

**AAU DOUBLE MINI REFERENCE SHEET**

BEGINNER	SUB-ADVANCED	SUPERIOR DEDUCTIONS	DIFFICULTY		
(1st. warm up straight jumps, 2 practice passes)	(1st. warm up straight jumps, 4 practice passes)	Mounting mat (ages 7+)	0.5	Turns 1/2,1/1,1 1/2, 2	.2,.4,.6,.8
<b>PASS req. &amp; restrictions</b>	<b>PASS req. &amp; restrictions</b>	Ta-dump	.1-.5	Tuck	0.5
<b>2 Passes w/2 skills each: max. 3 contacts</b>	<b>*2 Passes w/2 skills each: max 3 contacts</b>	(1st. foot hits mounter bed before 2nd.)		Pike or layout	0.6
<b>*NO SOMIS ALLOWED</b>	<b>*1 pass with single somi</b>	Run across	Term.	Gainer/Inward/Rev tuck	0.6
<b><u>Superior/Major Deductions</u></b>	<b>*1 pass with 2 single somis</b>	(Only 1 foot hits mounter bed)		Gainer/Inward/Rev. pike.lay	0.7
<b>*Repeats = -1.0 &amp; Loss of DD</b>	<b>*You MAY use a full twisting back/front or</b>	Penalty zone/touch red	.2 / touch	Barani (all positions)	0.7
<b>*Any somi = -2.0 and Loss of DD</b>	<b>rudi at this level</b>	Land 1st. Skill on mounter bed	Term.	Full	0.9
<b>*Omitting skill = -2.0</b>	<b>MAXIMUM DIFFICULTY 2.6 (both passes)</b>	Facing side of DM	Term. & -2.0	Double full	1.5
<b>NOVICE</b>	<b><u>Superior/Major Deductions</u></b>	Fail to dismount	Term. & -2.0	Triple full	2.3
(1st. warm up straight jumps, 3 practice passes)	<b>*Repeats = -1.0 &amp; Loss of DD</b>	Straight jump or more than		Rudi or 1 1/2 back	1.2
<b>PASS req. &amp; restrictions</b>	<b>*2 Passes with 2 somis = -2.0 &amp; Loss of DD</b>	2 contacts on bed	Term. & -2.0	Randy or 2 1/2 back	1.9
<b>2 Passes w/2 skills each: max. 3 contacts</b>	<b>*Pass with more than 540 degree twist = -2.0</b>	Spotted during pass	Term. & -2.0	Adolph	2.8
<b>*1 pass MUST have a non-twisting somi</b>	<b>*Omitting skill = 2.0</b>	Hit blue side pad	Term. & -2.0	Double tuck/pike/layout	2.0/2.4/2.8
<b>*1 pass MUST NOT have a somi</b>	<b>ADVANCED</b>	Landing instability	.1-.3	1/2 in or out (fliffis) T/P/L	2.4/2.8/3.2
<b><u>Superior/Major Deductions</u></b>	(1st. warm up straight jumps, 4 practice passes)	Landing - 1 hand	0.4	Half-half (T/P/L)	2.8/3.2/3.6
<b>*Repeats = -1.0 &amp; Loss of DD</b>	<b>PASS req. &amp; restrictions</b>	Landing - 2 hands	0.5	Full in or out (T/P/L)	2.8/3.2/3.6
<b>*2 passes w/ somis = -2.0 &amp; no DD</b>	<b>*2 Passes w/2 skills each: max 3 contacts</b>	Landing - knee or elbow	0.6	Rudi out (T/P/L)	3.2/3.6/4.0
<b>*Omitting skill = -2.0</b>	<b>*Both passes MUST have 2 somis</b>	Landing - seat or hands behind	0.7	Full-barani (T/P/L)	3.2/3.6/4.0
<b>INTERMEDIATE</b>	<b>*No repeats including finals</b>	Landing - front/back/head	0.8	Full-full (T/P/L)	3.6/4.0/4.4
(1st. Warm up straight jumps, 4 practice passes)	<b>MAXIMUM DIFFICULTY DD 4.8 (both passes)</b>	Leave landing area (outside zone C),		Miller (T/P/L)	4.4/4.8/5.2
<b>PASS req. &amp; restrictions</b>	<b><u>Superior/Major Deductions</u></b>	toes off mat under DM	0.9	Triple (T/P/L)	4.5/5.3/6.1
<b>2 passes w/2 skills each: max. 3 contacts</b>	<b>*Repeats = -1.0 &amp; Loss of DD</b>	Touch DM after landing	0.5	Half out triff (T/P/L)	5.1/5.9/6.7
<b>*2 passes with 1 somi per pass</b>	<b>*More than 2 somis or no somi = -2.0</b>	Spotted AFTER dismount	0.8	Half-half triff (T/P/L)	5.7/6.5/7.3
<b>*1 pass MUST have a somi with</b>	<b>*Omitting skill = 2.0</b>	1/2or1/1 turn under/over 20 degree	0.5	Quad (T/P/L)	8.0/9.6/11.2
<b>180 degree twist</b>	<b>ELITE</b>	Coaching	0.3	<b>AESTHETIC RANGES</b>	
<b>* 1 pass with a non-twisting somi</b>	(1st. warm up straight jumps, 5 practice passes)	Jewelry (NO tape)	1	Aesthetics per skill	.0-.5
<b><u>Superior/Major Deductions</u></b>	<b>PASS req. &amp; restrictions</b>	Inapropriate attire	1	Instability on mount straight jump	.1-.3
<b>*Repeats = -1.0 &amp; Loss of DD</b>	<b>SAME AS ADVANCED</b>	Illegal skill	.5 & no DD		
<b>*Pass with 2 somis = -2.0</b>	<b>QUALIFYING DD = 4.9 MINIMUM</b>	Exceeding level	2		
<b>*Omitting skill = -2.0</b>	<b>(for both passes)</b>				
<b>*NO gainer/inward somis allowed</b>		<b>* Landing zone deductions:</b>			
<b>*Pass with no twisting somi = -2.0</b>	<b>*BONUS DD: + .2 multiple/multiple combo*</b>	Zone A = .0 Zone B = .3 Zone C = .5			
<b>**You may use a Double Mini mounter mat, small wedge, or a folded 6'X12' mat for Beginner level 6 &amp; under**</b>	<b>NOTE: All passes will receive at least a .1 score. NO .0 score will be given</b>	<b>An additional .1 is deducted (max.) if the athlete moves from one zone to another of higher deduction (A-B, B-C, A-C only) Zone deductions are in addition to landing deductions.</b>		<b>NOTE: Boys may wear tramp pants on all events.</b>	