass results in a 2.0 major deduction as a two pass requirement.

If an athlete performs the 1st pass with 2 somies and the second pass with one somi - you would deduction 2.0 on the 2nd pass for not having 2 somies and 2.0 for one pass not having at least 3 somies. The 1st 2.0 is for not meeting pass requirements and the 2nd 2.0 is for not meeting the combined pass requirements. This is the same as in Sub-Advanced where at least one pass must have two somies.

CLARIFICATIONS 04/30/08

1. **FOOT WEAR.** When shoes are worn (tumbling, trampoline, & double-mini), although the rules state they must be white - we will accept "off-white" and tan. Many of the major shoe manufacturers have begun making various shades of white.
2. **SYNCRHO DRESS.** The rules remain the same; however, the deduction for failure to wear identical attire will result in each member of the synchro pair receiving a 2.0 pt. aesthetic deduction per aesthetic judge upon the advice of the Superior Judge.

CLARIFICATIONS 02/04/08

1. **WARM-UPS. Warm-ups.** Warm-ups must start after the scheduled coaches & judges' meeting (not during or before).

CLARIFICATIONS 11/07

1. **INSTABILITY DEDUCTION, ALL EVENTS, Re-clarified by the Technical Committee.** Counting to 3. Regardless of the size of the step(s), taking one step results in a 0.1 deduction; taking two steps results in a 0.2 deduction; and taking three or more steps results in a 0.3 deduction. **THIS STRESSES THE SIZE OF THE LACK OF STABILITY OR NUMBER OF STEPS TAKEN.**

Although "instability" includes arm waving and/or body movement, the Technical Committee agreed to exclude those from these clarifications. If an aesthetic judge feels there is too much movement, they can increase the deduction on the last skill - the movement is probably a direct result of how they completed that skill anyway. I will state this in the clarification.

2. **HARD HAIR BALLS** will be considered the same as "Hair Beads" and will not be allowed in competition. 2.0 deduction.

CLARIFICATIONS - 10/07

GENERAL

1. **SKILL POSITION** - The position for skills will be determined between 10:00 and 2:00 (tuck, pike, or straight).
2. **LANDING DEDUCTIONS, ALL EVENTS** - As previously clarified, will be taken on incomplete and/or completed passes.
3. ~~**INSTABILITY DEDUCTION, ALL EVENTS** - The 0.1 - 0.3 instability deduction should be taken as follows. If the athlete moves (is unstable) within 1 second of landing, deduct 0.3; within 2 seconds, deduct 0.2; within 3 seconds, deduct 0.1. ***The new rule states that this is to be determined by the Superior Judge.***~~
4. **TERMINATIONS & DEDUCTIONS** - Once a pass is terminated, you do not take additional deductions for anything that happens after the point of termination. Example: On trampoline, the athlete lands on one foot (termination) and then the other foot hits the side pad...you take the 0.3 for landing on one foot, but not the 0.9 for the side pad (athlete also loses that skill)

However, remember, if the pass is terminated due to a landing deduction which concludes in a greater landing deduction - you take the greater of the two. The example I used before - if an athlete falls to their seat (termination), rolls to their back, rolls off the floor - you take the greater landing deduction of 0.9 for going off the floor. ***This is a different scenario & we have a rule defining this.***

TRAMPOLINE

1. A 3/4 back (or front) done in a different position will be considered a different skill in determining repeats, but will not receive different difficulty. All positions will receive a 0.3 difficulty.

CLARIFICATIONS - 11/06 & 4/07

GENERAL

1. **ATHLETE ATTIRE**

- 1.1 Leotards may have holes in the back as long as they are above the waist. 04/07
- 1.2 Socks may be rolled down without deduction. 04/07

2. **JEWELRY** - The wearing of jewelry or watches in competition will result in a 1.0 pt. deduction per

pass to be taken on the advice of the Superior Judge. **Jewelry must be removed, taping over will result in deduction.** 11/06

3. HAIR

3.1 The wearing of hair beads will result in a 2.0 pt. deduction per pass to be taken on the advice of the Superior Judge. NOTE: Not a termination. 04/07

3.2 Hair pins, barrettes, etc. that fall out of the hair will result in a 0.3 pt. deduction (same as scrunchies) to be taken on the advice of the Superior Judge. 04/07

4. **THE COACHING DEDUCTION SHOULD READ** - Talking to or giving any signal to a competitor by his own spotters or coach during the routine. (Maximum deduction - 0.3 pt. per pass). NOTE: This includes clapping, gesturing, etc. Wait at least three (3) seconds after the competitor completes their pass. 11/06

TUMBLING

1. SUB-BEGINNER, BEGINNER, ADV-BEGINNER LEVELS.

1.1 The pass does not start until the hands touch the mat. 11/06

1.2 A cartwheel is a front skill only. If performed in a back tumbling pass, a 2.0 deduction will be taken.

2. **INTERMEDIATE LEVEL REPEAT RULE** - Round-offs and hand-springs can be repeated without deduction. With the exception of handsprings and round-offs, only one difficulty skill may be repeated in an optional pass; otherwise, the difficulty of the repeated skill will not be awarded. 11/06

DOUBLE-MINI

1. **FOOT COVERING** - An athlete must wear foot covering or they will not be allowed to compete. Termination. NOTE: If an athlete wears black or colored foot covering, they will be allowed to compete; however, a 2.0 pt deduction per pass will be taken on the advice of the Superior Judge. 11/06
2. If an athlete lands after their mounter skill, stops, and then touches the blue side pad - you would not take a 0.9 pt. deduction because the stop terminated the pass. 04/07
3. When a double-mini athlete lands their dismount skill out of the landing zone, the skill does not count and you take the 0.9 pt. deduction because landing out is what terminated the pass. 04/07

TRAMPOLINE

1. **FOOT COVERING** - An athlete must wear foot covering or they will not be allowed to compete. Termination. 11/06
2. **TWISTING SKILLS.**

2.1 If an athlete does not get completely around when performing swivel hips - you just take an aesthetic deduction. NOTE: It will probably also affect the next skill's aesthetics. 04/07

CLARIFICATIONS - OCTOBER 2006

GENERAL CLARIFICATION - There is no deduction for glasses & hearing aids that fall off during competition.

TUMBLING

1. Landing Deductions:
 - 1a. When judging instability at the end of a pass, the competitor should stop and hold the landing for three seconds prior to turning to salute.
 - 1b. If a pass has too many skills, the deduction for not holding the landing for three seconds is taken on the last skill performed, not at the point where the pass was to have stopped.
2. In the beginner levels, during the execution of some skills, the elbows may touch the tumbling mat. If there is smooth continuation of the skill, then there is no deduction (termination) for the elbow. If the athlete is unstable or off-balance and falls to or pushes off the elbow, then the pass will be terminated at that point, no credit would be given for the skill, and a 0.6 pt. deduction would be taken for the elbow.
3. At the beginner levels, if the competitor performs the wrong pass, a 2.0 deduction will be taken. This is not a termination. NOTE: Performing an *illegal* skill will result in a termination.
4. A cartwheel is a front skill only. If performed in a back tumbling pass, a 2.0 deduction will be taken.
5. If a reversal (punch) somi is performed at the end of an incomplete pass (not enough skills), the athlete will still receive that skill & difficulty.
6. Any backward non-twisting single somersault executed at shoulder height or below and performed in the middle of a pass, regardless of position, will be considered a whip back.
7. Any backward non-twisting, single somersault at the end of a tumbling pass must be defined by position as a tuck, pike, or straight somersault including the last somersault prior to the reversal skill. If not performed above shoulder height, a deduction of 0.3 will be taken.
8. At the sub-advanced, advanced, and elite levels, if a pass has too many skills and the last required skill is not a somersault, a 0.5 pt. deduction will be taken for not ending the pass in a somersault.

9. There is no height deduction for a twisting somersault (such as a full, double-full, etc.) executed below shoulder height at the end of the pass; however, an aesthetic deduction should be taken.

DOUBLE-MINI

1. Landing Deductions - Instability landing deduction will be taken on the last skill performed.
NOTE: Whatever terminates a pass will receive the appropriate deduction, i.e., fall to the seat.
2. A tuck jump forward or backward is the same skill and will be considered a repeat if performed more than once as a mounter, spotter, or dismount skill. A 0.5 pt. deduction will be taken for the repeated skill.
3. At the **novice** level, if a competitor fails to have two passes with difficulty and one somersault in a pass, a 4.0 deduction will be taken on the last pass.
4. At the **sub-advanced** level, if a competitor fails to have one pass with two somersaults and to have one pass with a spotter somersault, a 4.0 deduction will be taken on the last pass.
5. An initial contact with the double-mini in which one foot strikes the bed before the other (ta-dump) will result in a 0.1 to 0.5 pt. deduction taken on the instruction of the superior judge.
6. Mounting Deduction - The deduction for instability when mounting the double-mini and for lack of form, control, and lift on the straight jump mount is 0.1 to 0.3 pts. A **maximum** deduction of 0.3 can be taken on the straight jump mount.

TRAMPOLINE

1. Landing Deductions - Instability landing deduction will be taken on the last skill performed.
NOTE: Whatever terminates a pass will receive the appropriate deduction, i.e., fall to the seat.
2. Twisting skills must start facing one of the end decks and end facing one of the end decks to receive twisting credit. Starting early or late and under or over-rotating do not get full credit.
3. Landing a trampoline skill on one foot will result in termination of the pass at that point, even if the last skill. No credit will be given for the skill and a deduction of 0.3 pt. will be taken.
4. Twisting skills must start facing one of the end decks and end facing one of the end decks to receive credit. Starting early or late and under- or over-rotating does not get full credit.

1. SUB-ADVANCED D-MINI. POSSIBLE TO HAVE TWO (2) 2.0 DEDUCTIONS (LIKE NOVICE). - 2.0 FOR NO SPOTTER SOMI & -2.0 FOR NOT MEETING PASS REQUIREMENTS.
2. TRAMPOLINE. TWISTING SKILLS MUST START FACING ONE OF THE END DECKS AND END FACING ONE OF THE END DECKS TO RECEIVE CREDIT. STARTING EARLY OR LATE & UNDER OR OVER ROTATING DO NOT GET FULL CREDIT.
3. THERE WILL NOT BE A DEDUCTION TAKEN FOR GLASSES & HEARING AIDS THAT FALL OFF DURING COMPETITION.
4. IF A REVERSAL SOMI (PUNCH) IS PERFORMED AT THE END OF AN UNCOMPLETED PASS (NOT ENOUGH SKILLS), THE ATHLETE WILL STILL RECEIVED THE DIFFICULTY OF THE SKILL.

CLARIFICATION 5/30/05

1. Beginner Tumbling Levels. The athlete rocks forward to the knees before performing their 1st skill - what should be done?
Answer: *No deduction.*
2. Beginner Tumbling Levels. The athlete salutes the judges, turns around, and tumbles toward the athletes (reverse direction). What should be done?
Answer: *Score the skills performed on the mat. Terminate if and when the athlete goes off the mat.*
3. Sub-Advanced - Elite Level Tumbling. The athlete performs an extra skill; i.e., performs 9 skills for the 8 skill pass....the 8th skill is a somi in the straight position (or pike). Does the athlete receive the difficulty for a straight (or pike)?
Answer: *Yes; however, if it is below shoulder height - deduct the 0.3 height deduction. Also if the 8th skill is not a somi, deduct 0.5 for not ending in a somi.*
4. Double-Mini. The athlete performs their 1st skill (spotter) and intends to do a gainer off, but does a tuck back instead. Do you judge out of 1 skill (5.0 pts) and deduct 2.0 for pass requirements or is this a termination?
Answer: *Score 1 skill (5.0 pts) and take the 2.0 deduction for pass requirements.*
5. Double-Mini. The athlete performs their 1st skill and falls to their hands and knees on the double-mini bed....do we terminate after the 1st skill, judge out of 5.0, take 0.6 for the hands and knees, and 2.0 for pass requirements.

Answer: *Terminate after the 1st skill, judge out of 5.0, take 0.6 for the hands and knees, and 2.0 for pass requirements.*

6. Double-Mini. The athlete performs their 1st skill, lands on the blue side pad and automatically continues on to perform their 2nd skill. According to our rules, we take the deduction for hitting the side pad and score the 2nd skill...however, there is some confusion on this...sometimes, judges terminate because the feet were all on the side pad; but, our rules do not define how much of the feet touch.

Answer: *Give the skill if they use the elasticity of the double-mini. Superior Judge decides.*

7. Double-Mini. When do you take two separate 2.0 deductions.

Clarification states in the Novice & Sub-Advanced levels.

-2.0 for not having difficulty in 2 passes

-2.0 for not having a somi in one pass

-4.0 pt total deduction will be taken on the last pass.

8. Double-Mini. The athlete mounts the double-mini, hits the spotter bed and does a gainer off. Do we score out of 1 skill (5.0) or does the athlete get a "0?"

Answer: *The athlete gets the one skill if it starts from the dismount bed.*

9. Double-Mini. The athlete's dismount skill lands outside the landing zone. Does the athlete get that skill and do you take 0.9 pt. deduction for going out?

Answer: *The athlete does NOT get the dismount skill (judge out of 1 skill - 5.0), take the 2.0 pt deduction for pass requirements, and take the 0.9 pt deduction for going out.*

10. Advanced Double-Mini. Repeating a skill results in the loss of difficulty and a 0.5 deduction. Should there be the added 0.5 deduction?

Answer: *Take the 0.5 deduction for a repeat.*

11. Trampoline. Can a coach ask for no spotters for their competitor? What does this do to liability if the athlete flies off the trampoline at that spot and is injured (this applies to spotters at the end of the end-decks for Advanced and Elite)?

Answer: *There must be a spotter as described in the handbook. The Superior judge shouldn't call the athlete if the spotters aren't in the described positions. An athlete will not be allowed to warm-up or compete without the determined number of recommended spotters.*

10. Intermediate Trampoline. Our rules differ in several places...

Correct Info:

a. maximum number of somies - 5

b. 3/4 can count as an optional front or back contact

c. 3/4 can count as the 3^d optional somi

CLARIFICATIONS - 09/04

1. Advanced Beginner Tumbling - No deduction on Front Limbers for landing with feet shoulder width apart or less.
2. Same deductions apply for Sub-Beginner, Beginner, and Adv-Beginner when competing on the rod floor as on panel mats.
3. For Beginner if the athlete takes 3 steps, the pass will be terminated and 1.5 will be taken for the three steps.
4. For Advanced Beginner if the athlete takes 2 steps, the pass will be terminated and 1.0 will be taken for the two steps.