

BEGINNER (4 warm up passes)
PASS Reqs & Restrictions 2 passes w/ 2 skills each; max 3 contacts <ul style="list-style-type: none"> • Passes run back-to-back • No somies allowed
Superior / Major Deductions <ul style="list-style-type: none"> • Repeats = -1.0 & loss of DD • Any somi = <i>terminate</i>, -2.0, no DD & mandate

INTERMEDIATE (6 warm up passes)
PASS Reqs & Restrictions 3 passes w/ 2 skills each; max 3 contacts <ul style="list-style-type: none"> • Min one & max one somi <i>per pass</i> • Max 180 twist per somi (i.e. barani, no fulls) • No gainer/inward somies allowed
Superior / Major Deductions <ul style="list-style-type: none"> • Repeats = -1.0 & loss of DD • > 1 somi per pass = -2.0, No DD on second somi & mandate

NOVICE * (6 warm up passes)
PASS Reqs & Restrictions* 3 passes w/ 2 skills each; max 3 contacts <ul style="list-style-type: none"> • No twisting somies allowed • Max one somi per pass
LEVEL Reqs & Restrictions* <ul style="list-style-type: none"> • 2 passes MUST have DD • 3 passes MAY have DD • 1 pass MUST have 1 non-twisting somi • 2 passes MAY have 1 non-twisting somi
Superior / Major Deductions <ul style="list-style-type: none"> • Repeats = -1.0 & loss of DD • > 1 somi per pass = -2.0, No DD on second somi & mandate • 3 passes w/ somi = -2.0, No DD on 3rd pass somi & mandate • Performing a twisting somi = termination, -2.0, No DD & mandate
<i>* May "Double Dip" (-4.0) on 3rd pass if athlete fails to meet PASS & LEVEL reqs.</i>

SUB-ADVANCED * (6 warm up passes)
PASS Reqs & Restrictions* 3 passes w/ 2 skills each; max 3 contacts <ul style="list-style-type: none"> • Min one somi per pass • Max 1.3 DD per pass • Max 360 twist & rotation per somi (i.e. full)
LEVEL Reqs & Restrictions* <ul style="list-style-type: none"> • 1 pass MUST have two somies • 1 pass MUST have a spotter somi • 2 passes MAY have two somi
Superior / Major Deductions <ul style="list-style-type: none"> • Repeats = -1.0 & loss of DD • 3 passes w/ 2 somies = -2.0, No DD on 3rd pass second somi & mandate • > 360 twist & rotation per pass somi = termination, -2.0, No DD, & mandate • > 1.3 DD in a pass = -2.0 & mandate, <i>athlete receives >1.3 DD if all skills were legal at this level</i>
<i>* May "Double Dip" (-4.0) if athlete fails to meet both PASS & LEVEL req. on 3rd pass</i>

ADVANCED (Prelims: 7 warm ups / Finals: 5 warm ups)
PASS Reqs & Restrictions 3 passes w/ 2 somies each; max 3 contacts <ul style="list-style-type: none"> • May not repeat prelim skills in finals
Superior / Major Deductions <ul style="list-style-type: none"> • Repeats = -1.0 & loss of DD • < 2 somi per pass or no somi = -2.0
• BONUS DD: +2 for double/double combo

ELITE (Prelims: 7 warm ups / Finals: 5 warm ups)
Reqs & Majors same as Advanced QUALIFYING DD = 4.8
BONUS DD: +2 for double/double combo
Max DD For Advanced At USTA Nationals Only Prelims = 4.8 Total DD Finals = 3.2 Total DD

SUP DEDUCTIONS	
Mounting Mat (Ages 7+) (Mat short end against DM)	.5
Ta-Dump (1 st foot hits mounter bed before 2 nd)	.1-.5
"Run-Across" (Only one foot hits mounter bed)	Term (0)
Penalty Zone Touch Red	.2 / touch
Penalty Zone FEET <u>ALL IN</u> Red	Term (0)
Land First Skill on Mounter Bed	Term (0)
Facing Side of DM	Term & 2.0
Failure to Dismount	Term & 2.0
Straight Jump / >2 Contacts	Term & 2.0
Spotted <u>DURING</u> Pass	Term & 2.0
Hit Blue Side Pad & Stop	Term & .9
Blue Side Pad – Keep Going/Elast	.9 ONLY
Landing Stick Stability	.0-.3
Landing Hands	1=.4 2=.5
Landing Knee or Elbow	.6
Landing Seat or Hands Behind	.7
Landing Front / Back / Head	.8
Landing Out of Bounds or Off Landing on a "Sting Mat"	.9
Touch DM After Landing	.5
<u>Landing Zone (See Grid)</u> * Center Deviation * Distance from DM	.0-.5 TOTAL .0-.2 .0-.3
Spotted <u>AFTER</u> Dismount	.8
Coaching / Hair / Undies / Tattoo	.3 / pass
Jewelry (No Tape)	1.0 / pass
Inappropriate Attire	2.0 / pass
AES DEDUCTIONS	
Aesthetics Per Skill	.0-.8
Mount Instability	.0-.3 / pass
Tumble Across OR Height	.0-.3 / pass
Kick Outs on Somies	.0-.2 / somi

DIFFICULTY	
Turn: ½, 1, 1½, 2	.1, .2, .3, .4
Tuck	.5
Pike / Straight	.6
Gainer/Inward/Rev. Tuck	.6
Gainer/Inward/Rev. Pk/Lay	.7
Barani (<u>all</u> positions)	.6
Full	.7
Double Full	.9
Triple Full	1.1
Rudy (1½ front) / 1½ back	.8
Randy (2½ front) / 2½ back	1.0
Adolph (3½ front)	1.2
Double Tuck	1.0
Double Pike / Straight	1.2
½ in or out (Fliffis) Tuck	1.1
½ in or out (Fliffis) Pk/Lay	1.3
½ - ½ Tuck	1.2
½ - ½ Pike/Straight	1.4
Rudi Out Tuck	1.3
Rudi Out Pike/Straight	1.5
Full In or Out Tuck	1.2
Full In or Out Pike/Straight	1.4
Full In – Full Out Tuck	1.4
Full In – Full Out Pk/Lay	1.6

Misc. Superior Deductions:

- ½ or full turn under/over by ≤20 = .5
- Boys **MUST** wear shorts

Landing Zone Deductions					
.2	.1	.0	.1	.2	
.3	.2	.1	.2	.3	
.4	.3	.2	.3	.4	
.5	.4	.3	.4	.5	