



USA GYMNASTICS®

**Junior Olympic
Double Mini
Code of Points
2016 - 2017**

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SECTION 1 – QUICK REFERENCE

J.O. Code of Points Double Mini Quick Reference

For complete information, use the Rules & Policies on the USA Gymnastics website www.usagym.org

1. Age Determination

1.1 Each level of the J.O. Program is divided into age groups. The age of the competitor on December 31 of the current year determines the age group in which he/she competes.

1.2 Age Groups for:

Levels 1-3	Levels 4-7	Levels 8-10
6 & Under	8 & Under	10 & Under
7-8	9-10	11-12
9-10	11-12	13-14
11 & Over	13-14	15 & Over
	15 & Over	

*Note: Upon the approval of the meet director and personal coach, an athlete may move up to the next older age group if he/she is the only athlete competing in his/her age group.

2. Calculation of a Score

2.1 Two types of marks are used, "D" type marks, which is the total of the degree of difficulty in one pass and "E" type marks, which is the total given by an execution judge in one pass.

2.2 Evaluation of Difficulty (D Score)

The evaluation of difficulty is done in 10th of a point:

- 2.2.1 Only skills terminating on the feet will be evaluated.
- 2.2.2 Each ½ twist 180° (with the exception of Rule 2.2.4.2) 0.2
- 2.2.3 Each somersault (360°) 0.5
- 2.2.4 Single somersaults
 - 2.2.4.1 Single somersaults performed in the pike or straight position without twist 0.1
 - 2.2.4.2 Single somersaults with more than one twist 360°, difficulty of the twist as follows:
 - Each ½ twist more than one full twist 0.3
 - Each ½ twist more than two full twists 0.4
 - Each ½ twist more than three full twists 0.5
 - Each ½ twist more than four full twists 0.6
- 2.2.5 Skills without twists or somersault rotation have no difficulty value
- 2.2.6 Single somersaults with twist must twist in one continuous direction; otherwise, no difficulty will be awarded. For skills, which do not meet this requirement, an additional deduction for not meeting pass requirements may be taken from the total score for the pass.
- 2.2.7 Double somersault with or without twist.
 - 2.2.7.1 Double somersaults performed in the pike position will receive a bonus of 0.4 pts.
 - 2.2.7.2 Double somersaults performed in the straight position will receive a bonus of 0.8 pts.
 - 2.2.7.3 In double somersaults the value of the skill, including any twist, are added together and then will be doubled. The bonus for the pike and straight position is then added to give the total value of the skill.

2.3 Evaluation of the Score for Execution (E Score)

- 2.3.1 The evaluation of execution is done in 10th of a point.
- 2.3.2 The deduction for execution include, lack of form, consistency of height, and control in each skill: 0.1-0.5 pts.
 - 2.3.2.1 For all completed passes the execution judges will add 8.0 points to their score, so as to show a mark out of ten (10). For passes with only one valid skill, the execution judges will add 6.0 points, for a maximum mark of 7.0 points.
 - 2.3.2.2 Deductions are subtracted from the maximum mark indicated by the Chair of the Judges Panel as per 6.1.14
- 2.3.3 Slight faults, per occurrence 0.1-0.2
- 2.3.4 Substantial faults, per occurrence 0.3-0.4
- 2.3.5 Major faults, per occurrence (maximum allowed) 0.5

2.3.6	Judges must write down their deductions independently of each other.	
2.3.7	When signaled by the Chair of the Judges Panel, the marks for execution must be shown simultaneously.	
2.3.8	If any of the execution judges fail to show their marks when signaled by the Chair of the Judges Panel then the average of the other marks will be taken for the missing mark. The Chair of the Judges Panel makes this decision.	
2.3.9	On all completed routines, execution judges' scores may not be more than 0.1 pt. higher or 0.1 pts. lower than the median score. Out of range scores must be re-evaluated to come within range.	
2.4	Landing Deductions	
2.4.1	To avoid additional deductions the athlete must stand still for approximately three seconds after the last skill of a completed routine (two skills).	
2.4.2	On the instruction of the Chair of the Judges Panel, take the single deduction for the greater fault only.	
2.4.2.1	Landing on both feet but lacking stability, including stability of feet, arms and trunk and not standing still for approximately three seconds. (See Guide to Judging)	0.1-0.3
<u>In the event that one of the following occurs, and landing deductions are applied, instability will NOT be taken in addition to the landing deduction.</u>		
2.4.2.2	After landing, touching the DMT or landing zone/area with one or both hands	0.5
2.4.2.3	After landing, touching with, or falling to the knees, hands & knees, front, back, or seat on the landing zone/area	1.0
2.4.2.4	Assistance from a spotter after landing	1.0
2.4.2.5	After landing in the landing area, leaving the landing area, or touching outside the landing area or touching the floor with any part of the body or falling against the DMT (See Guide to Judging)	1.0
2.5	Chair of the Judges Panel Deductions (CJP)	
2.5.1	Chair of the Judges Panel deductions are taken from the total score of each pass in which the offense occurs.	
2.5.2	Landing inside Zone B (see Guide to Judging Rule 4.11)	0.9
2.5.3	Landing inside Zone C (see Guide to Judging Rule 4.11)	1.5
2.5.4	After landing, stepping from Zone A to B or C, or Zone B to C	0.3
2.5.5	Not initiating the first skill within 20 seconds after the signal by the Chair of the Judges Panel	0.3
2.5.6	Talking to or giving any form of signal to a competitor by his/her own coach or spotter after the start of the pass	0.9
2.5.7	Touching anything other than the bed during a pass (See Guide to Judging Rule 4.3)	0.3
2.5.8	Abusing the warm-up time	0.3
2.5.9	Violation of the dress code	0.2
2.5.9	Levels 8-10: Not meeting pass requirements per occurrence	3.0
2.6	Calculation of the Total Score	
2.6.1	Levels 1-7:	
2.6.1.1	The sum of the three execution scores, minus CJP deductions, is the valid score for the first pass.	
2.6.1.1.1	Levels 1-4; If only one execution judge is used, the judge's total mark for the pass will be multiplied by three to determine the total E score for the pass.	
2.6.1.2	The sum of the three execution scores, minus CJP deductions, is the valid score for the second pass.	
2.6.1.3	The total score from the first and second pass are added together to determine the final score for the round.	
2.6.2	Levels 8-10:	
2.6.2.1	The three execution scores plus the difficulty score, minus CJP deductions, is the valid score for the first pass.	
2.6.2.2	The three execution scores, plus the difficulty score, minus CJP deductions, is the valid score for the second pass.	
2.6.2.3	The total score from the first and second pass are added together to determine the final score for the round.	
2.6.3	Levels 9-10 Finals:	
2.6.3.1	The three execution scores plus the difficulty score, minus CJP deductions, is the valid score for the first pass.	
2.6.3.2	The three execution scores, plus the difficulty score, minus CJP deductions, is the valid score for the second pass.	
2.6.3.3	The total score from the first and second pass are added together to determine the total score for final the round.	
2.6.3.4	The total score from the preliminary round and the total score from the final round are added together to determine the final total score.	
2.6.4	The score keeper will notate the judge's scores and enter the scores to determine the total score for each athlete	
2.6.5	All scores will be rounded to three decimal places. Such rounding will only be made with respect to the competitor's total score for each routine and for the sum of that total	
2.6.6	The Chair of the Judges Panel is responsible for determining the validity of the final scores and must sign the final score sheet before the final results are posted	

3. Competition Cards
 - 3.1 Levels 1-7
 - 3.1.1 No competition cards are required for levels 1-7.
 - 3.2 Levels 8-10
 - 3.2.1 All routines, including finals, must be written on the competition card. Optional passes must include the difficulty value, position and total value of the routine in order to avoid additional deductions.
 - 3.2.1.1 In optional passes changes to the skills and the order in which they are written on the competition card are permitted with no penalty.
 - 3.2.2 All competition cards must be turned in at the specified time and place. Changes on the card may be made until the start of the round.
 - 3.2.3 Competition cards must be completed using only the FIG numeric system.
 - 3.2.4 Failure to turn in a completed competition card at the designated time and location (filled out using only the FIG numeric system) will result in a deduction of 0.2 pts. from the difficulty score of the first optional pass.

4. Dress Code
 - 4.1 Athletes: The dress code must be followed during all training, warm-up and competition times.
 - 4.1.1 Male Competitors
 - 4.1.1.1 Step in or compression shirt, with or without sleeves, t-shirts are not acceptable. Compression shirts must be skin tight and made of lycra or spandex.
 - 4.1.1.2 Competition style shorts, with no longer than a 5" inseam.
 - 4.1.1.3 White foot covering of no more than ankle length.
 - 4.1.2 Female Competitors
 - 4.1.2.1 Leotard with or without sleeves must be worn (must be skin tight).
 - 4.1.2.2 Long tights in the same color as the leotard may be worn (must be skin tight)
 - 4.1.2.3 A full-length one-piece leotard (unitard) may be worn (must be skin tight).
 - 4.1.2.4 White trampoline shoes and/or white foot covering of no more than ankle length must be worn. If a unitard/long tights are worn, the foot covering may be the same color as the unitard/long tights.
 - 4.1.2.5 For safety reasons, covering the face or head is **NOT** allowed.
 - 4.1.3 The wearing of jewelry or watches is not permitted. Earrings must be removed and may **NOT** be taped. Rings without gemstones are permitted only if they are taped.
 - 4.1.4 Only rubber bands, ribbons, flat metal clips, or soft hair decorations are allowed.
 - 4.1.5 Long hair for both male and female competitors must be secured close to the head. If the hair touches the double mini-trampoline or landing area, the pass will be interrupted (See Guide to Judging Rule 1.20).
 - 4.1.6 Bandages or support devices must not create a big contrast to the skin color.
 - 4.1.7 Undergarments of any type must not be visible.
 - 4.1.8 Any violation of Rule 4.1.1 – 4.1.7 may result in a penalty of 0.2 from the total score in which the offense occurs. Major violations may result in disqualification from the respective round. The decision is made by the Chair of the Judge's Panel.

 - 4.2 Coaches: The dress code must be followed during all training sessions, warm-up and competition times.
 - 4.2.1 Track suit, polo shirt or team t-shirt must be worn. Warm-up jackets are optional.
 - 4.2.2 Gym shoes must be worn.
 - 4.2.3 The following is **NOT** allowed on the competition floor:
 - No denim
 - No caps or hats
 - No capri pants
 - No tank tops
 - No Shorts
 - 4.2.4 Violators will be asked to leave the floor.

5. Flights
 - 5.1 The competitors will be divided into groups of approximately ten athletes.

6. Interruptions of a Routine
 - 6.1 A routine will be considered interrupted if the competitor:
 - 6.1.1 Obviously does not land and/or take off from the bed with both feet simultaneously.

- 6.1.2 Does not use the elasticity of the bed after landing for the immediate continuation of the next skill.
- 6.1.3 Is touched by a spotter or spotter mat prior to landing.
- 6.1.4 Leaves the double mini-trampoline due to insecurity during the pass.
- 6.1.5 Lands on any part of the body except the feet on the double mini-trampoline bed.
- 6.1.6 Lands on any part of the double mini-trampoline other than the bed during the pass.
- 6.1.7 Does not perform a mounter, spotter, or dismount skill to or from the correct area, as per Section 2, Rule 1.4.1-1.4.3.
- 6.1.8 Performs a straight jump as mounter, spotter, or dismount skill.
- 6.1.9 Performs a skill not allowed for levels 8-10.
- 6.1.10 Does not perform the compulsory as prescribed for levels 1-7.
- 6.1.11 Performs an incomplete skill (see Guide to Judging Rule 1.7).
- 6.1.12 A gymnast will be judged only on the number of skills completed on both feet (see Guide to Judging Rule 1.7).
- 6.1.13 No credit will be given for the skill in which the interruption occurs with respect to Rules 6.1.1 – 6.1.12, and no additional deduction will be taken.
- 6.1.14 The Chair of the Judges Panel will determine the maximum mark.

7. Judges Panel (Competition Jury)

- 7.1 Duties of the Chair of the Judges Panel
 - 7.1.1 Control of the facilities.
 - 7.1.2 Organize the Judges' conference and the trial scoring.
 - 7.1.3 Place and supervise all judges, spotters and score keepers.
 - 7.1.4 Direct the competition.
 - 7.1.5 Convene the competition jury.
 - 7.1.6 Decide if a second attempt should be allowed.
 - 7.1.7 Decide if a gymnast's dress meets the requirements.
 - 7.1.8 Decide whether any assistance given by a spotter was necessary.
 - 7.1.9 Declare the maximum mark in the case of an interrupted routine.
- 7.2 Duties of Judges for Execution
 - 7.2.1 Evaluate the execution in the range 0.0-0.5 points and write their deductions independently of each other.
 - 7.2.2 Subtract their deductions from the maximum mark indicated by the Chair of the Judges Panel, as per Rule 6.1.14.
- 7.3 Duties of Judges for Difficulty
 - 7.3.1 Collect the competition cards.
 - 7.3.2 Check the skills and difficulty values entered on the competition cards.
 - 7.3.3 Check the required skills/requirements for the optional routine.
 - 7.3.4 Determine and record all skills performed, and their difficulty value on the competition card.
 - 7.3.5 Determine whether or not any of the skills were "intermediate jumps" and notify the Chair of the Judges Panel.
 - 7.3.6 Display the difficulty score.
- 7.4 Judges Panel Composition (Competition Jury)
 - 7.4.1 Levels 1-4
 - 7.4.1.1 A Category 2 or higher judge that acts as the chair and execution
 - 7.4.1.2 One judge that acts as the chair as well as an execution judge and two additional execution judges all must be category 3 or higher.
 - 7.4.2 Levels 5-7
 - 7.4.2.1 One judge who acts as the chair as well as an execution judge and difficulty judge must be category 2 or higher, along with two additional execution judges who are category 3 or higher.
OR
 - 7.4.2.2 One category 2 or higher judge who will act as the chair, execution judge and as the difficulty judge. Two additional execution Judges who are category 3 or higher
 - 7.4.3 Levels 8-10
 - 7.4.3.1 All judges must be category 2 or higher
 - 7.4.3.2 Chair of Judges Panel 1
 - 7.4.3.3 Judges for Execution 3
 - 7.4.3.4 Judges for Difficulty 1
 - 7.4.3.5 Video Judge (may be any category) Natl. events only 1
 - 7.4.4 If a judge fails to carry out his/her duties in a satisfactory manner, he/she may be replaced. This decision will be made by the Jury of Appeal upon the recommendation of the Chair of the Judges' Panel.
 - 7.4.5 If the judge in question is also a member of the Jury of Appeal, he/she will not participate in the process.

- 7.4.6 If an execution judge is replaced, the Jury of Appeal may decide that his/her previous marks will be replaced by the average of the remaining marks. (See Rules and Policies for information regarding the Jury of Appeal)
8. Repetitions of a Skill
- 8.1 A skill is considered a repeat when used during any of the required number of passes more than once as a mounter, spotter or dismount skill. The degree of difficulty of the repeated skill will not be counted.
- 8.2 Skills having the same amount of rotation but performed in the tuck, pike or straight position, are considered to be different skills and not repetitions. The tuck and pike position are considered to be the same position.
- 8.3 Multiple somersaults of 720° or more having the same number of twists and somersaults will not be considered a repetition if the twist is located in a different phase of the skill.
- 8.4 Skills may only be repeated when performed in different phases of a pass (mount, spotter or dismount).
9. Required Positions During a Skill
- 9.1 In all positions, the feet and legs should be kept together (except in straddle jumps) and the feet and toes pointed.
- 9.2 Depending on the requirements of the movement, the body should be tucked, piked, or straight.
- 9.3 In the tuck and pike positions, the thighs should be close to the upper body, except in the twisting phase of a multiple somersaults as per Rule 9.8.5.
- 9.4 In the tuck position, the hands should touch the legs below the knee.
- 9.5 In the pike position, the hands should touch the tops of the feet.
- 9.6 In straddle jumps there should be 90° between the legs and the hands should touch the tops of the feet.
- 9.7 The arms should be straight and/or close to the body whenever possible.
- 9.7.1 In single somersaults with 360° of twist or less and double somersaults with 180° of twist the arms may be away from the body 45° with no deduction.
- 9.7.2 In multiple somersaults with 360° or more of twist, the arms may be away from the body 90° with no deduction.
- 9.8 The following defines the minimum requirements for a particular body shape:
- 9.8.1 Straight position: The angle between the upper body and the thighs must be greater than 135°.
- 9.8.2 Pike position: The angle between the upper body and thighs must be equal to or less than 135° and the angle between the thighs and the lower legs must be greater than 135°.
- 9.8.3 Tuck position: The angle between the upper body and thighs must be less than 135° and the angle between the thighs and the lower leg must be less than 135°.
- 9.8.4 When two positions are achieved in one skill, the difficulty judge will assess the skill based on the least difficult body position.
- 9.8.5 In multiple somersaults with twists, the tuck and pike position may be modified during the twisting phase as described in the FIG Guide to Judging. When the tuck and pike positions are used to perform a skill with the same number of rotations and twists located in the same phase of the skill, the second skill will be deemed a repeat.
- 9.8.6 The phases in multiple somersaults are:
- In single somersaults; one phase is recognized
 - In double somersaults; two phases are recognized
10. Spotters
- 10.1 The competitor's coach may act as a spotter and must follow the dress code as per Rule 4.2.
- 10.2 The competitor must execute their passes without any external help. The Chair of the Judges Panel will decide whether or not any assistance was given.
- 10.3 Spotters are not allowed to stand on the double mini-trampoline during the warm-up or competition; however, they may stand on the landing area. Any contact with the athlete prior to landing will result in an interruption.
- 10.4 A spotter/sting mat may be used on the side of the double mini-trampoline opposite the judges by the competitor's own spotter/coach. The dimension of this mat must adhere to USA Gymnastics Trampoline & Tumbling Equipment specification. The mat may not be placed in the landing area.
11. Start of the Pass
- 11.1 The starting order is decided by a draw. Competitors will remain in the same order for the second pass.
- 11.2 Each competitor will start on a signal of the Chair of the Judges Panel.
- 11.3 A pass shall be considered started once the competitor touches the double mini-trampoline.
- 11.4 After the signal has been given, the competitor must initiate their pass within 20 seconds, otherwise a deduction of 0.3 will be taken from the total score of the pass.
- 11.4.1 If the time limit is exceeded as a result of faulty equipment or other substantial cause, no deductions will be applied. The Chair of the Judges Panel makes this decision. The athlete may restart upon the signal from the Chair of the Judges Panel.
- 11.4.2 If a competitor is obviously disturbed in a pass due to faulty equipment or substantial external influence, the Chair of the Judges Panel may allow another attempt. A competitor's apparel is not considered "equipment".
- 11.5 Spectator noise, applause and the like would not normally constitute a disturbance.

12. Termination of a Pass
 - 12.1 The dismount must land on both feet in the landing area, otherwise, Rule 6.1.11 will apply and the dismount skill will not be counted. Landing deductions are not applied to incomplete passes.
 - 12.2 Instability deductions may be taken from each execution judges score as per Rule 2.4.2.1 if the the competitors does not stand upright for approximately three seconds after landing.

13. Tie-Breaking System
 - 13.1 In the case of a tie in points at any place, the ranking will be determined by the following criteria;
 - 13.1.1 Levels 1-4:
 - Ties are not broken at this level.
 - 13.1.2 Levels 5-7:
 - The gymnast with the higher sum of E scores from both routines prevails.
 - The gymnast with the higher sum of E scores from the second routine prevails.
 - If there is still a tie, the tie will not be broken.
 - 13.1.3 Level 8, and Levels 9-10 Preliminaries:
 - The gymnast with the higher sum of E scores from both routines prevails.
 - The gymnast with the higher sum of E scores from the second routine prevails.
 - If there is still a tie, the tie will not be broken.
 - 13.1.4 Level 9 Finals: Ties are not broken in the final round.
 - 13.1.5 Level 10 Finals: Ties are not broken in the final round.
 - 13.2 Example of distribution of awards if ties cannot be broken
 - Two competitors are tied for 2nd place
 - Award the 1st place medal to gymnast with the highest score.
 - The 2nd place medals are then presented to the gymnast with the tied score.
 - There is NO 3rd place medal.
 - The 4th place award is then presented to the next gymnast, and so on.

14. Warm-Up
 - 14.1 All competitors will be allowed warm-up passes during the flight warm-up prior to competition. A touch is considered the performance of one pass/two skills.
 - 14.1.1 Levels 1-7 - Two touches
 - 14.1.2 Levels 8-9 - Three touches
 - 14.1.3 Level 10 - Four touches
 - 14.1.4 Level 9 Finals - Two touches
 - 14.1.5 Level 10 Finals - Four touches
 - 14.2 No general warm-up period is required; however, if time allows one may be provided.
 - 14.3 When specific session warm-ups are provided, athletes are only allowed to warm up on the apparatus on which they compete in that session.
 - 14.4 In the event a competitor abuses the warm-up rules above, a 0.3 pts. deduction will be taken from the total score in the round which the offense occurs.
 - 14.5 Warm-up on the competition hall equipment may be eliminated if equivalent equipment is provided in an adjacent hall.
 - 14.6 The competition dress code must be followed during all training sessions and warm up times.

Section 2 – Double Mini Trampoline Routines and Requirements

DOUBLE MINI TRAMPOLINE LEVELS 1-4

1. Pass Definition
 - 1.1 Two passes are required
 - 1.2 Both passes are two-skill compulsory passes.
 - 1.3 All completed passes are scored out of 10.0 pts.
 - 1.4 Mount, spotter and dismount skills.
 - 1.4.1 A mounting skill or a straight mounting jump must take off from the mounting bed and land in the spotter/dismount bed.
 - 1.4.2 A spotter skill must take off from the spotter/dismount bed and land in the spotter/dismount bed.
 - 1.4.3 A dismount skill must take off from the spotter/dismount bed and land in the landing area.
 - 1.5 Both passes must end with a two-foot landing, otherwise, an interruption will occur.
 - 1.6 Any violation of rule 1.4 – 1.5 will result in an interruption of the pass.
 - 1.7 The starting order for competition is determined by a random draw. Competitors will remain in the same order for the second pass.
 - 1.8 No finals are held at this level.

2. Compulsory Routines – Must be performed in the order written

LEVEL 1			
Pass 1		Pass 2	
Spotter	Tuck jump	Spotter	Straddle jump
Dismount	Tuck jump	Dismount	Straddle jump

LEVEL 2			
Pass 1		Pass 2	
Spotter	Tuck jump	Spotter	Straddle jump
Dismount	Straddle jump	Dismount	Tuck jump

LEVEL 3			
Pass 1		Pass 2	
Spotter	Pike jump	Spotter	Straddle jump
Dismount	Pike jump	Dismount	Jump 1/2 twist

LEVEL 4			
Pass 1		Pass 2	
Spotter	Jump 1/2 twist	Mounter	Tuck jump
Dismount	Backward tuck jump	Dismount	Straddle jump

- 2.1 For levels 1-4 a mounting aid, such as panel mat, incline, or springboard may be used.
- 2.2 Deviation from the compulsory routine will result in an interruption of the routine at the point of change as per Rule 6.1.10.

DOUBLE MINI TRAMPOLINE LEVELS 5-7

3. Pass Definition

- 3.1 Two passes are required
- 3.2 Levels 5-7, all passes are two-skill compulsory passes.
- 3.3 All completed passes are scored out of 10.0 pts.
- 3.4 Mount, spotter and dismount skills.
 - 3.4.1 A mounting skill or a straight mounting jump must take off from the mounting bed and land in spotter/dismount bed.
 - 3.4.2 A spotter skill must take off from the spotter/dismount bed and land in the spotter/dismount bed.
 - 3.4.3 A dismount skill must take off from the spotter/dismount bed and land in the landing area.
 - 3.4.4 Any violation of Rule 3.4 – 3.5 will cause an interruption of the pass.
- 3.5 Both passes must end with a two-foot landing.
- 3.6 The starting order for competition is determined by a random draw. Competitors will remain in the same order for the second pass.
- 3.7 Finals are not required.

4. Compulsory Passes – Must be performed in the order written

LEVEL 5			
Pass 1		Pass 2	
Mounter	Straddle jump	Spotter	Tuck jump
Dismount	Pike jump	Dismount	Front somersault tuck

LEVEL 6			
Pass 1		Pass 2	
Mounter	Tuck jump	Spotter	Pike jump
Dismount	Front somersault pike	Dismount	Barani pike

LEVEL 7			
Pass 1		Pass 2	
Mounter	Straddle jump	Spotter	Back somersault tuck
Dismount	Barani straight	Dismount	Barani Tuck

5. Accepted Skills

- 5.1 Deviation from the compulsory routine will result in an interruption of the routine at the point of change as per Rule 6.1.10.

DOUBLE MINI TRAMPOLINE LEVELS 8-10

6. General Requirements for Levels 8-10 (Prelims & Finals)
 - 6.1 Levels 8-10 consist of two optional passes
 - 6.2 Each completed pass is scored out of 10.0 pts.
 - 6.3 Each pass consists of two skills, one mount or spotter skill, and one dismount skill. A straight mounting jump without twist is not considered a skill.
 - 6.4 If a straight jump is used as a mounter, spotter, or dismount skill the pass will be interrupted as per Rule 6.1.8.
 - 6.5 No gainers, inwards or reverse somersaults are allowed and will result in an interruption as per Rule 6.1.9.
 - 6.6 No skill is allowed prior to contact with the double mini-trampoline (ie., round-off) and will result in an interruption as per rule 6.1.9.
 - 6.7 A maximum of three contacts with the bed are allowed. No intermediate bounces between skills are allowed.
 - 6.8 Each pass must end with a dismount skill performed from the dismount bed to the landing area.
 - 6.9 Each pass must end with a two-foot landing.
 - 6.10 The starting order for preliminaries is determined by draw. Competitors will remain in the same order for the second pass.
 - 6.11 Performing a skill that exceeds maximum skill DD will result in an interruption of the pass and no difficulty will be awarded for the interrupted skill (See Guide to Judging Rule 4.2)

7. Pass Requirements
 - 7.1 Level 8
 - 7.1.1 Level 8 consists of two optional passes, with two skills in each pass.
 - 7.1.2 Must contain a minimum of one somersault with a minimum of 360° of twist within the two passes.
 - 7.1.3 The minimum DD allowed per pass is 1.2.
 - 7.1.4 The maximum DD allowed per pass is 2.1.
 - 7.1.5 The maximum DD allowed per skill is 1.2.
 - 7.1.6 No repeats are allowed over the two passes.
 - 7.1.6.1 Repeated skills will not receive difficulty as per Rule 8.1.
 - 7.1.7 If a competitor does not meet the pass requirements within the two passes; a 3.0 pts. deduction per occurrence will be taken from the total score of the pass.
 - 7.1.8 If a competitor exceeds the maximum DD of 2.1 per pass, then 2.1 will be the valid DD for the routine and no further deductions will be taken in regards to difficulty
 - 7.1.9 Skills which exceed the 1.2 maximum DD will result in an interruption of the routine.
 - 7.1.10 No finals are held at this level.

 - 7.2 Level 9 Preliminaries
 - 7.2.1 Level 9 consists of two optional passes, with two skills in each pass.
 - 7.2.2 All skills must have at least 360° of rotation.
 - 7.2.3 Must contain a minimum of one somersault with a minimum of 540° of twist.
 - 7.2.4 The minimum DD allowed per pass is 1.7.
 - 7.2.5 The maximum DD allowed per pass is 3.7.
 - 7.2.6 The maximum DD allowed per skill is 2.8.
 - 7.2.7 No repeats are allowed over the two passes.
 - 7.2.7.1 Repeated skills will not receive difficulty as per Rule 8.1.
 - 7.2.8 If a competitor does not meet the pass requirements, within the two passes, a 3.0 pts. deduction per occurrence will be taken from the total score of the pass.
 - 7.2.9 If a competitor exceeds the maximum DD of 3.7 per pass then 3.7 will be the valid DD for the routine and no further deductions will be taken in regards to difficulty.

 - 7.3 Level 10 Preliminaries
 - 7.3.1 Level 10 consists of two optional passes with two skills in each pass.
 - 7.3.2 Must perform a minimum of one somersault with 720° of rotation with or without twist, within the two passes.
 - 7.3.3 All skills must contain a minimum of 360° of rotation.
 - 7.3.4 The minimum difficulty allowed per pass is 2.1.
 - 7.3.5 The maximum difficulty allowed per pass is 6.0 for women and 6.8 for men.
 - 7.3.6 The maximum difficulty per skill allowed for both men and women is 3.6.

- 7.3.7 No repeats are allowed over the two passes.
 - 7.3.7.1 Repeated skills will not receive difficulty as per Rule 8.1.

- 7.3.8 If a competitor does not meet the pass requirements within the two passes, a deduction of 3.0 pts. per occurrence will be taken from the total score of the pass.
- 7.3.9 If a competitor exceeds the maximum DD of 6.0/6.8 per pass then 6.0/6.8 will be the valid DD for the routine and no further deductions will be taken in regards to difficulty.

- 7.4 Level 9 Finals
 - 7.4.1 The competitors with the eight best scores from the preliminaries will go forward to the finals when finals are held.
 - 7.4.2 The starting order for finals will be in order of merit, with the competitors with the lowest preliminary score going first. In the event of ties, the starting order will be decided by a draw.
 - 7.4.3 Finals consist of one optional pass with two skills in the pass.
 - 7.4.4 The finals pass will use the same requirements as prelims see Rules 7.2.2, 7.2.4-7.2.6 and 7.2.7.
 - 7.4.5 Repeats are not allowed within the three passes from preliminaries to finals. A repeated skill will not receive difficulty as per Rule 8.1.
 - 7.4.6 If a competitor does not meet the pass requirements a deduction of 3.0 pts. per occurrence will be taken from the total score of the pass.
 - 7.4.7 If a competitor exceeds the maximum DD of 3.7 per pass, he/she will only receive the 3.7 and no additional deductions will be taken.

- 7.5 Level 10 Finals
 - 7.5.1 The competitors with the eight best scores from the preliminaries will go forward to the finals when finals are held.
 - 7.5.2 The starting order for finals will be in order of merit, with the competitors with the lowest preliminary score going first in both passes. In the event of ties, the starting order will be decided by a draw.
 - 7.5.3 Finals consist of two optional passes with two skills in each pass.
 - 7.5.4 Must perform a minimum of one somersault with 720° of rotation with or without twist, within the two passes
 - 7.5.5 Finals passes will use the same requirements as Prelims see Rules see Rules 7.3.3 – 7.3.6
 - 7.5.6 No repeats are allowed over the four passes from prelims to finals. A repeated skill will not receive difficulty as per Rule 8.1
 - 7.5.7 If a competitor does not meet the pass requirements within the two passes a deduction of 3.0 pts. per occurrence will be taken from the total score of the pass.
 - 7.5.8 If a competitor exceeds the maximum DD of 6.0/6.8 per pass then 6.0/6.8 will be the valid DD for the routine and no further deductions will be taken.