

AAU SINGLE MINI QUICK REFERENCE SHEET

BEGINNER	INTERMEDIATE	SUPERIOR PENALTIES & DEDUCTIONS	DIFFICULTY																																																																																																		
<p>(1 Straight Jump Pass + 2 Warm Up Passes)</p> <p>PASS REQUIREMENTS</p> <ul style="list-style-type: none"> • 2 Passes w/ 1 DISMOUNTING SKILL • No Maximum Number of Contacts <p>ILLEGAL SKILLS</p> <ul style="list-style-type: none"> • ALL NON-DISMOUNTING Skills • NO Somis • If Performed = "Zero"/0.1 Score <p>CONTACTS PRIOR TO DISMOUNTING</p> <ul style="list-style-type: none"> • 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 <p>SUPERIOR NOTES</p> <ul style="list-style-type: none"> • Repeats = -1.0 + Loss of DD • NO mounting aid deduction for 6&U • Mounting Aid Ages 7+ = -0.5 	<p>(1 Straight Jump Pass + 4 Warm Up Passes)</p> <p>PASS REQUIREMENTS</p> <ul style="list-style-type: none"> • 2 Passes w/ 1 DISMOUNTING SOMI • MAXIMUM 1 Contact <p>LEVEL REQUIREMENTS</p> <ul style="list-style-type: none"> • One Front Somi (Non-Twisting) Pass • One BARANI Pass <p>ILLEGAL SKILLS</p> <ul style="list-style-type: none"> • NO Twisting Somis with >180° Twist • NO Backwards or Gainer Somis • NO Double/Multiple Somis • If Performed = "Zero"/0.1 Score <p>SUPERIOR NOTES</p> <ul style="list-style-type: none"> • Repeats = -1.0 + Loss of DD • No Somi = -1.0 PR • No Pass with a Barani = -1.0 LR • 2 Passes w/ a Barani = -1.0 ELR & No DD if • On second pass only, - 2.0 if athlete fails to meet both PASS & LEVEL Reqs 	<p style="background-color: #F0E68C; text-align: center;">Hurdle & Mount Errors</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>Mounting Aid Ages 7+</td> <td style="text-align: center;">0.5</td> </tr> <tr> <td>Ta-Dump (1st Foot Hits Mounter Bed Before The 2nd)</td> <td style="text-align: center;">0.3</td> </tr> <tr> <td>Run Across / One Foot Landing (Only 1 foot hits the bed)</td> <td style="text-align: center;">Interruption</td> </tr> <tr> <td>Not Contacting the Bed</td> <td style="text-align: center;">Interruption</td> </tr> </table> <p style="background-color: #F0E68C; text-align: center;">Interruptions</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>Any Non-Dismounting Skill</td> <td style="text-align: center;">Interruption</td> </tr> <tr> <td>Facing Side of Single Mini</td> <td style="text-align: center;">Interruption</td> </tr> <tr> <td>Loss of Elasticity Kill the Bed</td> <td style="text-align: center;">Interruption</td> </tr> <tr> <td>Spotted DURING Routine</td> <td style="text-align: center;">Interruption</td> </tr> <tr> <td>Straight Jump Dismount</td> <td style="text-align: center;">Interruption</td> </tr> <tr> <td>Failure to Dismount</td> <td style="text-align: center;">Interruption</td> </tr> <tr> <td>Illegal Skill / Exceeding Max Skill DD</td> <td style="text-align: center;">Interruption</td> </tr> <tr> <td>Jumping on One Foot</td> <td style="text-align: center;">Interruption</td> </tr> <tr> <td>Not Landing on Feet</td> <td style="text-align: center;">Interruption</td> </tr> </table> <p style="background-color: #F0E68C; text-align: center;">Landings</p> <p style="background-color: #F0E68C; text-align: center;">Landings Are Taken ON COMPLETED Passes ONLY</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>Landing Stick or Instability</td> <td style="text-align: center;">0.0-0.3</td> </tr> <tr> <td>Landing One or Two Hands</td> <td style="text-align: center;">0.5</td> </tr> <tr> <td>Landing Knee or Elbow</td> <td style="text-align: center;">1.0</td> </tr> <tr> <td>Landing Seat or Hands Behind</td> <td style="text-align: center;">1.0</td> </tr> <tr> <td>Landing Front, Back or Head</td> <td style="text-align: center;">1.0</td> </tr> <tr> <td>Landing Stepping Off Landing Area</td> <td style="text-align: center;">1.0</td> </tr> </table> <p>Brush Blue Pad</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>Brush Blue Pad</td> <td style="text-align: center;">1.0</td> </tr> <tr> <td>LAND ON TOP Blue Pad</td> <td style="text-align: center;">Interruption</td> </tr> <tr> <td>Throw-In Mat</td> <td style="text-align: center;">Interruption</td> </tr> <tr> <td>Touching SM After Landing</td> <td style="text-align: center;">0.5</td> </tr> <tr> <td>Spotted AFTER Landing</td> <td style="text-align: center;">1.0</td> </tr> </table> <p style="background-color: #F0E68C; text-align: center;">Landing Area Zone Deductions</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>Zone A (Red Landing Area)</td> <td style="text-align: center;">0.0</td> </tr> <tr> <td>Zone B (Yellow Landing Area)</td> <td style="text-align: center;">0.3</td> </tr> <tr> <td>Zone C (Blue Landing Area)</td> <td style="text-align: center;">0.5</td> </tr> <tr> <td>Changing Zones (A-B, B-C or A-C Only)</td> <td style="text-align: center;">0.1 MAX</td> </tr> </table> <p style="background-color: #F0E68C; text-align: center;">Majors</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>Exceeding Pass/Level Requirements</td> <td style="text-align: center;">1.0 + Cap DD</td> </tr> <tr> <td>Turns Over/Under Rotated by ≤20°s</td> <td style="text-align: center;">5 per occurrence</td> </tr> <tr> <td>Repeats</td> <td style="text-align: center;">1.0 + Lose DD</td> </tr> <tr> <td>Coaching</td> <td style="text-align: center;">0.3 per pass</td> </tr> <tr> <td>Jewelry (No Tape)</td> <td style="text-align: center;">1.0</td> </tr> <tr> <td>Inappropriate Attire</td> <td style="text-align: center;">1.0</td> </tr> <tr> <td>Socks/Shoes - Wrong Color or Type</td> <td style="text-align: center;">1.0</td> </tr> <tr> <td>Dropped Hair Ties</td> <td style="text-align: center;">0.3</td> </tr> <tr> <td>Undergarments Showing</td> <td style="text-align: center;">No Deduction</td> </tr> <tr> <td>Loose Hair/Bangs</td> <td style="text-align: center;">No Deduction</td> </tr> <tr> <td>Nail Polish</td> <td style="text-align: center;">No Deduction</td> </tr> </table>	Mounting Aid Ages 7+	0.5	Ta-Dump (1st Foot Hits Mounter Bed Before The 2nd)	0.3	Run Across / One Foot Landing (Only 1 foot hits the bed)	Interruption	Not Contacting the Bed	Interruption	Any Non-Dismounting Skill	Interruption	Facing Side of Single Mini	Interruption	Loss of Elasticity Kill the Bed	Interruption	Spotted DURING Routine	Interruption	Straight Jump Dismount	Interruption	Failure to Dismount	Interruption	Illegal Skill / Exceeding Max Skill DD	Interruption	Jumping on One Foot	Interruption	Not Landing on Feet	Interruption	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	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	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	0.3	Undergarments Showing	No Deduction	Loose Hair/Bangs	No Deduction	Nail Polish	No Deduction	<p style="background-color: #70AD47; 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text-align: center;">AESETIC DEDUCTIONS</p> <p>Execution Per Skill (Including Kick) 0.0-0.5</p> <p style="text-align: center;">"Zero" Scores are awarded a 0.1 Courtesy</p> <p>The athlete's feet must face forward when jumping onto the single mini. No turns or round-offs are allowed prior to mounting.</p> <p style="text-align: center;">The minimum run-way length is 20 feet.</p>	Tuck, Pike or Straddle	0.0	Jump Half Turn (1/2)	0.2	Jump Full Turn (1/1)	0.4	Jump 1 1/2 Turn (3/2)	0.6	Jump Double Full Turn (2/1)	0.8	Tuck Front	0.5	Pike Front	0.6	Layout Front	0.6	Barani (All Positions)	0.7	Full	0.9
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