AAU DOUBLE MINI QUICK REFERENCE SHEET

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BEGINNER	SUB-ADVANCED	SUPERIOR PENALTIES &			LANDING DEDUCTIONS	
(1 Straight Jump Pass + 2 Warm Up Passes)	(1 Straight Jump Pass + 4 Warm Up Passes)	Landing Deductions Taken AFTER Landing			Hurdle & Mount Errors	
PASS REQUIREMENTS (PR)	PASS REQUIREMENTS (PR)		Are Taken On COMPLETE			0.5
· 2 Passes w/ 2 Skills & Max 3 Contacts	· 2 Passes w/ 2 Skills & Max 3 Contacts		Stick or Instability	0.0-0.3	Ta-Dump	
	· BOTH Passes MUST Have 1 Somi		One or Two Hands	0.5	(1st Foot Hits Mounter Bed Before	0.3
ILLEGAL SKILLS (INTERRUPTIONS)	· MAX PASS DD = 1.8		Knees, Elbow, Seat	1.0	Run Across / One Foot Landing	
· NO Somis			Front, Back, Head	1.0	(Only 1 foot hits the mounter bed	Interrupt
	LEVEL REQUIREMENTS (LR)*		Brushing the Side Of Blue		Not Contacting the Mounter Bed	Interrupt
SUPERIOR NOTES	· 1 Pass MUST have TWO (2) Somis	Landing	LANDING ON BLUE PAD	Interrupt	Two Contacts In the Mounter	Interrupt
· Repeats = -1.0 + Loss of DD	Both Passes MAY have TWO (2) Somis	Landing Throw-In Mat No Deducti		No Deduction	DIFFICULTY	
· Not Meeting Pass Reqs. = -1.0 per pass		Touching DM After Landing 0.5			Jumps	
· Somis = Interruption	ILLEGAL SKILLS (INTERRUPTIONS)	Spotted A	FTER Landing	1.0	Tuck, Pike or Straddle	0.0
· NO mounting aid deduction for 6&U	· MAX SKILL DD = 1.2 (Rudi)	Leaving th	ne Landing Area AFTER Lar	1.0	Jump Half Turn (1/2)	0.2
	· NO Gainer/Inward Somis		Landing Area - Zone Pena	alties	Jump Full Turn (1/1)	0.4
NOVICE		Zone A (R	ted Landing Area)	0.0	Jump 1 1/2 Turn (3/2)	0.6
(1 Straight Jump Pass + 3 Warm Up Passes)	SUPERIOR NOTES	Zone B (Y	ellow Landing Area)	0.3	Jump Double Full Turn (2/1)	0.8
PASS REQUIREMENTS (PR)	· Repeats = -1.0 + Loss of DD	Zone C (B	lue Landing Area)	0.5	Single Somersaults (Front	& Back)
· 2 Passes w/ 2 Skills & Max 3 Contacts	· 2 Passes w/ Only 1 Somi = -1.0 LR	Changing	Zones (A-B, B-C or A-C On	0.1 MAX	Tuck	0.5
· MAX 1 Somi Allowed Per Pass	· SKILL DD > 1.2 = Interrupt		Interruptions		Pike or Layout	0.6
LEVEL REQUIREMENTS (LR)*	· <u>PASS</u> DD > 1.8 = Cap Pass DD at 1.8	Facing Sid	le of Double Mini	Interrupt	Gainer/Inward/Rev Tuck	0.6
· 1 Pass MUST have a Non-Twisting Somi		Loss of Ela	asticity Kill the Bed	Interrupt	Gainer/Inward/Rev Pike/Lay	0.7
· Both passes MAY have a somi.	ADVANCED	Spotted D	OURING Routine	Interrupt	Barani (All Positions)	0.7
· Both passes MAY have difficulty.	(1 Straight Jump Pass + 4 Warm Up Passes)	Straight J	ump In or Out of Spotter B	Interrupt	Full	0.9
ILLEGAL SKILLS (INTERRUPTIONS)	PASS REQUIREMENTS (PR)	_	traight Jump	Interrupt	Double Full	1.5
· NO Twisting Somis	· 2 Passes w/ 2 Skills & Max 3 Contacts		Dismount		Triple Full	2.3
	BOTH Passes MUST Have 2 Somis	Illegal Skil	II/Exceeding Skill DD	Interrupt	Rudi (Front) Back 1.5 Twist	1.2
SUPERIOR NOTES		Pass Requirement (Taken Once Per Pass)*		Randi (Front) Back 2.5 Twist	1.9	
· Repeats = -1.0 + Loss of DD	· MAX COMBINED PRELIM DD = 4.8	Not havin	g 2 skills	Interrupt + 1.0	Adolph (Front) Back 3.5 Twist	2.8
· 2 Passes w/o a Somi = -1.0 LR	· MAX COMBINED FINALS DD = 4.8	Exceeding	Exceeding 3 Contacts Interrupt + 1.0		Double Somersaults (Front & Back)	
· Passes w/ 2 Somis = -1.0 EPR + No DD for		Exceeding	Max Pass Or COMB DD	Cap DD Only	Bonus for Multi/Multi Combo	+0.2
· Twisting Somi = Interruption	SUPERIOR NOTES		Pass Requirements	1.0 + Cap DD	Double Tuck Pike Layout	2.0 2.4 2.8
	· Repeats (Finals Included) = -1.0 + Loss of	Level Rec	Level Requirement (Taken On Second Pass Only)*		Half-In OR -Out (Fliffis) (T P L)	2.4 2.8 3.2
INTERMEDIATE	· Pass w/ Less Than 2 Somis = -1.0 PR	Exceeding	g Level Requirements	1.0 + Cap DD	Half-Half (T P L)	2.8 3.2 3.6
(1 Straight Jump Pass + 4 Warm Up Passes)	· COMB DD > 4.8 = Cap DD at 4.8 Only	* On th	e Second Pass ONLY, may '	'double-dip"	Full In or Out (T P L)	2.8 3.2 3.6
PASS REQUIREMENTS (PR)		and -2.0) if fail to meet BOTH Pass	& Level Regs.	Rudi Out (T P L)	3.2 3.6 4.0
· 2 Passes w/ 2 Skills & Max 3 Contacts	ELITE	Execut	tion Penalties (Taken Per C	Occurrence)	Full-Barani (T P L)	3.2 3.6 4.0
· BOTH Passes MUST Have 1 Somi	(1 Straight Jump Pass + 5 Warm Up Passes)	Turns Ove	er/Under Rotated by ≤20°s	5 per occurrenc	Full-Full (T P L)	3.6 4.0 4.4
· MAX 1 Somi Allowed Per Pass	PASS REQUIREMENTS (PR)	Repeats		1.0 + Lose DD	Miller (T P L)	4.4 4.8 5.2
LEVEL REQUIREMENTS (LR)*	· 2 Passes w/ 2 Skills & Max 3 Contacts	ا	Penalties (Taken Once Per	Pass)	Triple Somersaults (Front 8	& Back)
· 1 Pass MUST Have a Barani or Back Half	· BOTH Passes MUST Have 2 Somis	Coaching		0.3 per pass	Triple (T P L)	4.5 5.3 6.1
· Both passes MAY have a Barani or Back I	LEVEL REQUIREMENTS (LR)*	Jewelry (N	No Tape)	1.0	Half Out Triff (T P L)	5.1 5.9 6.7
ILLEGAL SKILLS (INTERRUPTIONS)	· MIN COMBINED PRELIM DD = 4.9		riate Attire	1.0	Half-Half Triff (T P L)	5.7 6.5 7.3
· NO Somis with > 180° Twist				1.0	Quadruple Somersaults (Fror	
· NO Gainer/Inward Somis	SUPERIOR NOTES	Dropped		0.3	Quad (T P L)	8.0 9.6 11.2
SUPERIOR NOTES	· Repeats (Finals Included) = -1.0 + Loss of		ments Showing	No Deduction	AESETHIC DEDUCTI	
· Repeats = -1.0 + Loss of DD	· Pass w/ Less Than 2 Somis = -1.0 PR	Loose Hai	ir/Bangs		Execution Per Skill (Including Kick	
· 2 Passes w/o a Twisting Somi = -1.0 LR	• COMB DD < 4.9 = -1.0 LR + No Finals	Nail Polisl	h	No Deduction	Instability of Mounter Straight Jun	0.1-0.3
· Passes w/ 2 Somis = -1.0 EPR + No DD for		Red Penalty Zone			Tumbling Across / Lack of Height 0.1-0.3	
· Illegal Skills = Interruption		Touching	the Red Penalty Zone	2 per occurrenc	"Zero" Scores are awarded a 0	.1 Courtesy