

<b>BEGINNER</b> (4 warm up passes)
<b>PASS Reqs &amp; Restrictions</b> 2 passes w/ 2 skills each; max 3 contacts • No somies allowed
<b>Superior / Major Deductions</b> • Repeats = -1.0 & loss of DD • Any somi = <i>terminate</i> , -2.0 illegal skill and -3.0 exceeding skill level

<b>INTERMEDIATE</b> (6 warm up passes)
<b>PASS Reqs &amp; Restrictions</b> 3 passes w/ 2 skills each; max 3 contacts • Min one & max one somi <i>per pass</i> • Max 180° twist per somi (i.e. barani, no fulls) • No gainer/inward somies allowed
<b>Superior / Major Deductions</b> • Repeats = -1.0 & loss of DD • > 1 somi per pass = -2.0 exceeding pass, -3.0 exceeding skill level & no DD on the second somi performed

<b>NOVICE*</b> (6 warm up passes)
<b>PASS Reqs &amp; Restrictions*</b> 3 passes w/ 2 skills each; max 3 contacts • No twisting somies allowed • Max one somi per pass
<b>LEVEL Reqs &amp; Restrictions*</b> • 2 passes <u>MUST</u> have DD • 3 passes <u>MAY</u> have DD • 1 pass <u>MUST</u> have 1 non-twisting somi • 2 passes <u>MAY</u> have 1 non-twisting somi
<b>Superior / Major Deductions</b> • Repeats = -1.0 & loss of DD • > 1 somi per pass = -2.0 exceeding pass reqs, -3.0 exceeding skill level & no DD on second somi performed • 3 passes w/ somi = -2.0 for exceeding pass reqs, -3.0 exceeding skill level and no DD on somi in 3rd pass • Performing a twisting somi = <i>terminate</i> , -2.0 illegal skill, -3.0 exceeding skill level and no DD for the skill
<i>* May "Double Dip" (-4.0) on 3<sup>rd</sup> pass if athlete fails to meet <u>PASS &amp; LEVEL</u> reqs.</i>

<b>SUB-ADVANCED*</b> (6 warm up passes)
<b>PASS Reqs &amp; Restrictions*</b> 3 passes w/ 2 skills each; max 3 contacts • Min one somi per pass • Max 1.6 DD per pass • Max 540° twist & rotation per somi (i.e. rudi)
<b>LEVEL Reqs &amp; Restrictions*</b> • 1 pass <u>MUST</u> have two somies • 1 pass <u>MUST</u> have a spotter somi • 2 passes <u>MAY</u> have two somi
<b>Superior / Major Deductions</b> • Repeats = -1.0 & loss of DD • 3 passes w/ 2 somies = -2.0 exceeding pass req, -3.0 exceeding skill level, no DD on second somi in 3 <sup>rd</sup> pass • > 540° twist or 360° rotation per somi = <i>terminate</i> , -2.0 illegal skill, -3.0 exceeding skill level and no DD • > 1.6 DD in a pass = -2.0 exceeding pass reqs, -3.0 exceeding skill level ( <i>athlete receives &gt;1.6 DD if all skills are legal</i> )
<i>* May "Double Dip" (-4.0) if athlete fails to meet both <u>PASS &amp; LEVEL</u> req. on 3<sup>rd</sup> pass</i>

<b>ADVANCED</b> (Prelims: 7 warm ups / Finals: 5 warm ups)
<b>PASS Reqs &amp; Restrictions</b> 3 passes w/ 2 somies each; max 3 contacts • May not repeat prelim skills in finals
<b>Superior / Major Deductions</b> • Repeats = -1.0 & loss of DD • < 2 somi per pass or no somi = -2.0
• <b>BONUS DD: +.2 multiple/multiple combo</b>

<b>ELITE</b> (Prelims: 7 warm ups / Finals: 5 warm ups)
Reqs & Majors same as Advanced
<b>QUALIFYING DD = 7.3</b>
<b>BONUS DD: +.2 multiple/multiple combo</b>
<b>Max DD For Advanced At USTA Nationals Only</b> Prelims = 7.3 Total DD   Finals = 4.8 Total DD

SUP DEDUCTIONS	
Mounting Mat (Ages 7+) (Mat short end against DM)	.5
Ta-Dump (1 <sup>st</sup> foot hits mounter bed before 2 <sup>nd</sup> )	.1-.5
"Run-Across" (Only one foot hits mounter bed)	Term (0)
Penalty Zone   Touch Red	.2 / touch
Land First Skill on Mounter Bed	Term (0)
Facing Side of DM	Term & 2.0
Failure to Dismount	Term & 2.0
Straight Jump or >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   Instability	.0-.3
Landing   Hands	1=.4   2=.5
Landing   Knee or Elbow	.6
Landing   Seat or Hands Behind	.7
Landing   Front / Back / Head	.8
Leaving the landing area (outside Zone C), toes off matt under DM and/or landing on a "Sting Mat"	.9
Landing Zone Deduction	See Diagram
Touch DM After Landing	.5
Spotted <u>AFTER</u> Dismount	.8
½ or full turn under/over by ≤20°	.5
Coaching/Hair/Undies/Bra/Tattoo	.3 / pass
Jewelry (No Tape)	1.0 / pass
Inappropriate Attire	2.0 / pass
Illegal Skills from a Higher Level	Term, 2.0 & 3.0
AESTHETIC RANGES	
Aesthetics Per Skill	.0-.8
Instability on Mount St Jump	.1-.3 / pass
Tumble Across OR Height	.1-.3 / pass
Kick Outs and Slide Outs	.0-.2 / somi

DIFFICULTY	
Turn: ½, 1, 1½, 2	.2, .4, .6, .8
Tuck	.5
Pike / Straight	.6
Gainer/Inward/Rev. Tuck	.6
Gainer/Inward/Rev. Pk/Lay	.7
Barani ( <u>all</u> positions)	.7
Full	.9
Double Full	1.5
Triple Full	2.3
Rudy (1½ front) / 1½ back	1.2
Randy (2½ front) / 2½ back	1.9
Adolph (¾ front)	2.8
Double (Tuck   Pike   Str)	2.0   2.4   2.8
½ in or out (Fliffis) (T P S)	2.4   2.8   3.2
Half-Half (T   P   S)	2.8   3.2   3.6
Full In OR Out (T   P   S)	2.8   3.2   3.6
Rudi Out (T   P   S)	3.2   3.6   4.0
Full-Barani (T   P   S)	3.2   3.6   4.0
Full-Full (T   P   S)	3.6   4.0   4.4
Miller (T   P   S)	4.4   4.8   5.2
Triple (T   P   S)	4.5   5.3   6.1
Half Out Triff (T   P   S)	5.1   5.9   6.7
Half-Half Triff (T   P   S)	5.7   6.5   7.3
Quad (T   P   S)	8.0   9.6   11.2

**Landing Zone Deductions**

Zone A = .0 | Zone B = .3 | Zone C = .5

An additional .1 is deducted (max) if the athlete moves from one zone to another of higher deduction (A-B, B-C or A-C only). Zone deductions are taken in addition to the landing instability deduction (.0-.9)