

AAU DOUBLE MINI QUICK REFERENCE SHEET

SUB BEGINNER		INTERMEDIATE		ADVANCED		SUPERIOR PENALTIES & LANDING DEDUCTIONS			
(1 Straight Jump Pass + 2 Warm Up Passes)		(1 Straight Jump Pass + 4 Warm Up Passes)		(1 Straight Jump Pass + 4 Warm Up Passes)		Landing Deductions Taken AFTER Landing		DIFFICULTY	
PASS REQUIREMENTS (PR)		PASS REQUIREMENTS (PR)		PASS REQUIREMENTS (PR)		Landings Are Taken On COMPLETED Passes ONLY		Jumps	
• 2 Passes that are Compulsory • 1st Pass - Straight, Straight, Tuck Jump • 2nd Pass - Straight, Straight, Straddle Jump		• 2 Passes w/ 2 Skills & Max 3 Contacts • BOTH Passes MUST Have 1 Somi • MAX 1 Somi Allowed Per Pass		• 2 Passes w/ 2 Skills & Max 3 Contacts • BOTH Passes MUST Have 2 Somis		Landing Stick or Instability	0.0-0.3	Tuck, Pike or Straddle	0.0
SUPERIOR NOTES		LEVEL REQUIREMENTS (LR)*		MAX COMBINED PRELIM DD = 4.8		Landing One or Two Hands	0.5	Jump Half Turn (1/2)	0.2
• If they deviate from routine = Interruption • No DD Awarded • NO mounting aid deduction any age • Ta-Dump - 0.3		• 1 Pass MUST Have a Barani or Back Half • Both passes MAY have a Barani or Back Half ILLEGAL SKILLS (INTERRUPTIONS)		MAX COMBINED FINALS DD = 4.8		Landing Knees, Elbow, Seat	1.0	Jump Full Turn (1/1)	0.4
BEGINNER		SUPERIOR NOTES		SUPERIOR NOTES		Landing Front, Back, Head	1.0	Jump 1 1/2 Turn (3/2)	0.6
(1 Straight Jump Pass + 2 Warm Up Passes)		• Repeats = -1.0 + Loss of DD • 2 Passes w/o a Twisting Somi = -1.0 LR • Passes w/ 2 Somis = -1.0 EPR + No DD for • Illegal Skills = Interruption		• Repeats (Finals Included) = -1.0 + Loss of • Pass w/ Less Than 2 Somis = -1.0 PR • COMB DD > 4.8 = Cap DD at 4.8 Only • No Comp Card - 1.0 Deduction on 1st pass.		Landing Brushing the Side Of Blue	1.0	Jump Double Full Turn (2/1)	0.8
PASS REQUIREMENTS (PR)		LEVEL REQUIREMENTS (LR)*		ELITE		Landing LANDING ON BLUE PAD	Interrupt	Single Somersaults (Front & Back)	
• 2 Passes w/ 2 Skills & Max 3 Contacts ILLEGAL SKILLS (INTERRUPTIONS) • NO Somis		SUPERIOR NOTES		(1 Straight Jump Pass + 5 Warm Up Passes)		Landing Throw-In Mat	No Deduction	Tuck	0.5
SUPERIOR NOTES		SUB-ADVANCED		PASS REQUIREMENTS (PR)		Touching DM After Landing	0.5	Pike or Layout	0.6
• Repeats = -1.0 + Loss of DD • Not Meeting Pass Reqs. = -1.0 per pass • Somis = Interruption • NO mounting aid deduction any age • Ta-Dump - 0.3		• 2 Passes w/ 2 Skills & Max 3 Contacts • BOTH Passes MUST Have 1 Somi • MAX PASS DD = 1.8		• 2 Passes w/ 2 Skills & Max 3 Contacts • BOTH Passes MUST Have 2 Somis LEVEL REQUIREMENTS (LR)* • MIN COMBINED PRELIM DD = 4.9		Spotted AFTER Landing	1.0	Barani (All Positions)	0.7
NOVICE		LEVEL REQUIREMENTS (LR)*		SUPERIOR NOTES		Leaving the Landing Area AFTER Lar	1.0	Full	0.9
(1 Straight Jump Pass + 3 Warm Up Passes)		ILLEGAL SKILLS (INTERRUPTIONS)		• Repeats (Finals Included) = -1.0 + Loss of • Pass w/ Less Than 2 Somis = -1.0 PR • COMB DD < 4.9 = -1.0 LR + No Finals • No Comp Card - 1.0 Deduction on 1st pass.		Landing Area - Zone Penalties		Double Full	1.5
PASS REQUIREMENTS (PR)		SUPERIOR NOTES		AESTHETIC DEDUCTIONS		Zone A (Red Landing Area)	0.0	Triple Full	2.3
• 2 Passes w/ 2 Skills & Max 3 Contacts • MAX 1 Somi Allowed Per Pass LEVEL REQUIREMENTS (LR)* • 1 Pass MUST have a Non-Twisting Somi • Both passes MAY have a somi. • Both passes MAY have difficulty. ILLEGAL SKILLS (INTERRUPTIONS) • NO Twisting Somis		SUPERIOR NOTES		Execution Per Skill (Including Kickouts) 0.0-0.8 Instability on Mounter Straight Jump 0.0-0.3 Tumbling Across / Lack of Height 0.0-0.3 "Zero" Scores are awarded a 0.1 Courtesy		Zone B (Yellow Landing Area)	0.3	Rudi (Front) Back 1.5 Twist	1.2
SUPERIOR NOTES		SUPERIOR NOTES		INTERRUPTIONS		Zone C (Blue Landing Area)	0.5	Randi (Front) Back 2.5 Twist	1.9
• Repeats = -1.0 + Loss of DD • 2 Passes w/o a Somi = -1.0 LR • Passes w/ 2 Somis = -1.0 EPR + No DD for • Twisting Somi = Interruption • Ta-Dump - 0.3		SUPERIOR NOTES		Facing Side of Double Mini Interrupt Loss of Elasticity Kill the Bed Interrupt Spotted DURING Routine Interrupt Straight Jump In or Out of Spotter B Interrupt Spotter Straight Jump Interrupt Failure to Dismount Interrupt + 1.0 Illegal Skill/Exceeding Skill DD Interrupt		Changing Zones (A-B, B-C or A-C On	0.1 MAX	Adolph (Front) Back 3.5 Twist	2.8
SUPERIOR NOTES		SUPERIOR NOTES		PASS REQUIREMENT (Taken Once Per Pass)*		Double Somersaults (Front & Back)		Twisting Bonus for Full+/Full+ Combo	
• Repeats = -1.0 + Loss of DD • 2 Passes w/o a Somi = -1.0 LR • Passes w/ 2 Somis = -1.0 EPR + No DD for • Twisting Somi = Interruption • Ta-Dump - 0.3		SUPERIOR NOTES		Not having 2 skills Interrupt Out of 5.0 Exceeding 3 Contacts Interrupt + 1.0 Exceeding Max Pass Or COMB DD Cap DD Only		Bonus for Multi/Multi Combo	+0.2	Double Tuck Pike Layout	2.0 2.4 2.8
SUPERIOR NOTES		SUPERIOR NOTES		LEVEL REQUIREMENT (Taken On Second Pass Only)*		Exceeding Pass Requirements	1.0 + Cap DD	Half-In OR -Out (Fliffs) (T P L)	2.4 2.8 3.2
• Repeats = -1.0 + Loss of DD • 2 Passes w/o a Somi = -1.0 LR • Passes w/ 2 Somis = -1.0 EPR + No DD for • Twisting Somi = Interruption • Ta-Dump - 0.3		SUPERIOR NOTES		Exceeding Level Requirements 1.0 + Cap DD * On the Second Pass ONLY, may "double-dip" and -2.0 if fail to meet BOTH Pass & Level Reqs.		Half-Half (T P L)	2.8 3.2 3.6	Full In or Out (T P L)	2.8 3.2 3.6
SUPERIOR NOTES		SUPERIOR NOTES		Execution Penalties (Taken Per Occurrence)		Rudi Out (T P L)	3.2 3.6 4.0	Full-Barani (T P L)	3.2 3.6 4.0
• Repeats = -1.0 + Loss of DD • 2 Passes w/o a Somi = -1.0 LR • Passes w/ 2 Somis = -1.0 EPR + No DD for • Twisting Somi = Interruption • Ta-Dump - 0.3		SUPERIOR NOTES		Turns Over/Under Rotated by ≤20°s 0.5 per occurrence Repeats 1.0 + Lose DD		Full-Full (T P L)	3.6 4.0 4.4	Miller (T P L)	4.4 4.8 5.2
SUPERIOR NOTES		SUPERIOR NOTES		Penalties (Taken Once Per Pass)		Triple Somersaults (Front & Back)		Triple (T P L)	
• Repeats = -1.0 + Loss of DD • 2 Passes w/o a Somi = -1.0 LR • Passes w/ 2 Somis = -1.0 EPR + No DD for • Twisting Somi = Interruption • Ta-Dump - 0.3		SUPERIOR NOTES		Coaching 0.3 per pass Jewelry (No Tape) 1.0 Inappropriate Attire 1.0 Socks/Shoes - Wrong Color or Type 1.0 Dropped Hair Ties No Deduction Undergarments Showing No Deduction Loose Hair/Bangs No Deduction Nail Polish No Deduction		Half Out Triff (T P L)	5.1 5.9 6.7	Half-Half Triff (T P L)	5.7 6.5 7.3
SUPERIOR NOTES		SUPERIOR NOTES		Red Penalty Zone		Touching the Red Penalty Zone	0.2 per occurrence	Hurdle & Mount Errors	
• Repeats = -1.0 + Loss of DD • 2 Passes w/o a Somi = -1.0 LR • Passes w/ 2 Somis = -1.0 EPR + No DD for • Twisting Somi = Interruption • Ta-Dump - 0.3		SUPERIOR NOTES		Mounting Aid in Novice or Above 0.5 Ta-Dump 0.3 (1st Foot Hits Mounter Bed Before T 0.3 Run Across / One Foot Landing (Only 1 foot hits the mounter bed) Interrupt Not Contacting the Mounter Bed Interrupt Two Contacts In the Mounter Interrupt		Mounting Aid in Novice or Above 0.5 Ta-Dump 0.3 (1st Foot Hits Mounter Bed Before T 0.3 Run Across / One Foot Landing (Only 1 foot hits the mounter bed) Interrupt Not Contacting the Mounter Bed Interrupt Two Contacts In the Mounter Interrupt		Mounting Aid in Novice or Above 0.5 Ta-Dump 0.3 (1st Foot Hits Mounter Bed Before T 0.3 Run Across / One Foot Landing (Only 1 foot hits the mounter bed) Interrupt Not Contacting the Mounter Bed Interrupt Two Contacts In the Mounter Interrupt	
New Rules for 2025-2026									

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