

AAU SINGLE MINI QUICK REFERENCE SHEET

SUB BEGINNER	NOVICE	SUB-ADVANCED	SUPERIOR PENALTIES & DEDUCTIONS		DIFFICULTY	
(1 Straight Jump Pass + 2 Warm Up Passes)	(1 Straight Jump Pass + 3 Warm Up Passes)	(1 Straight Jump Pass + 4 Warm Up Passes)	Hurdle & Mount Errors		Jumps	
<u>PASS REQUIREMENTS</u> • 1st Pass - Tuck Jump • 2nd Pass - Straddle Jump <u>ILLEGAL SKILLS</u> • ALL NON-DISMOUNTING Skills • NO Somis • If Performed = "Zero"/0.1 Score <u>CONTACTS PRIOR TO DISMOUNTING</u> • Ta-Dump on 1st Contact = 0.3 • 1 Straight Jump = 0.5 • 2 Straight Jumps = 1.0 • 3 Straight Jumps = 1.5 • 4 or More Straight Jumps = 2.0 <u>SUPERIOR NOTES</u> • Repeats = -1.0 + Loss of DD • NO mounting aid deduction	<u>PASS REQUIREMENTS</u> • 2 Passes w/ 1 DISMOUNTING SKILL • MAXIMUM 1 Contact <u>LEVEL REQUIREMENTS</u> • One JUMP Pass • One Front Somi (Non-Twisting) Pass <u>ILLEGAL SKILLS</u> • NO Twisting Somis • NO Backwards or Gainer Somis • NO Double/Multiple Somis • If Performed = "Zero"/0.1 Score <u>SUPERIOR NOTES</u> • Repeats = -1.0 + Loss of DD • 2 Passes w/ Only Jumps = -1.0 LR • 2 Passes w/ a Somi = -1.0 ELR & No DD fo • On second pass only, - 2.0 if athlete fails to meet both PASS & LEVEL Reqs	<u>PASS REQUIREMENTS</u> • 2 Passes w/ 1 DISMOUNTING SOMI • MAXIMUM 1 Contact <u>LEVEL REQUIREMENTS</u> • MIN COMBINED DD = 1.4 • MAX COMBINED DD = 2.1 <u>ILLEGAL SKILLS</u> • Only Baranis, Front Fulls, + Rudi are allowed • If a skill is performed that is not a barani, full or rudi, the pass will be a "Zero"/0.1 score. <u>SUPERIOR NOTES</u> • Repeats = -1.0 + Loss of DD • No Somi = Interruption	Mounting Aid Novice and Above	0.5	Tuck, Pike or Straddle	0.0
			Ta-Dump	0.3	Jump Half Turn (1/2)	0.2
			(1st Foot Hits Mounter Bed Before The 2nd)		Jump Full Turn (1/1)	0.4
			Run Across / One Foot Landing (Only 1 foot hits the bed)	Interruption	Jump 1 1/2 Turn (3/2)	0.6
			Not Contacting the Bed	Interruption	Jump Double Full Turn (2/1)	0.8
			Interruptions		Single Somersaults (Front)	
			Any Non-Dismounting Skill	Interruption	Tuck Front	0.5
			Facing Side of Single Mini	Interruption	Pike Front	0.6
			Loss of Elasticity Kill the Bed	Interruption	Layout Front	0.6
			Spotted DURING Routine	Interruption	Barani (All Positions)	0.7
			Straight Jump Dismount	Interruption	Full	0.9
			Failure to Dismount	Interruption	Rudi	1.2
			Illegal Skill / Exceeding Max Skill DD	Interruption	AESTHETIC DEDUCTIONS	
			Jumping on One Foot	Interruption	Execution Per Skill (Including Kick)	0.0-0.8
			Not Landing on Feet	Interruption	"Zero" Scores are awarded a 0.1 Courtesy	
Landings		The athlete's feet must face forward when jumping onto the single mini. No turns or round-offs are allowed prior to mounting.				
Landings Are Taken On COMPLETED Passes ONLY		The minimum run-way length is 20 feet.				
Landing Stick or Instability	0.0-0.3					
Landing One or Two Hands	0.5					
Landing Knee or Elbow	1.0					
Landing Seat or Hands Behind	1.0					
Landing Front, Back or Head	1.0					
Landing Stepping Off Landing Area	1.0					
Brush Blue Pad	1.0					
LAND ON TOP Blue Pad	Interruption					
Throw-In Mat	Interruption					
Touching SM After Landing	0.5					
Spotted AFTER Landing	1.0					
Landing Area Zone Deductions						
Zone A (Red Landing Area)	0.0					
Zone B (Yellow Landing Area)	0.3					
Zone C (Blue Landing Area)	0.5					
Changing Zones (A-B, B-C or A-C Only)	0.1 MAX					
Majors						
Exceeding Pass/Level Requirements	1.0 + Cap DD					
Turns Over/Under Rotated by ≤20°s	5 per occurrence					
Repeats	1.0 + Lose DD					
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					
New Rules for 2025-2026						