## Updated - 10/16/15

## **DOUBLE-MINI** QUICK REFERENCE GUIDE

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| BEGINNER  | INTERMEDIATE   | SUP D  |
|---|--|--|
| (4 warm up passes)  | (6 warm up passes)   | Mounting Ma                                  |
| PASS Regs & Restrictions  | PASS Reqs & Restrictions   | (Mat short end                               |
| 2 passes w/ 2 skills each; max 3 contacts<br>• No somies allowed  | 3 passes w/ 2 skills each; max 3 contacts<br>• Min one & max one somi per pass   | Ta-D<br>(1 <sup>st</sup> foot hits mount     |
|   | Max 180° twist per somi (i.e. barani, no fulls)  | "Run-A                                       |
| Superior / Major Deductions <ul> <li>Repeats = -1.0 &amp; loss of DD</li> </ul>                                       | <ul> <li>No gainer/inward somies allowed</li> </ul>  | (Only one foot hi                            |
| Any somi = terminate, -2.0 illegal skill and<br>-3.0 exceeding skill level  | Superior / Major Deductions <ul> <li>Repeats = -1.0 &amp; loss of DD</li> </ul>  | Penalty Zone                                 |
| -3.0 exceeding skin level   | <ul> <li>&gt; 1 somi per pass = -2.0 exceeding pass,</li> </ul>  | Land First Skill                             |
|   | -3.0 exceeding skill level & no DD on the<br>second somi performed   | Facing Si                                    |
|   | •  | Failure to                                   |
| (6 warm up passes)  | <u>SUB-ADVANCED*</u><br>(6 warm up passes)   | Straight Jump                                |
|   | PASS Regs & Restrictions*  | Spotted DU                                   |
| PASS Reqs & Restrictions*<br>3 passes w/ 2 skills each; max 3 contacts  | 3 passes w/ 2 skills each; max 3 contacts  | Hit Blue Side                                |
| <ul> <li>No twisting somies allowed</li> </ul>  | Min one somi per pass  | Blue Side Pad – H                            |
| Max one somi per pass   | <ul> <li>Max 1.6 DD per pass</li> <li>Max 540° twist &amp; rotation per somi (i.e. rudi)</li> </ul>                      |  |
| LEVEL Reqs & Restrictions*<br>• 2 passes <u>MUST</u> have DD  | LEVEL Regs & Restrictions*   | Landing                                      |
| 3 passes MAY have DD  | <ul> <li>1 pass <u>MUST</u> have two somies</li> </ul>   | Landing                                      |
| <ul> <li>1 pass <u>MUST</u> have 1 non-twisting somi</li> <li>2 passes <u>MAY</u> have 1 non-twisting somi</li> </ul> | <ul> <li>1 pass <u>MUST</u> have a spotter somi</li> <li>2 passes <u>MAY</u> have two somi</li> </ul>                    | Landing   Kn                                 |
|   |  | Landing   Seat o                             |
| Superior / Major Deductions <ul> <li>Repeats = -1.0 &amp; loss of DD</li> </ul>                                       | • Repeats = -1.0 & loss of DD  | Landing   Front                              |
| <ul> <li>&gt; 1 somi per pass = -2.0 exceeding pass</li> </ul>  | • 3 passes w/ 2 somies = -2.0 exceeding  | Leaving the land                             |
| reqs, -3.0 exceeding skill level & no DD<br>on second somi performed  | pass req, -3.0 exceeding skill level, no DD<br>on second somi in 3 <sup>rd</sup> pass                                    | Zone C), toes of<br>and/or landing c         |
| <ul> <li>3 passes w/ somi = -2.0 for exceeding</li> </ul>   | <ul> <li>&gt; 540° twist or 360° rotation per somi =</li> </ul>  | Landing Zon                                  |
| pass reqs, -3.0 exceeding skill level and<br>no DD on somi in 3rd pass  | terminate, -2.0 illegal skill, -3.0 exceeding skill level and no DD  | Touch DM A                                   |
| <ul> <li>Performing a twisting somi = terminate,</li> </ul>   | <ul> <li>&gt; 1.6 DD in a pass = -2.0 exceeding passs</li> </ul>   | Spotted AFT                                  |
| -2.0 illegal skill, -3.0 exceeding skill level<br>and no DD for the skill   | reqs, -3.0 exceeding skill level (athlete<br>receives >1.6 DD if all skills are legal)                                   |  |
|   |  | <sup>1</sup> / <sub>2</sub> or full turn une |
| * May "Double Dip" (-4.0) on <u>3<sup>rd</sup> pass</u> if athlete fails to meet <u>PASS</u> & <u>LEVEL</u> reqs.     | * May "Double Dip" (-4.0) if athlete fails to<br>meet both <u>PASS</u> & <u>LEVEL</u> req. on <u>3<sup>rd</sup> pass</u> | Coaching/Hair/U                              |
| ADVANCED  |  | Jewelry (                                    |
| (Prelims: 7 warm ups / Finals: 5 warm ups)  | (Prelims: 7 warm ups / Finals: 5 warm ups)   | Inappropr                                    |
| PASS Regs & Restrictions  | Reqs & Majors same as Advanced   | Illegal Skills from                          |
| 3 passes w/ 2 somies each; max 3 contacts   |  | AESTH  |
| May not repeat prelim skills in finals  | QUALIFYING DD = 7.3  | Aesthetics                                   |
| Superior / Major Deductions <ul> <li>Repeats = -1.0 &amp; loss of DD</li> </ul>                                       | BONUS DD: +.2 multiple/multiple combo  | Instability on I                             |
| <ul> <li>&lt; 2 somi per pass or no somi = -2.0</li> </ul>  |  | Tumble Acros                                 |
| BONUS DD: +.2 multiple/multiple combo   | Max DD For Advanced At USTA Nationals Only<br>Prelims = 7.3 Total DD   Finals = 4.8 Total DD                             | Kick Outs an                                 |
|   |  | L  |

| SUP DEDUCTIONS  |                 |  |
|---|-----------------|--|
| Mounting Mat (Ages 7+)<br>(Mat short end against DM)  | .5              |  |
| Ta-Dump<br>(1 <sup>st</sup> foot hits mounter bed before 2 <sup>nd</sup> )                              | .15             |  |
| "Run-Across"<br>(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 DURING Pass   | Term & 2.0      |  |
| Hit Blue Side Pad & Stop  | Term & .9       |  |
| Blue Side Pad – Keep Going/Elast  | .9 ONLY         |  |
| Landing   Instability   | .03             |  |
| 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<br>Zone C), toes off matt under DM<br>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  | .08             |  |
| Instability on Mount St Jump  | .13 / pass      |  |
| Tumble Across OR Height   | .13 / pass      |  |
| Kick Outs and Slide Outs  | .02 / 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 p</u> ositions)                         | .7              |  |  |
| Full  | .9              |  |  |
| Double Full   | 1.5             |  |  |
| Triple Full   | 2.3             |  |  |
| Rudy (11/2 front) / 11/2 back                           | 1.2             |  |  |
| Randy (21/2 front) / 21/2 back                          | 1.9             |  |  |
| Adolph (3½ front)                                       | 2.8             |  |  |
| Double (Tuck   Pike   Str)                              | 2.0   2.4   2.8 |  |  |
| <sup>1</sup> / <sub>2</sub> 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)

This document is intended to be used as a reference tool ONLY and DOES NOT contain a comprehensive set of rules, deductions and DD values. When in question, the current USTA Handbook and Technical Rule Changes & Clarifications posted to usta1.org should ALWAYS be consulted and supersede this document in the case of any discrepancy