

Judging and Scoring routines

Competition Routines

- 🔗 Trampoline competitions comprise 2 (or 3) routines
- 🔗 10 elements in each routine - 10 contacts with the trampoline.
- 🔗 Performed without interruption.
- 🔗 Each move is marked for form and is given a tariff that reflects its difficulty.
- 🔗 An *out-bounce* is permitted.
- 🔗 MUST start and finish on the feet.
- 🔗 4 form judges
 - assess the execution of each move
- 🔗 1 or 2 tariff judges
 - verify the actual moves and assess the routine's tariff.
- 🔗 2 horizontal displacement (HD) judges
 - evaluate the amount of "travel" around the bed/from the centre
- 🔗 Time of flight (ToF)
 - By computer – not in schools event (yet!)
- 🔗 Routines
 - Set (A) routine - **NO DIFFICULTY**
 - Voluntary (B) routine - **WITH DIFFICULTY**
 - Final (usually top 8) - **WITH DIFFICULTY**
- 🔗 *Schools Routines do not have a final - qualify for the next round.*

Trampoline scoring system

The final mark a trampolinist receives is based on three (four) different scores:

- 🔗 The difficulty score starts at 0.0 and increases with every difficult skill performed.
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 - from feet to seat,
 - from seat half twist to seat,
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- ✓ **REMEMBER - all routines must start and end with the performer standing in an upright position on 2 feet!**

Difficulty Tariff

- 🔗 Every skill in trampolining is rated for its difficulty
- 🔗 Every $\frac{1}{4}$ rotation = 0.1
- 🔗 Every $\frac{1}{2}$ twist = 0.1
- 🔗 Every completed somersault $4/4 + 0.1$
- 🔗 Every completed somersault in piked or straight shape $4/4 + 0.1$

In many competitions competitors are expected to hand in a tariff sheet.

Shapes

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Form

- 🔗 Each move in a 10-bounce routine has the potential to earn 1.0 mark for quality of form.
- 🔗 Up to 0.5 can be lost for failure to satisfy the judges that the move was performed perfectly, this deduction is calculated by reference to key criteria for execution:
 - Position of the arms, legs, body

- Loss of height
- Opening of the somersault

Horizontal displacement (i.e. travel, cast etc...)

0.3	0.2	0.3
0.2	0.1	0.1
0.3	0.2	0.3

Calculating Routines

- A zero deduction represents a 'perfect' move, a 0.5 deduction is a real dog's breakfast!
- Extra deductions can be made by the 'chair' for errors such as touching the frame pads, communicating with the coach, repeating a move etc.
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- To get the actual score, the highest and lowest scores are discounted, the 2 remaining scores are added up and the HD scores (92) averaged, and the tariff (**for a vol NOT for a set**) is then added to give the gymnast's total score for the routine. Thus each routine can score a maximum of 30 + the tariff.
 - A completed routine should be 10 moves
 - A completed routine could be 10 marks per judge (Perfect 10)
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For the execution mark

- 4 judges each score the routine.
- The highest and lowest marks are discarded,
- In the set routine the two middle scores are added together with the HD to give the first round score.
- In the voluntary routine the two middle scores are added with the HD to the "difficulty" score to total the final mark.

Therefore, worth noting that execution and HD are weighed more heavily than difficulty in the final score.

Examples

1st (Set or compulsory) routine

J1	J2	J3	J4	HD1	HD2	DIFF
7.3	7.4	7.6	7.3	9.3	9.3	n/a

7.3	7.6	9.3	9.1		
		AVERAGE			
7.4	7.3	9.2			Score
					23.9

2nd/Voluntary Routine

J1	J2	J3	J4	HD1	HD2	DIFF
7.3	7.4	7.6	7.3	9.3	9.3	4.5

7.3	7.6	9.3	9.1		
		AVERAGE			
7.4	7.3	9.2			Score
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Total Score

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Calculating Routines

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- Extra deductions can be made by the 'chair' for errors such as touching the frame pads, communicating with the coach, repeating a move etc.
- These adjustments are deducted from the scores of all form judges. The whole routine is therefore worth a maximum of 10 points from each form judge.
- To get the actual score, the highest and lowest scores are discounted, the 2 remaining scores are added up and the HD scores (92) averaged, and the tariff (**for a vol NOT for a set**) is then added to give the gymnast's total score for the routine. Thus each routine can score a maximum of 30 + the tariff.
 - A completed routine should be 10 moves
 - A completed routine could be 10 marks per judge (Perfect 10)
 - Judges can take away 0.5 from each (of 10) moves
 - A truly terrible routine, if completed STILL scores 5 out of 10!

For the execution mark

- 4 judges each score the routine.
- The highest and lowest marks are discarded,
- In the set routine the two middle scores are added together with the HD to give the first round score.
- In the voluntary routine the two middle scores are added with the HD to the "difficulty" score to total the final mark.

Therefore, worth noting that execution and HD are weighed more heavily than difficulty in the final score.

Examples

1st (Set or compulsory) routine

J1	J2	J3	J4	HD1	HD2	DIFF
7.3	7.4	7.6	7.3	9.3	9.3	n/a

7.3	7.6	9.3	9.1		
		AVERAGE			
7.4	7.3	9.2			Score
					23.9

2nd/Voluntary Routine

J1	J2	J3	J4	HD1	HD2	DIFF
7.3	7.4	7.6	7.3	9.3	9.3	4.5

7.3	7.6	9.3	9.1		
		AVERAGE			
7.4	7.3	9.2			Score
					28.4

Total Score

23.9+28.4

52.3

Judging and Scoring routines

Competition Routines

- 🌀 Trampoline competitions comprise 2 (or 3) routines
- 🌀 10 elements in each routine - 10 contacts with the trampoline.
- 🌀 Performed without interruption.
- 🌀 Each move is marked for form and is given a tariff that reflects its difficulty.
- 🌀 An *out-bounce* is permitted.
- 🌀 MUST start and finish on the feet.
- 🌀 4 form judges
 - assess the execution of each move
- 🌀 1 or 2 tariff judges
 - verify the actual moves and assess the routine's tariff.
- 🌀 2 horizontal displacement (HD) judges
 - evaluate the amount of "travel" around the bed/from the centre
- 🌀 Time of flight (ToF)
 - By computer – not in schools event (yet!)
- 🌀 Routines
 - Set (A) routine - **NO DIFFICULTY**
 - Voluntary (B) routine - **WITH DIFFICULTY**
 - Final (usually top 8) - **WITH DIFFICULTY**
- 🌀 *Schools Routines do not have a final - qualify for the next round.*

Trampoline scoring system

The final mark a trampolinist receives is based on three (four) different scores:

- 🌀 The difficulty score starts at 0.0 and increases with every difficult skill performed.
- 🌀 The execution score begins at a 10.0, and the judges deduct for errors in performance such as a break in form or mistakes such as an extra bounce.
 - This now includes the HD score which starts at 10.0 judges deduct for travel
- 🌀 The ToF (where calculated) is added

'What is a move?'

- 🌀 A move comprises a single contact with the trampoline
 - 🌀 Starts as the performer leaves the trampoline after a prior move and finishes when they next contact it.
 - 🌀 A front landing, therefore, is a single contact – from feet to front landing
 - – **but has an implied second move being from the front landing to feet.**
 - 🌀 Similarly a swivel hips, often expressed as though 'a move' is, in fact, three moves
 - from feet to seat,
 - from seat half twist to seat,
 - from seat to feet.
- ✓ **REMEMBER - all routines must start and end with the performer standing in an upright position on 2 feet!**

Difficulty Tariff

- 🌀 Every skill in trampolining is rated for its difficulty
- 🌀 Every $\frac{1}{4}$ rotation = 0.1
- 🌀 Every $\frac{1}{2}$ twist = 0.1
- 🌀 Every completed somersault $4/4 + 0.1$
- 🌀 Every completed somersault in piked or straight shape $4/4 + 0.1$

In many competitions competitors are expected to hand in a tariff sheet.

Shapes

Only Tucked, Piked and Straight (**Straddle**)

Form

- 🌀 Each move in a 10-bounce routine has the potential to earn 1.0 mark for quality of form.
- 🌀 Up to 0.5 can be lost for failure to satisfy the judges that the move was performed perfectly, this deduction is calculated by reference to key criteria for execution:
 - Position of the arms, legs, body

- Loss of height
- Opening of the somersault

Horizontal displacement (i.e. travel, cast etc...)

0.3	0.2	0.3
0.2	0.1	0.1
0.3	0.2	0.3

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