

## 18.1. Degree of difficulty

The difficulty of each element is calculated on the following basis:

- 18.1.1. Only elements terminating on the feet will be evaluated.
- 18.1.2. Each 1/2 twist (180°) (with the exception in § 18.1.4.2) 0.2 pts
- 18.1.3. Each somersault (360°) 0.5 pts
- 18.1.4. \* Single somersaults or less:
- 18.1.4.1. Single somersaults done in the piked or straight position, without twist, will receive a bonus of 0.1 points.
- 18.1.4.2. In single somersaults with more than 1 twist (360°), the difficulty of twist will be as follows:
- Each ½ twist more than 1 (one) twist (360°) 0.3 pts
  - Each ½ twist more than 2 (two) twists (720°) 0.4 pts
  - Each ½ twist more than 3 (three) twists (1080°) 0.5 pts
  - Each ½ twist more than 4 (four) twists (1440°) 0.6 pts
- 18.1.5. Side somersaults and elements without twist or somersault rotation have no difficulty value.
- 18.1.6. Multiple somersaults - with or without twist:
- 18.1.6.1. Double somersaults performed in the piked position will receive a bonus of 0.4 points and triple somersaults in the piked position will receive a bonus of 0.8 points.
- 18.1.6.2. Double somersaults performed in the straight position will receive a bonus of 0.8 points and triple somersaults in the straight position will receive a bonus of 1.6 points.
- 18.1.6.3. In double somersaults the value of the element, including any twist, will be doubled. The bonus for pike or straight position is then added to give the total value of the element.
- 18.1.6.4. In triple somersaults the value of the element, including any twist, will be tripled. The bonus for pike or straight position is then added to give the total value of the element.
- 18.1.7. In elements combining somersault and twist, the difficulty values for somersault and twist are added together.

SINGLES	DD	DOUBLES		DD	TRIPLES		DD
		T	P		T	P	
Somersault	0.5	Double Somersault	T	2.0	Triple Back	T	4.5
Somersault	0.6	Double Somersault	P	2.4	Triple Back	P	5.3
Somersault	0.6	Double Somersault	S	2.8	Triple Back	S	6.1
+½ (Barani)	0.7	½ Twisting Double	T	2.4	½ Twisting Triple	T	5.1
+1 (Full)	0.9	½ Twisting Double	P	2.8	½ Twisting Triple	P	5.9
+1½ (Rudy)	1.2	½ Twisting Double	S	3.2	Full Twisting Triple	T	5.7
+2 (Double Full)	1.5	Full Twisting Double	T	2.8	Full Twisting Triple	P	6.5
+2½ (Randy)	1.9	Full Twisting Double	P	3.2	1½ Twisting Triple	T	6.3
+3 (Triple Full)	2.3	Full Twisting Double	S	3.6	1½ Twisting Triple	P	7.1
+3½ (Adolf)	2.8	1½ Twisting Double	T	3.2	Double Twisting Triple	T	6.9
+4 (Quad Full)	3.3	1½ Twisting Double	P	3.6	Double Twisting Triple	P	7.7
		1½ Twisting Double	S	4.0			
		Double Twisting Double	T	3.6			
		Double Twisting Double	P	4.0			
		Double Twisting Double	S	4.4			
		2½ Twisting Double	S	4.8			
		3 Twisting Double	S	5.2			
		3½ Twisting Double	S	5.6			
		4 Twisting Double	S	6.0			

## Other rules that differ from trampoline

- 1.1 DMT Competitions comprise of 4 passes with 2 elements in each pass
- 1.2 There are 2 passes in the Qualifying Round
- 1.3 There are 2 passes in the Individual Final (top 8) and 1 pass in the Team Final (top 5)
- 5.1 Each pass consists of 2 elements  
(1 *mounting skill* or *spotter skill* and 1 *dismount skill*)
- 6.1 Male gymnasts must wear sleeveless leotard and gym shorts
- 9.1 A gymnast may have 1 spotter with or without spotter mat
- 15.1 An element is considered repeated when used during any of the 4 passes more than once as a mounting skill, spotter skill or dismount skill. The degree of difficulty of the repeated element will not be counted.

## Duties of the Judges for Execution

- 21.3 Deductions for execution:
  - 21.3.1 lack of form, height and control in each element 0.1-0.5 pts
  - 21.3.2 lack of stability after the dismount  
(a single deduction for the greater fault only):
    - 21.3.2.1 landing on both feet but lacking stability and/or not standing still for approximately three (3) seconds 0.1-0.2 pts
- or** make the following deductions on the instruction of the Chair of Judges Panel:
  - 21.3.2.2 after landing, touching the DMT or landing zone/area with one or both hands 0.2 pts
  - 21.3.2.3 landing outside the landing zone 0.4 pts
  - 21.3.2.4 after landing, falling to the knees, hands & knees, front, back or seat on the track or landing area 0.4 pts
  - 21.3.2.5 assistance from a spotter after landing 0.4 pts
  - 21.3.2.6 after landing in the landing area or on the track, leaving the landing area or the track, or touching outside the landing area or touching the floor with any part of the body 0.5 pts
- 21.4 Make the following additional deductions on the instruction of the Chair of Judges:
  - 21.4.1 Not initiating the first element within 20 seconds after the signal given by the Chair of Judges Panel, as per 13.2 0.1 pts
  - 21.4.2 Talking to or giving any form of signal to a gymnast by their own spotters or coach during the pass, for each occurrence 0.3 pts
  - 21.4.3 For touching the penalty zone in the centre of the DMT while performing a mount, spotter or dismount skill for each occurrence (the end markers on the ends of the DMT are not penalty zones) 0.1 pts
  - 21.4.4 For touching anything other than the bed during a pass 0.1 pts
  - 21.4.5 After landing, touching or falling outside the landing zone with any part of the body 0.1 pts

## Guide to Judging – 17 – Termination of the pass

Landing on both feet means the sole of the feet.

If a gymnast touches the bed/track/zone/area with his feet during landing, but never reaches near a vertical position with his upper body and has to use his hands to avoid a fall to the face or front, or falls to face, knees hands and knees or front, in the same movement, the element will not be counted. There will be no extra deduction for the fall. The same will occur if a somersault has too much rotation and the upper body never comes to a halt in the vertical position, even if the feet touch first before a fall to seat or back, etc.



## TRAMPOLINE TECHNICAL COMMITTEE

# DOUBLE MINI TRAMPOLINE COMPETITION RULES

**2005 - 2006**

Since the majority of the competition rules for DMT are the same as those for Trampoline, this booklet is designed to highlight those rules, which are specific to DMT.

The FIG has made some substantial changes to the difficulty awarded to DMT skills. These changes make the difficulty akin to tumbling, with the difficulty for double somersaults being doubled and the difficulty for triple somersaults being tripled. The majority of this booklet addresses these changes.

A number of landing deductions have also changed, so these are also included.

Please note that we will have zero finals for all Grade 1 DMT Competitions. However, the 2/3's rule will not be applied.

Please note that this guide is for quick information only and cannot at any time replace a copy of the FIG/BG competition rules.

Last Updated: 11<sup>th</sup> January 2005 by Nick Earle