solid color zone 6’ x 12’ or a solid line of 12" minimum width with
inside edge dimensions 6’ x 12.’ Touching the line is out-of-bounds.
3. Height of Hall - The interior height of the hall in which Double Mini
tramp competitions are to take place must be at least 20 feet.
4. Padded Mats covering floor around Double-mini and Landing area
5. Run Up - Minimum 65 feet
   Floor Mats must be used on the run-up
6. During warm-ups and competition, the AAU recommends a spotter
stands at the Dismount Area at all times.

SAFETY:
7. The competitor may have spotters.
8. The Superior Judge is responsible for controlling the actions of the
spotters.
9. Beginner athletes 6 & Under Athletes or physical handicap (who have
submitted a letter of appeal to the National Committee) may use 1 ¼”
x 6 x 12’ folded mat placed laying flat in front of the double-mini
mounting bed with narrow end running long wise with the Run-up
Mat without penalty. All other athletes using a mat to mount the
double-mini will receive a 0.5 pt. deduction from each aesthetic
judge.

3. JUDGES OFFICIALS/REFEREES REQUIREMENTS

GENERAL INFORMATION
d. Officials are expected to dress in a professional manner.
   1. Men must wear dark dress pants (solid navy blue or black), a solid navy
   blue sport coat, white shirt and a necktie. No pinstripes are allowed.
   2. Women must wear a solid navy blue blazer with dark (navy blue or
   black) slacks or skirt (skirt no shorter than 2 inches above the knee) and a
   white shirt or blouse. No pinstripes or designs allowed. Hose and/or
   tights, if worn, must be must a solid black, navy or flesh color.
   3. Dress shoes are to be a solid color (black, navy, or brown).
   4. Jeans and/or tennis shoes or flip-flop sandals are not acceptable attire.
   5. Any departure from this attire will be under unusual circumstances (i.e.
very hot weather). This decision will be made by mutual agreement
between the Meet Director and the NTJC Board.
   6. Unless prior notification has been made, all judges shall arrive at all
competitions in the above mentioned attire.

Officials are to maintain a professional demeanor at all times. If a judge fails to carry
out his/her duties in a satisfactory manner, he/she must be replaced. This decision
will be made by the arbitration jury upon the recommendation of the Superior
Judge.
e. DUTIES OF THE SUPERIOR JUDGE
   1. Help with the control of facilities.
   2. Help direct the competition.
   3. Inform aesthetic judges of major deductions for the routine.
   4. Decide on the competitor’s proper dress.
   5. Decide whether the spotter touched the competitor.
   6. The competitors must execute their passes without external help. If a
spotter touches the competitor, the pass will be interrupted at that point,
and no credit shall be given for the assisted skill.
   7. Decide when the competitors pass has begun.
   8. Decide if and when the competitors pass is interrupted and declare the
maximum mark in the case of an interrupted pass.
   9. Responsible for controlling the actions of the spotter.
i. The AAU recommends that a spotter stand by the competition apparatus when a competitor performs any multiple somersaults.

10. Responsible for maintaining control of the physical area of competition.

f. DUTIES OF THE AESTHETIC JUDGE
   1. Evaluate the execution (for tumbling: form, consistency of height, deviation from center, control, speed, blocking; for trampoline: form, consistency of height, deviation from center, control, and rhythm; for double-mini: form, height, deviation from center, control, rhythm, and deviation from the center and end of the double-mini on landing)
   2. Write down their deductions independently.
   3. Subtract their deductions from the maximum mark indicated by the Superior Judge.
   4. When signaled by the Superior Judge, the mark for execution must be shown.

g. DUTIES OF THE DIFFICULTY JUDGE
   1. Determines the degree of difficulty.
   2. Makes all decisions regarding positions of skills performed during a routine.
   3. When signaled by the Superior Judge, flash difficulty score.
   4. In synchronized trampoline, determine if the competitors perform the same skills at the same time.

h. DUTIES OF THE SYNCHRONIZED TRAMPOLINE JUDGE (trampoline only)
   1. Evaluate the synchronized performance.
   2. Make and record deductions for each unsynchronized landing.
   3. Subtract their deductions from the maximum indicated by the superior judge.
   4. When signaled by the superior judge, the mark for synchronization must be shown.

i. DUTIES OF THE PENALTY JUDGE (for double-mini trampoline only)
   1. Determine if the competitor lands on the center penalty zones during the performance of a mount, spotter, or dismount skill and inform the superior judge.
   2. The penalty judge will stand next to the double-mini trampoline.

j. It is recommended that judges scores be flashed in all events and at all levels.

TRAMPOLINE JUDGES SPECIFIC DUTIES

k. DUTIES OF THE SUPERIOR JUDGE
   1. Control of facilities.
   2. Organize the Judges conference and the trial scoring.
   3. Place and supervise all Judges and Recorders.
   4. Direct the competition.
   5. Convene the Competition Jury.
   6. Convene and preside over the Arbitration Jury.
   7. Supervise a draw for the starting order for Advanced in the event of ties.
   8. Inform aesthetic judges of deductions for the passes.
   9. Decide on the competitors dress.
   10. Decide whether the spotter touched the competitor.
   11. Decide when the competitors pass has begun.
   12. Declare the maximum mark in the case of an interrupted pass.
   13. Inform the aesthetic judges additional deductions.
   14. Personally score the Execution in each pass before he verifies the marks of the Aesthetic Judges in case the difference between the scores is too
great.
15. Supervise all scores, calculations and the final results.

l. **DUTIES OF THE AESTHETIC JUDGES**
   1. Evaluate the Execution (form, consistency of height, control, and rhythm), and write down their deductions.
   2. Subtract their deductions from the maximum mark indicated by the Superior Judge.

m. **DUTIES OF THE DIFFICULTY JUDGE**
   1. Determining the degree of difficulty:
   2. 1.1. The difficulty value of each skill is calculated on the basis of the amount of twists and somersault rotation.
      i. ¼ somersault (90 degrees) 0.1
      ii. ¾ somersault (270 degrees) 0.3
      iii. 1/1 somersault (360 degrees) 0.5
      iv. ½ twist (180 degrees) 0.1
      v. 1/1 twist (360) degrees 0.2
   3. Skills without twist or rotation have no difficulty value.
   4. In skills combining somersault and twist, the difficulty values of the somersault and twist are added together.
   5. Single somersaults executed in the straight or pike position will be awarded any extra 0.1 pt. provided that there are 360N of somersault rotation without twist.
   6. Multiple somersaults (2/1 or more), with or without twists, will be awarded an extra 0.1 pt. for each 360N of somersault executed in the straight or pike position.

n. **DUTIES OF THE DIFFICULTY JUDGE**
   Refer to General Rules of Trampoline
   1. Determine if the competitors in synchronized competition perform the same skills at the same time. The pair is deemed to have performed different skills if one of the pair is more than half a skill behind or ahead of the other.
   NOTE: A pair may perform 2 twist to feet and there can be no interruption to the routine even if one of the pair adopts a "tuck" shape at the same point in the skill. In a Barani however, different positions are possible under the above criteria and therefore both partners must adopt the same position.

SYNCHRONIZED JUDGE SPECIFIC DUTIES

o. **DUTIES OF THE SYNCHRONIZATION JUDGE**
   1. Evaluate the Synchronized Performance and write down their marks.
   2. Subtract their deductions from the maximum mark indicated by the Superior Judge.
   3. Make and record the following deductions for each unsynchronized landings:
      i. Landing differences under 1'8" in height 0.1-0.3 pts
      ii. Landing differences over 1'8" in height 0.4-0.5 pts
      iii. After the 10th skills, not making the same movement (out-bounce or standing still) 0.2 pts

**DOUBLE MINI TRAMPOLINE JUDGES SPECIFIC DUTIES**

p. **DUTIES OF THE SUPERIOR JUDGE**
   1. Control of facilities and organize the Judges conference and the trial scoring.
   2. Place and supervise all Judges and Recorders.
   3. Direct the competition.
1. Convene the Competition Jury.

2. Convene and preside over the Arbitration Jury.

3. Supervise a draw for the starting order for Advanced finals in the event of ties.

4. Inform aesthetic judges of deductions for the passes.

5. Decide on the competitors dress.

6. Decide whether the spotter touched the competitor.

7. Decide when the competitors pass has begun.

8. Declare the maximum mark in the case of an interrupted pass.

9. Inform the aesthetic judges additional deductions.

10. Personally score the Execution in each pass before he verifies the marks of the Aesthetic Judges in case the difference between the scores is too great.

11. Supervise all scores, calculations and the final results.

q. DUTIES OF THE AESTHETIC JUDGE

1. Evaluate the Execution (form, consistency of height, control, and rhythm), and write down their deductions.

2. Subtract their deductions from the maximum mark indicated by the Superior Judge.

r. DUTIES OF THE DIFFICULTY JUDGE

1. DETERMINING THE DEGREE OF DIFFICULTY

   i. The difficulty of each skill is calculated on the following basis:

      a. 1/1 somersault (360N) 5/10 pts.

      b. 1/2 twist (180N) 1/10 pts.

      c. 1/1 twist (360N) 2/10 pts.

   ii. Side somersaults and skills without rotation have no difficulty value.

   iii. In skills combining somersault and twist, the difficulty values for somersault and twist are added together.

   iv. Somersaults executed in the straight or pike position will be awarded and extra 0.1 pts provided that there is at least 1/1 somersault rotation without twist.

   v. 2/1 somersaults, or more, with or without twists, will be awarded an extra 0.1 pts when executed in the pike or straight position.

   vi. Inward and reverse somersaults receive an additional 0.1 pts.

   vii. Only skills which land on the feet will be evaluated.

   viii. ADVANCED LEVEL ONLY: Multiple somersaults performed from previous multiple somersaults shall be awarded a bonus of 2/10 pts.

   ix. ADVANCED LEVEL ONLY: Multiple somersaults (2 or more) with or without twist, will be awarded an extra 0.1 pt. for each 360N of somersault executed in the pike or straight position.

DETERMINING REPETITION

   a. Skills may only be repeated when performed in different parts of a pass. For example, as a mount, as a spotter, and as a dismount.

   b. A skill is considered repeated when used during any of the five passes more than once as a mount, spotter or dismount. If the competitor disregards this rule, the degree of difficulty of the repeated skill will not be counted.
c. Skills having the same amount of rotation, but performed in the tuck, pike, and straight positions, are considered to be different skills and not repetitions.

d. Any repeated skill will receive 0.5 pts. deduction plus loss of difficulty as stated above.

x. ADVANCED LEVEL ONLY: Multiple somersaults (of more than 360N) having the same number of twists and somersaults will not be considered a repetition if the twist is located in different phases of the skill.

xi. DISPLAY THE DIFFICULTY MARK.

s. DUTIES OF THE PENALTY JUDGE

1. The Penalty Judge (No. 7) will stand next to the double mini tramp and will determine if the competitor lands on the center penalty zone during the performance of a mount, spotter, or dismount skill and inform the Superior Judge.

4. COACHES DRESS CODE

During competition, coaches are allowed to wear only the following attire:

d. Coach Attire: Warm up suit with or without jacket and long pants, short or long sleeved team/event t-shirts or polo shirts and ID badge must be worn by all coaches. Must wear closed toe athletic shoes. No hats, no denim pants or shorts allowed.

e. Only coaches that adhere to the stated dress code will be allowed in the competition arena during competition. Exceptions and exemptions may be granted by the Meet Director on an individual basis.

5. AWARDS

GENERAL INFORMATION

d. AWARDS FOR DISTRICT ASSOCIATION COMPETITIONS

1. INDIVIDUAL AWARDS

i. Individual event award medals shall be provided for the first three places. The Meet Director may purchase extra ribbons and medals, if desired.

ii. Team competition is allowed

e. AWARDS FOR NATIONAL COMPETITIONS

1. INDIVIDUAL AWARDS

i. In individual event prelims - ribbons will be awarded to each flight participant immediately after the flight scores are tabulated.

ii. In individual tumbling, trampoline, and double-mini finals - award medals will be awarded to the top ten places of each age group. Everyone that goes to finals will receive an award (i.e., 10th place ties advance to finals, but place 11th will receive an award)

iii. In synchronized trampoline - award medals will be awarded to the top ten places for each age group immediately after scores are tabulated for the age group.

2. TEAM AWARDS

i. Association Team Awards will be provided at National Championships.

ii. The top three placing association teams will be awarded.

3. ALL AMERICAN AWARDS