



# JUDGING REFRESHER

EUTC's guide to being a good Judge





# EXECUTION SCORING

Maximum Deduction is 0.5 per skill - Don't be scared to use this

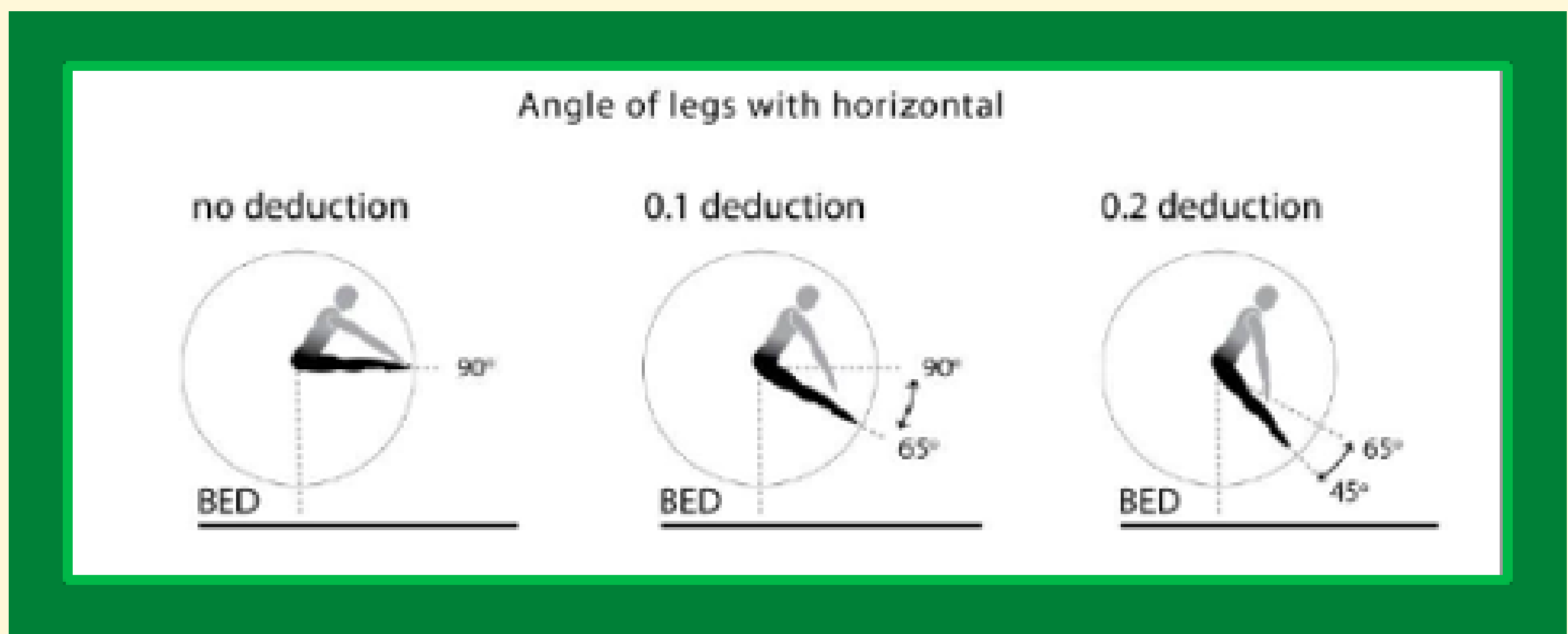
Minimum Deduction is 0.0 per skill - Don't be scared to use this

For all skills 0.1 can be deducted for each of the following:

- Pointed toes/feet
- Hands in line with arms
- Straight arms
- Arms in line with the body in line outs



# SHAPE JUMPS - PIKE & STRADDLE



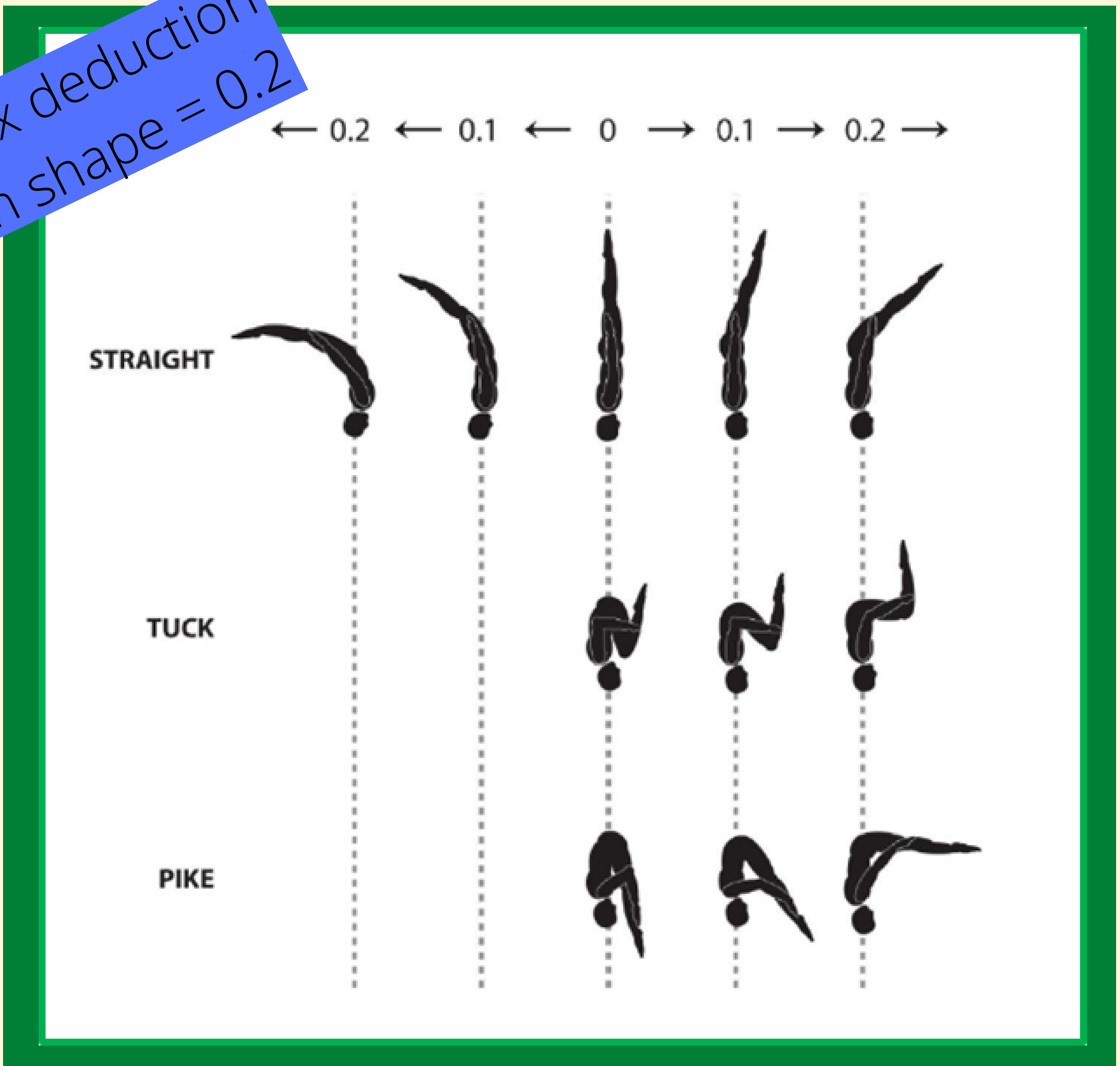
If the gymnast **does not** line out into a **straight** shape → automatic deduction = 0.3





# POSITION DEDUCTIONS

Max deduction on shape = 0.2

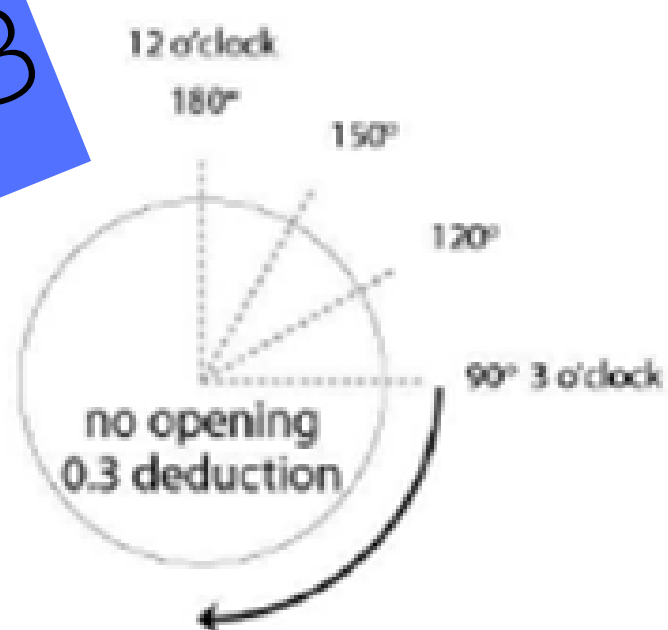
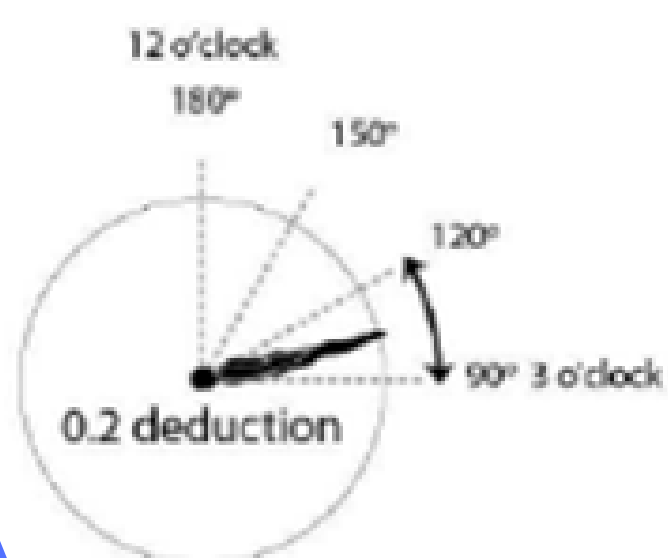
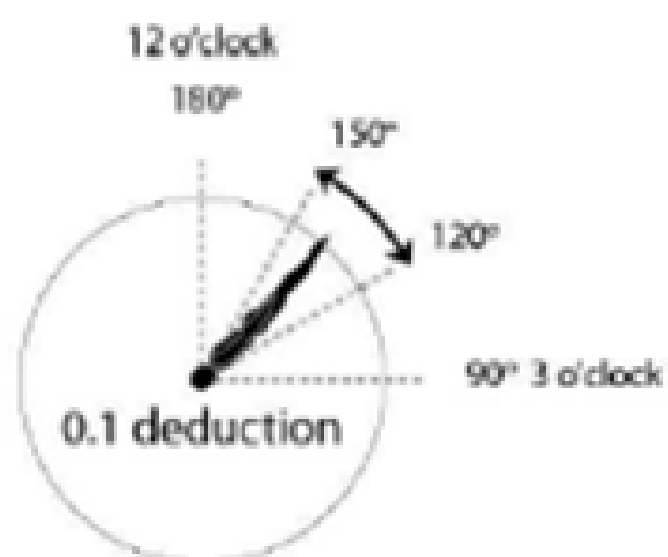
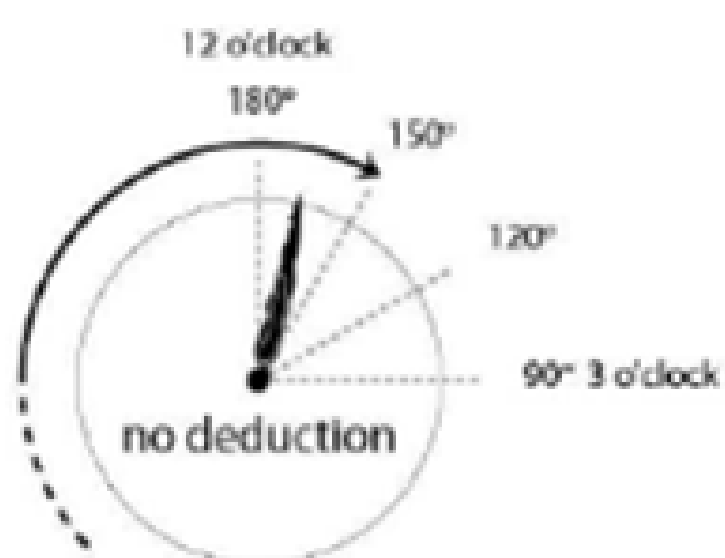


Remember this is just the body line and shape - feet / arms / legs are considered separately!

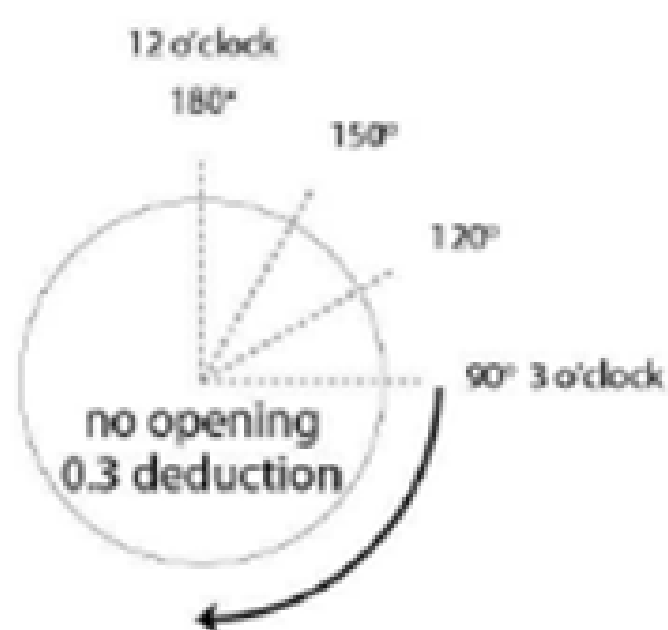
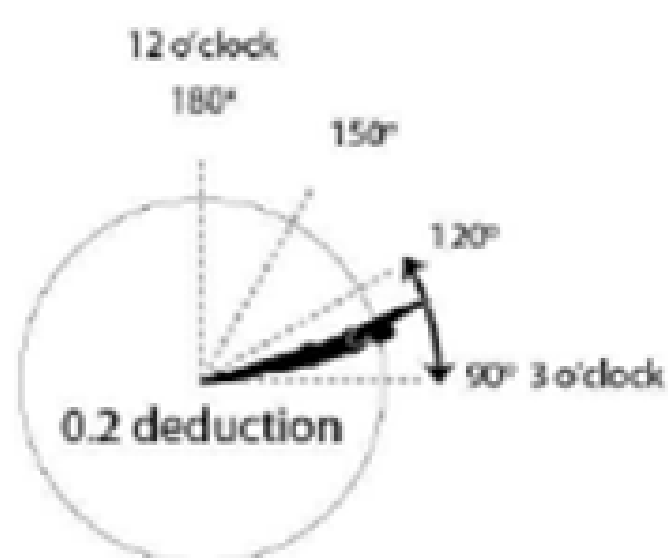
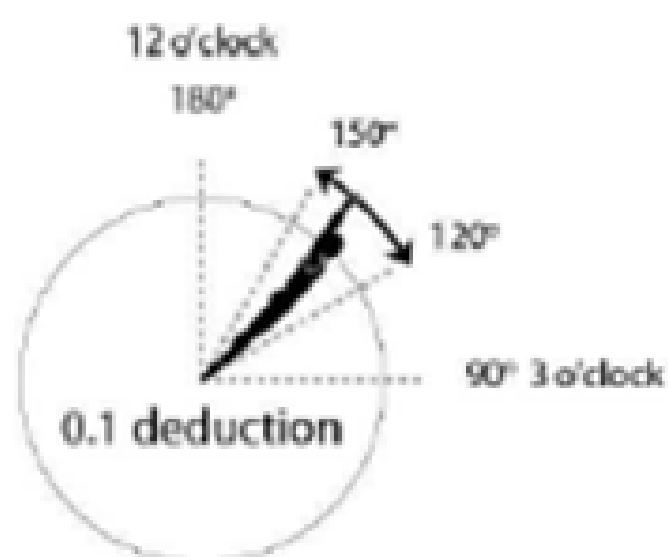
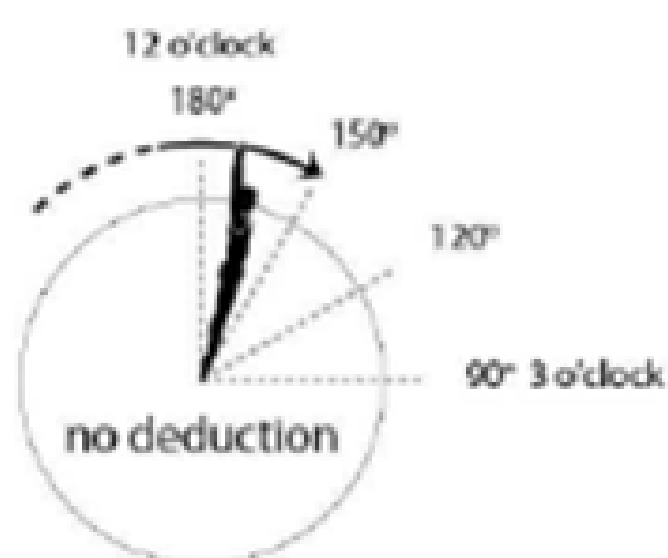
# OPENING IN SOMERSAULT

Think 1 3/4 somersaults

## FOR FEET OR FRONT LANDING



## FOR BACK LANDING



Max deduction on opening = 0.3



# OPENING IN SOMESAULT

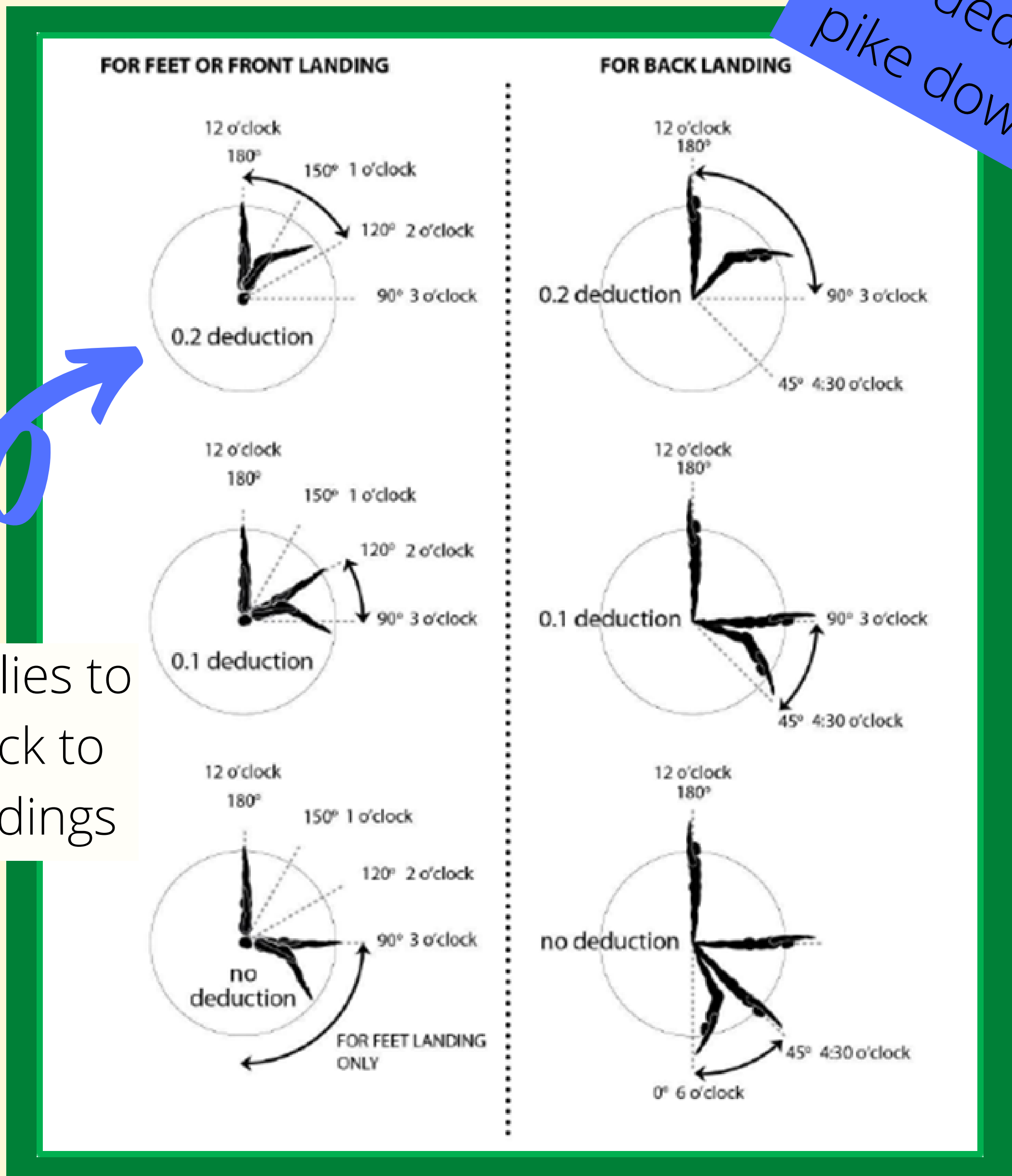
If the gymnast **does not** kick-out into a STRAIGHT shape → automatic deduction = 0.3

If there is **no attempt** or the kick-out is lower than  $90^\circ$  → automatic deduction = 0.3



# AFTER OPENING IN SOMERSAULT - PIKE DOWN

Max deduction for  
pike down = 0.3

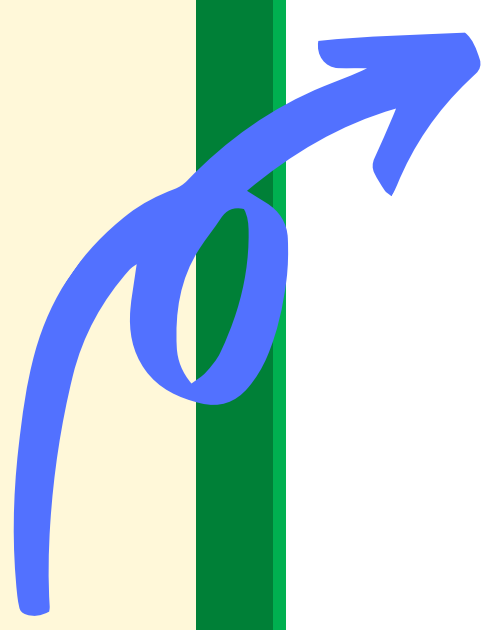


Also applies to  
tuck back to  
seat landings

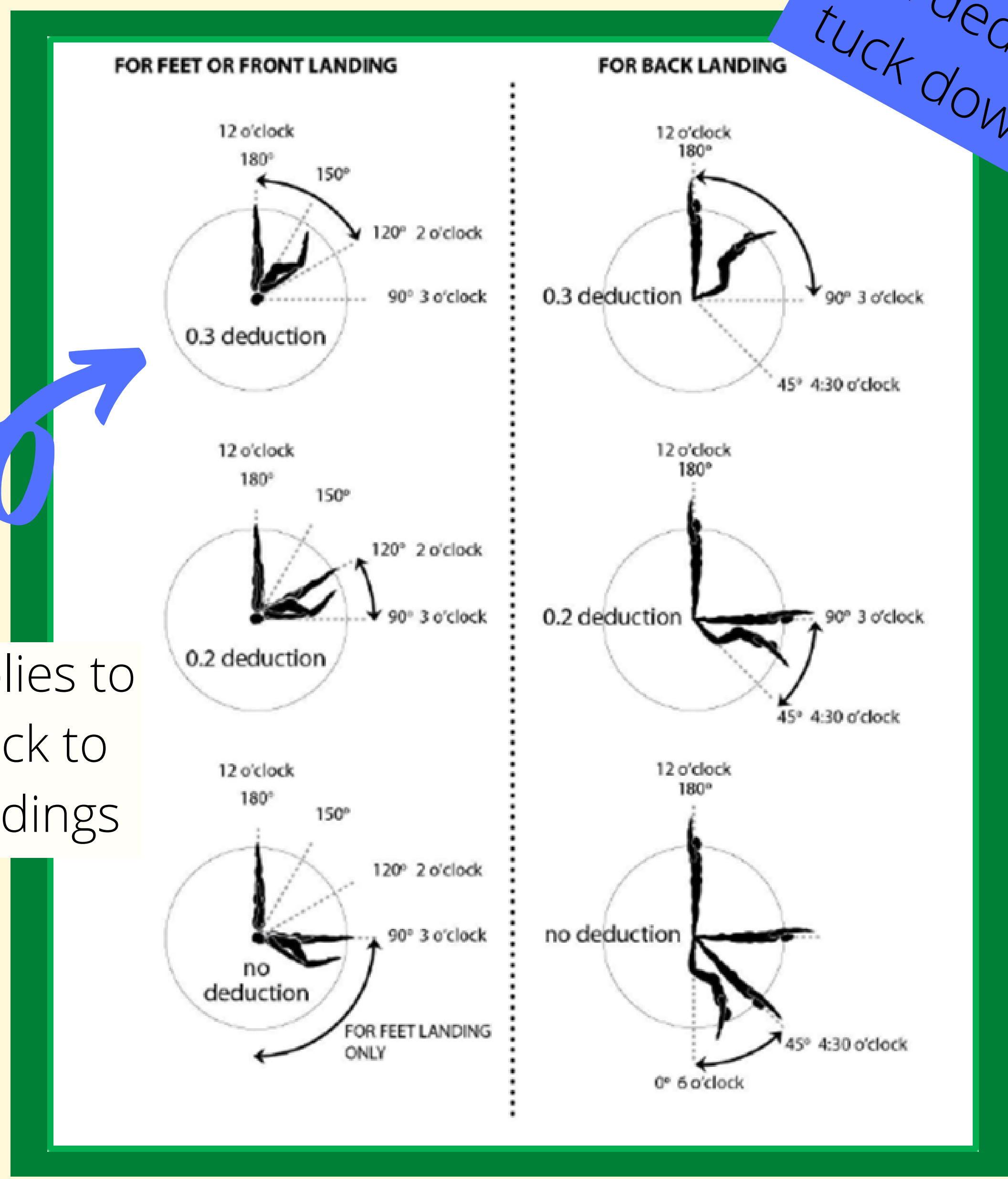


# AFTER OPENING IN SOMERSAULT - TUCK DOWN

Max deduction for  
tuck down = 0.3



Also applies to  
tuck back to  
seat landings

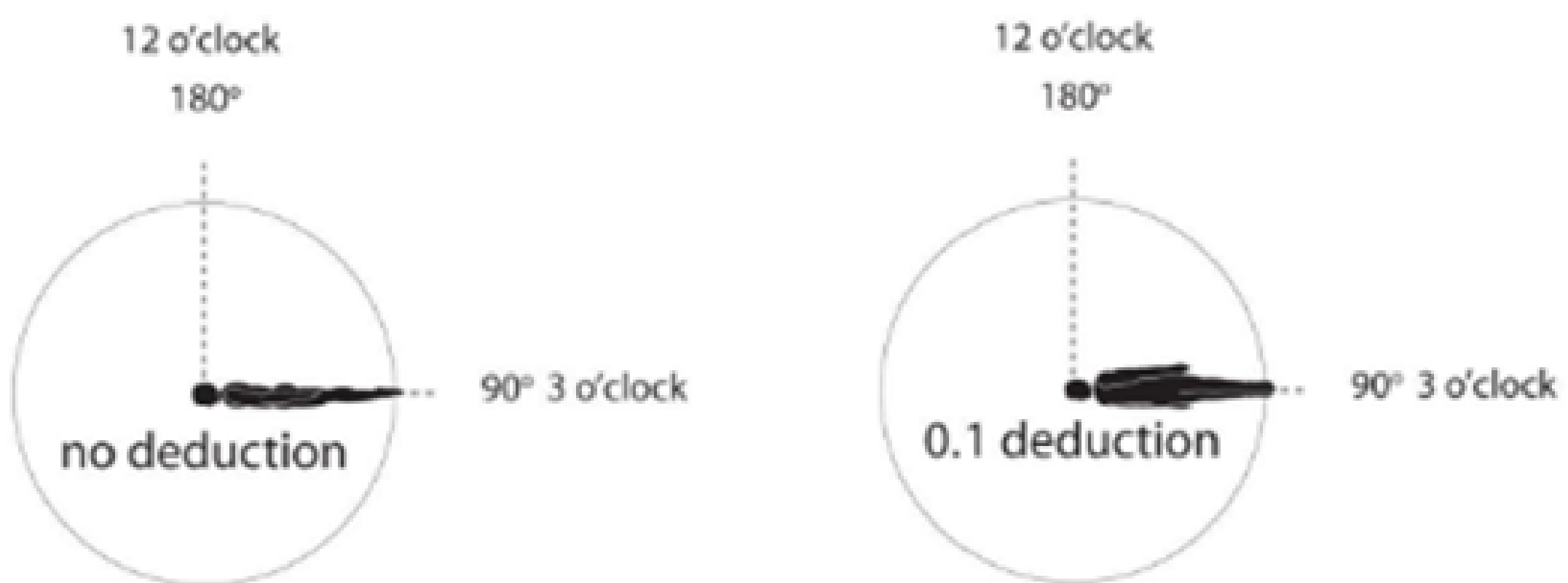




# Don't forget TWIST and ARMS !

If you couldn't deduct for shape, kickout, pike/tuck down... consider the twist and arms

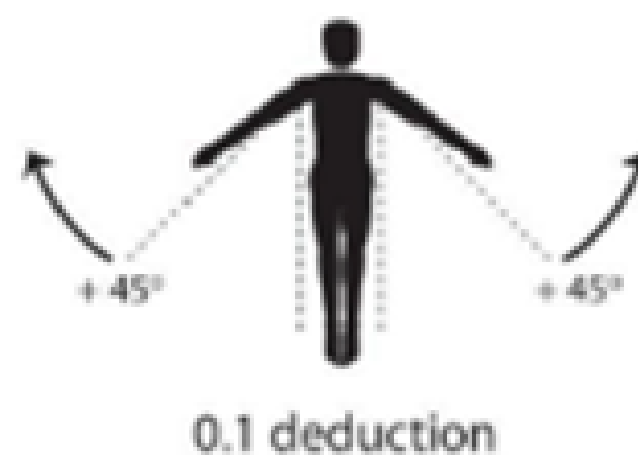
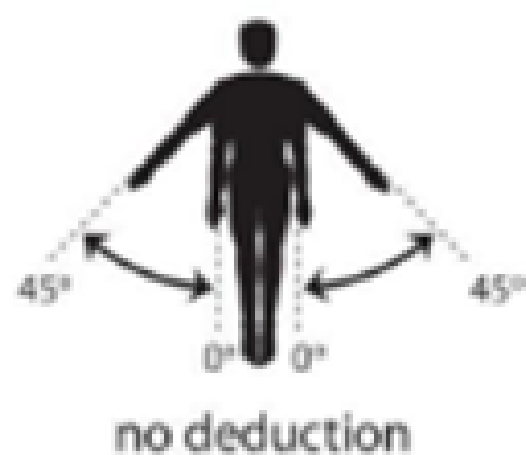
## END OF TWIST



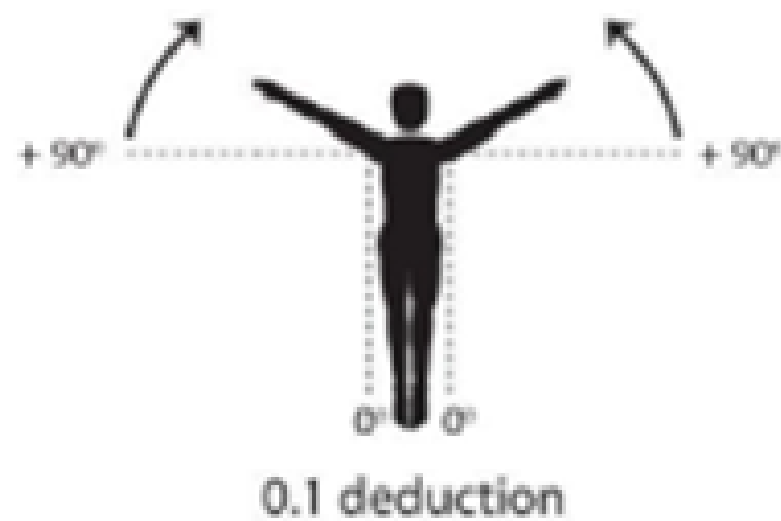
If the gymnast has not completed their twist before 3 o'clock then it's a 0.1 deduction

# ARMS TO STOP TWISTING ROTATION

## BARANI, FULL, MULTIPLE SOMERSAULTS WITH ½ OUT



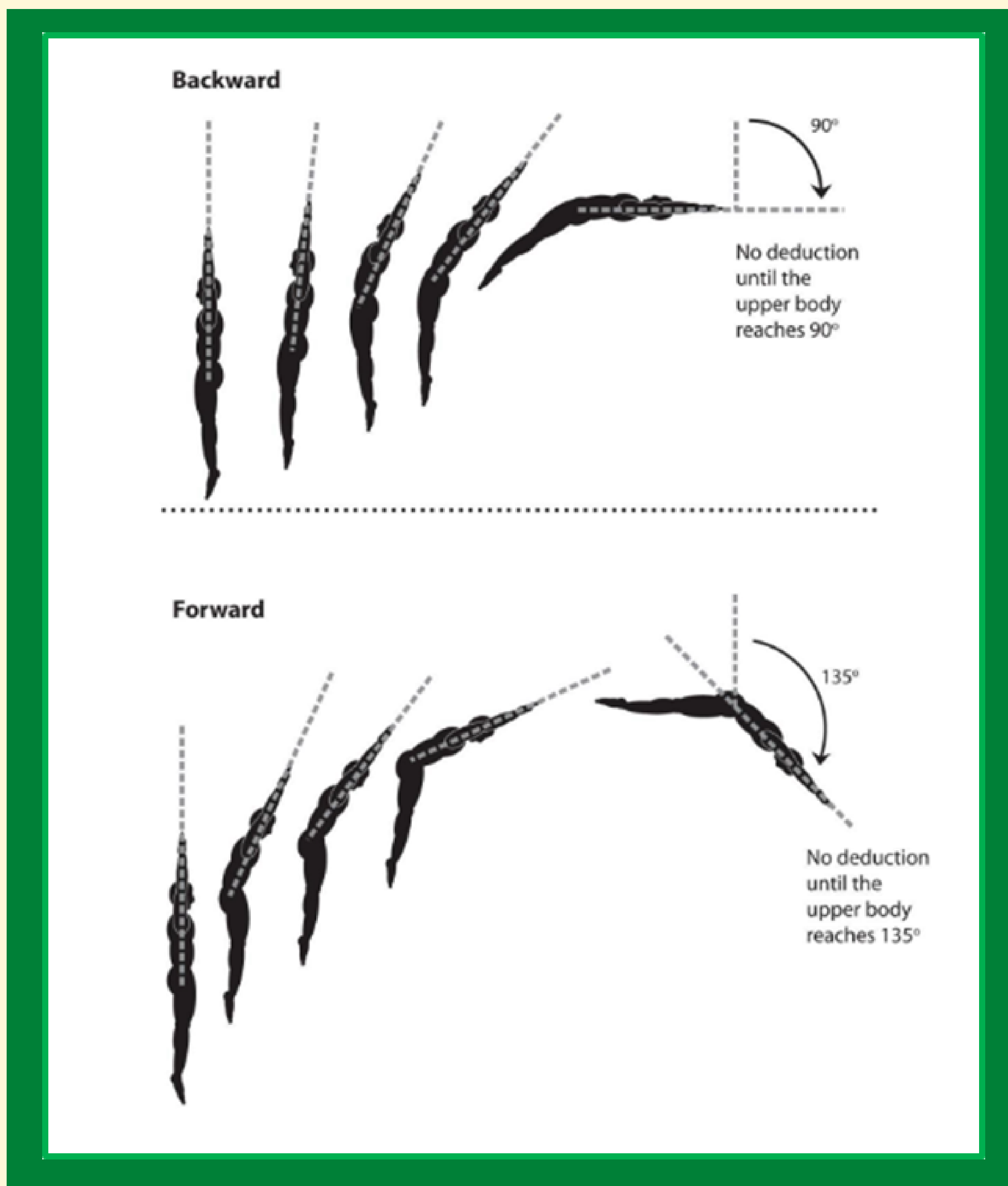
## SINGLE SOMERSAULT WITH MORE THAN FULL TWIST AND ALL OTHER MULTIPLE TWISTING SOMERSAULTS





# MULTIPLE SOMERSAULTS TAKE-OFF

For sommersaults with greater than 360° rotation (doubles and 1 3/4 Somersaults)





# OTHER RULES TO CONSIDER

For front and back landings, consider the following both in the air and in landing the skill:

- body shape
- shape of legs
- shoulder and waist alignment

For all skills 0.1 can be deducted for each of the following:

- pointed toes/feet
- hands in line with arms
- straight arms
- arms in line with the side of body in line  
outs





# INSTABILITY & END OF ROUTINE DEDUCTIONS

A single deduction for the  
greater fault only:

- Uncontrolled out-bounce = 0.1
- Movement of arms while standing on the bed (ex. circle) = 0.1
- Step(s) or bounce(s) = 0.1-0.2
- Not standing still in an upright position and showing stability for approximately 3 seconds = 0.1-0.2
- Turning to the judges before being totally stabilized = 0.1
- Standing with feet apart or more than shoulder width = 0.1



# INSTABILITY & END OF ROUTINE DEDUCTIONS

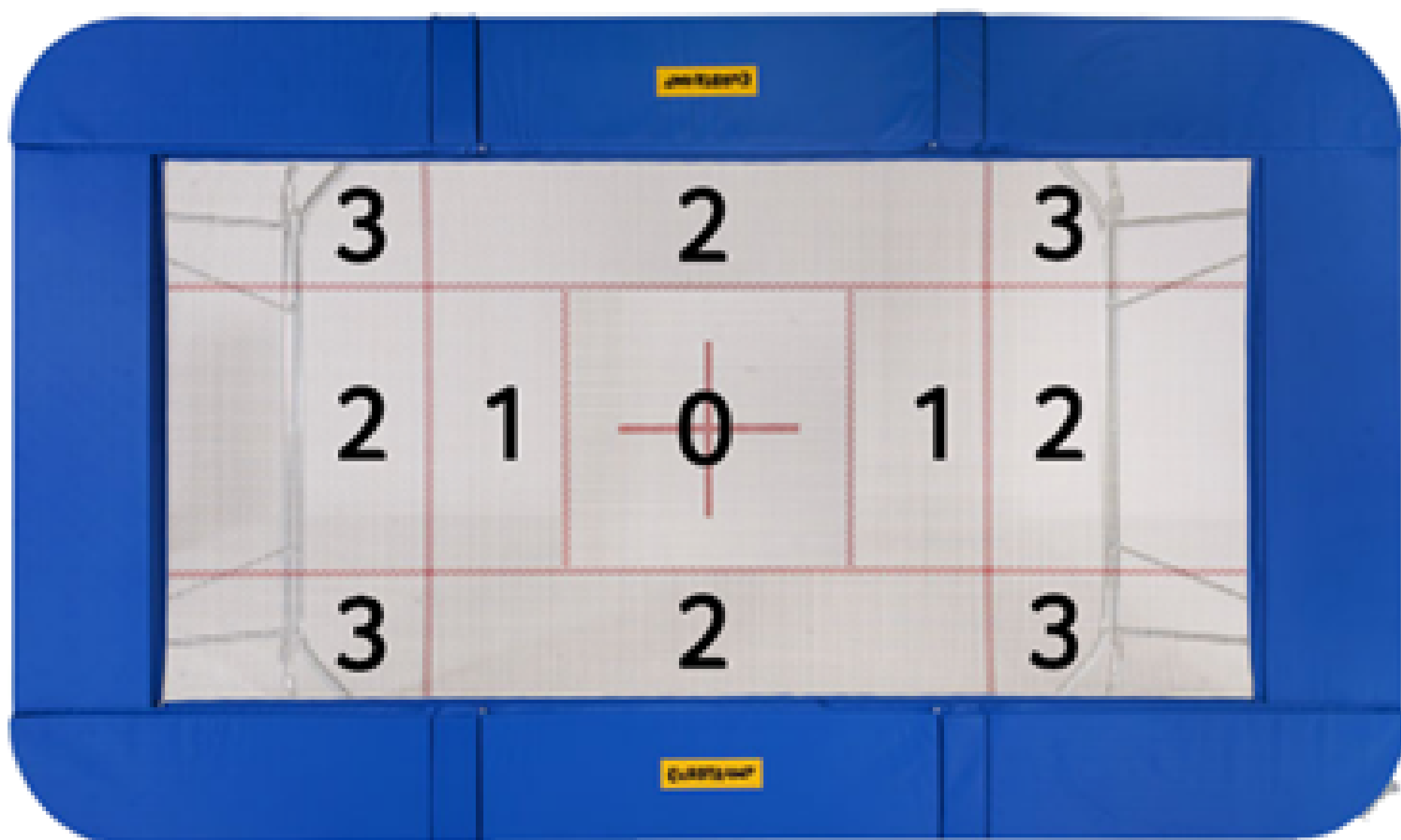
- After landing, touching the bed with one or both hands = 0.5
- After landing, touching with or falling to the knees, hands & knees, front, back or seat on the bed = 1
- Touching or stepping out on anything other than the trampoline bed = 0.5
- Landing or falling outside the trampoline bed, leaving the trampoline area, or performing an additional somersault = 1

**Total instability deduction must  
not exceed 0.3**

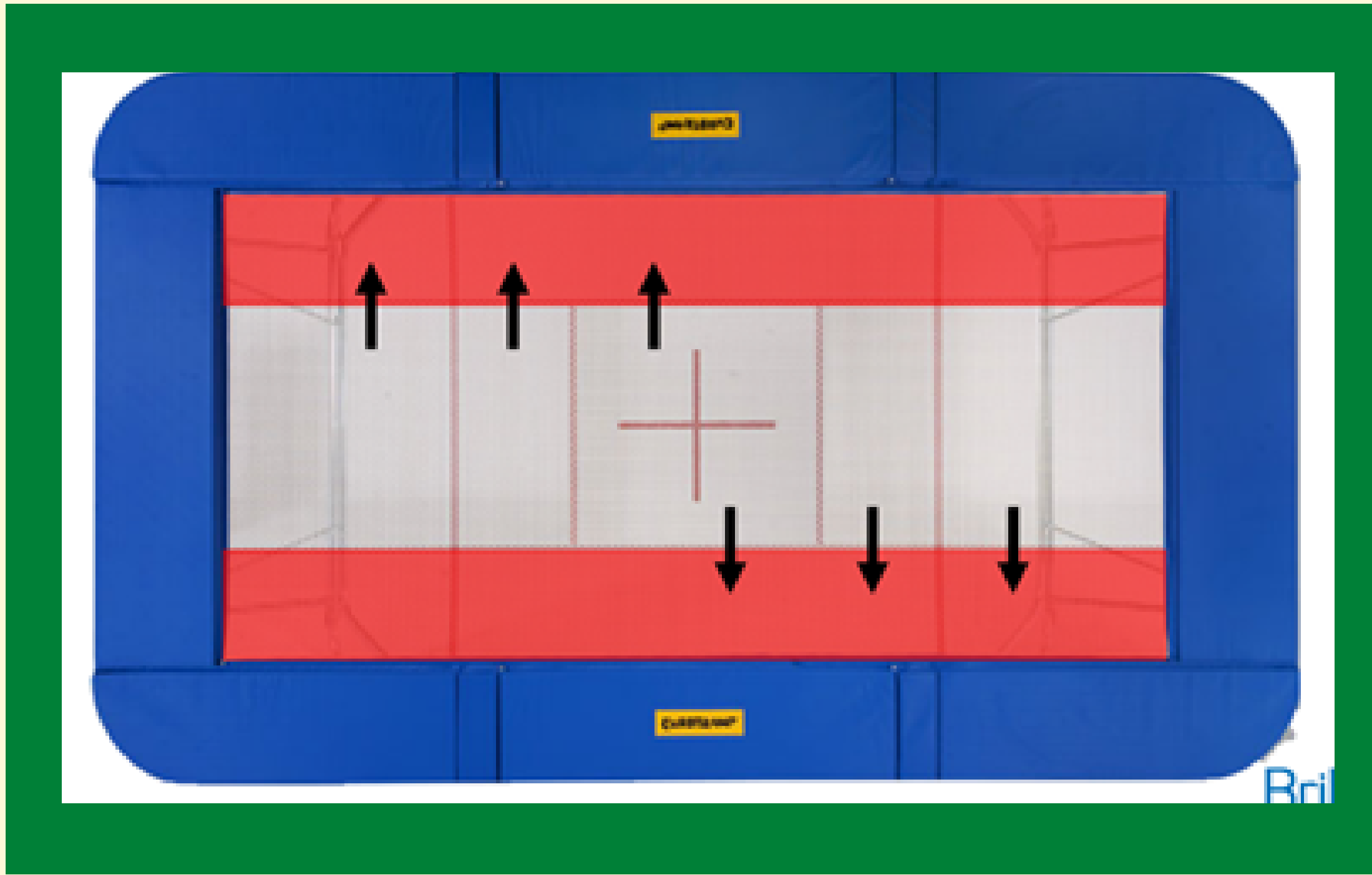


# HORIZONTAL DISPLACEMENT (HD) SCORING

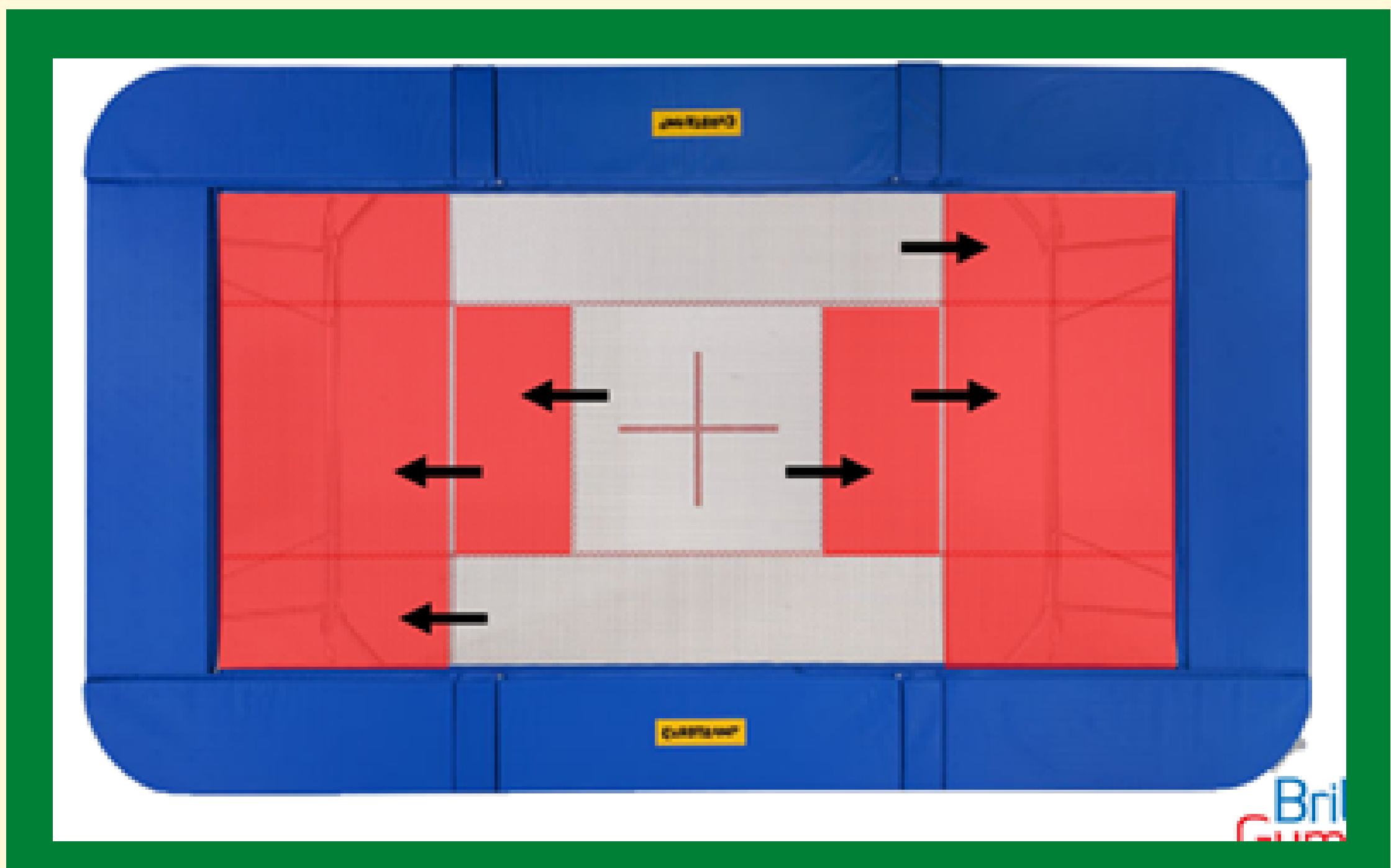
Horizontal displacement  
zones



# Long sides

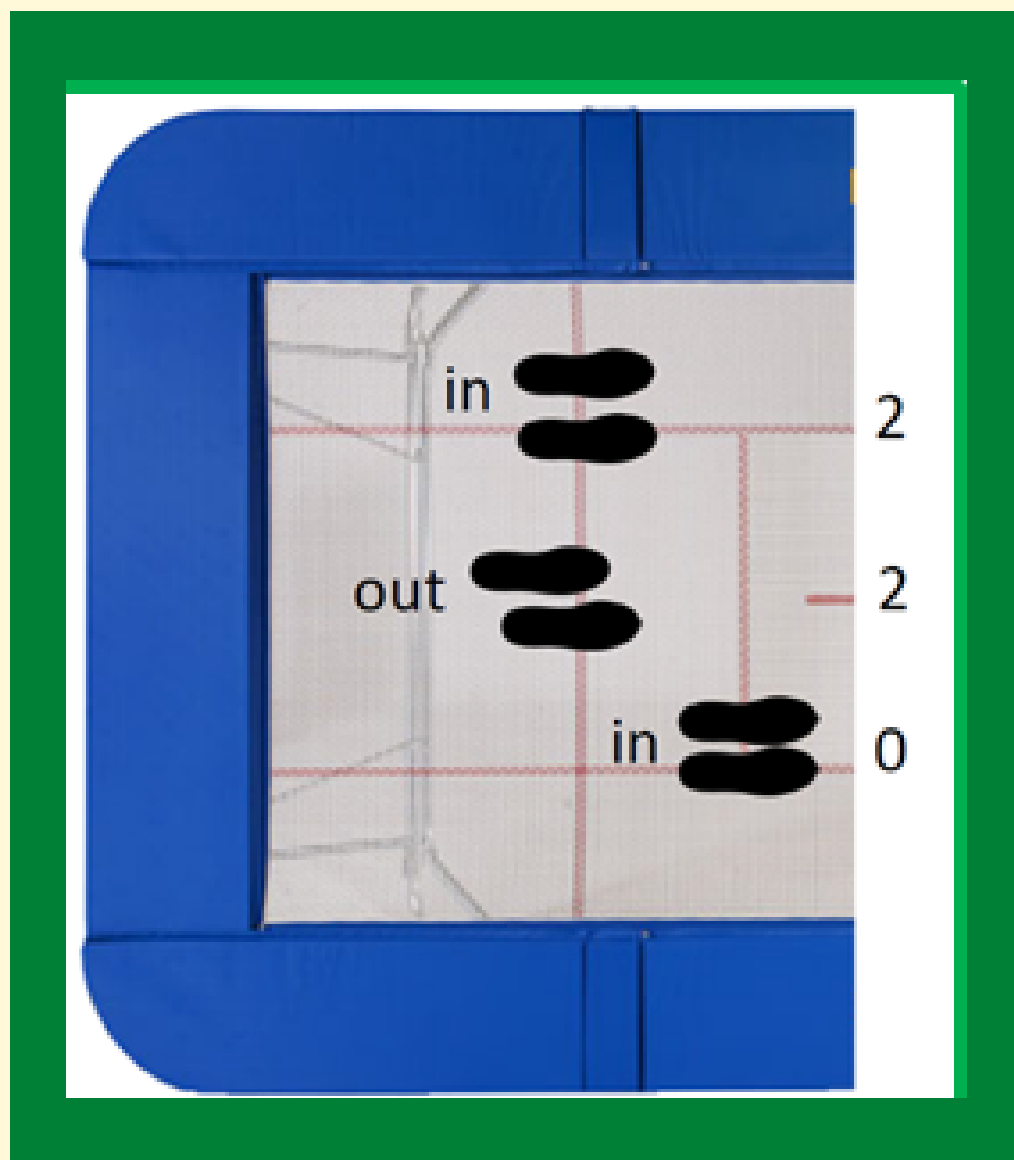


# Short sides



# HD - FEET LANDINGS :

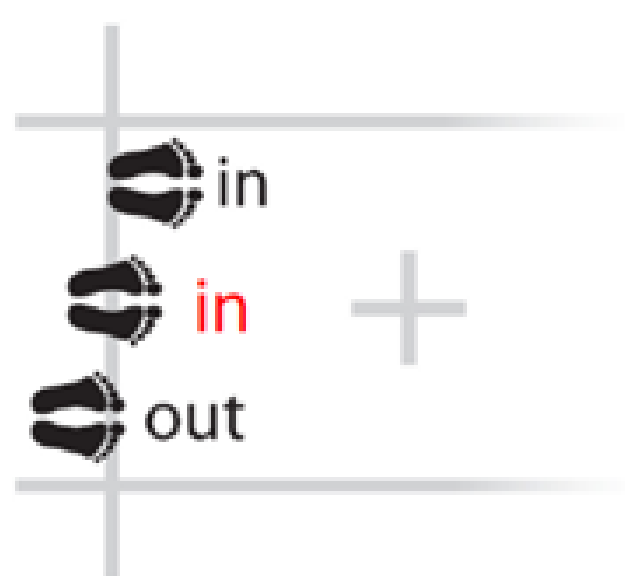
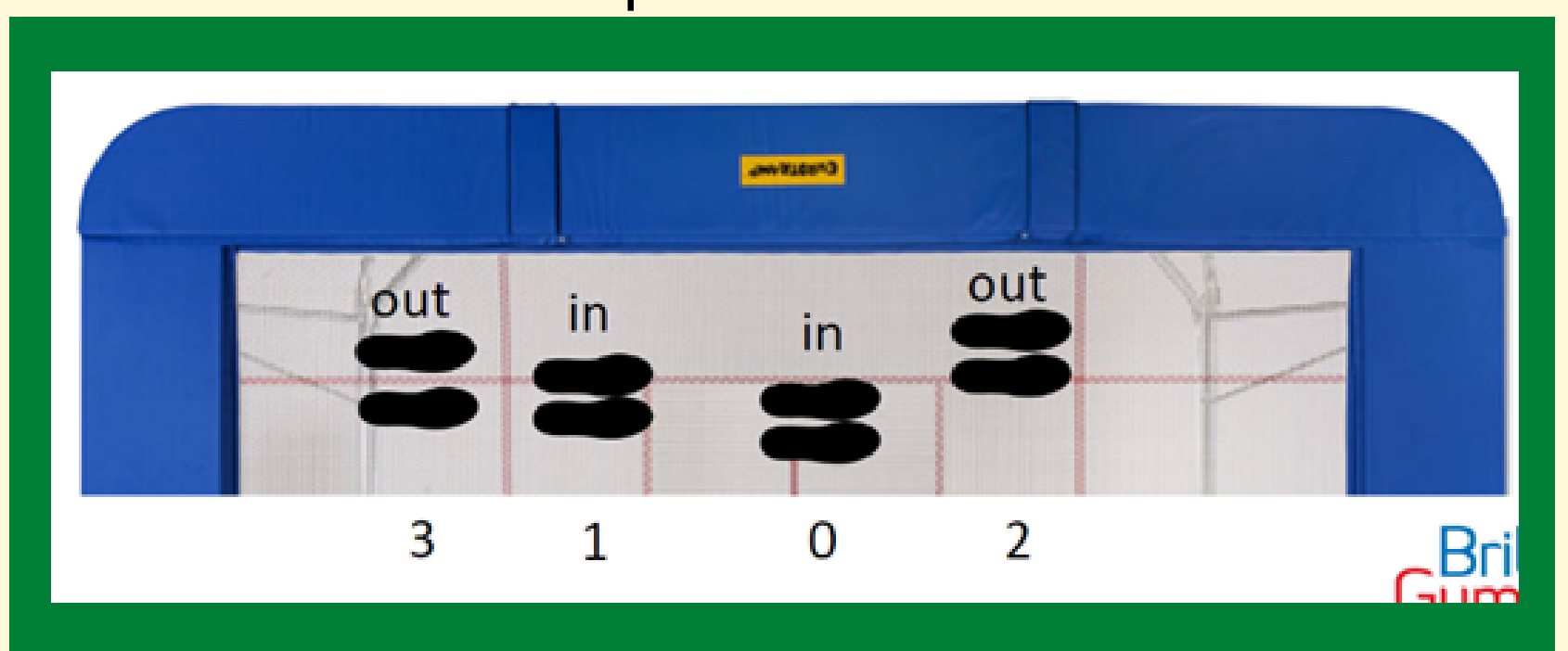
To the short side of the trampoline:



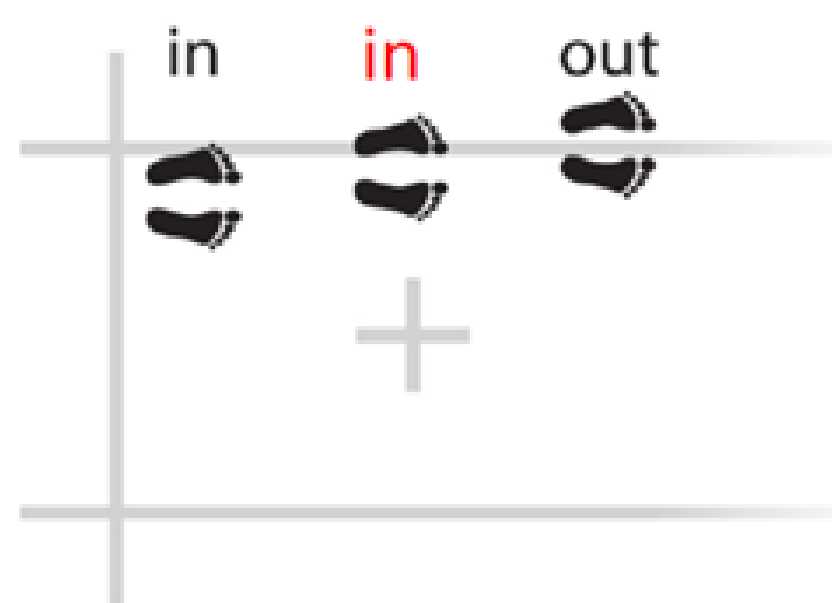
The length of (at least one) foot has to be at least 2/3 outside the line

To the long side of the trampoline:

(at least) One foot has to be clearly outside the line



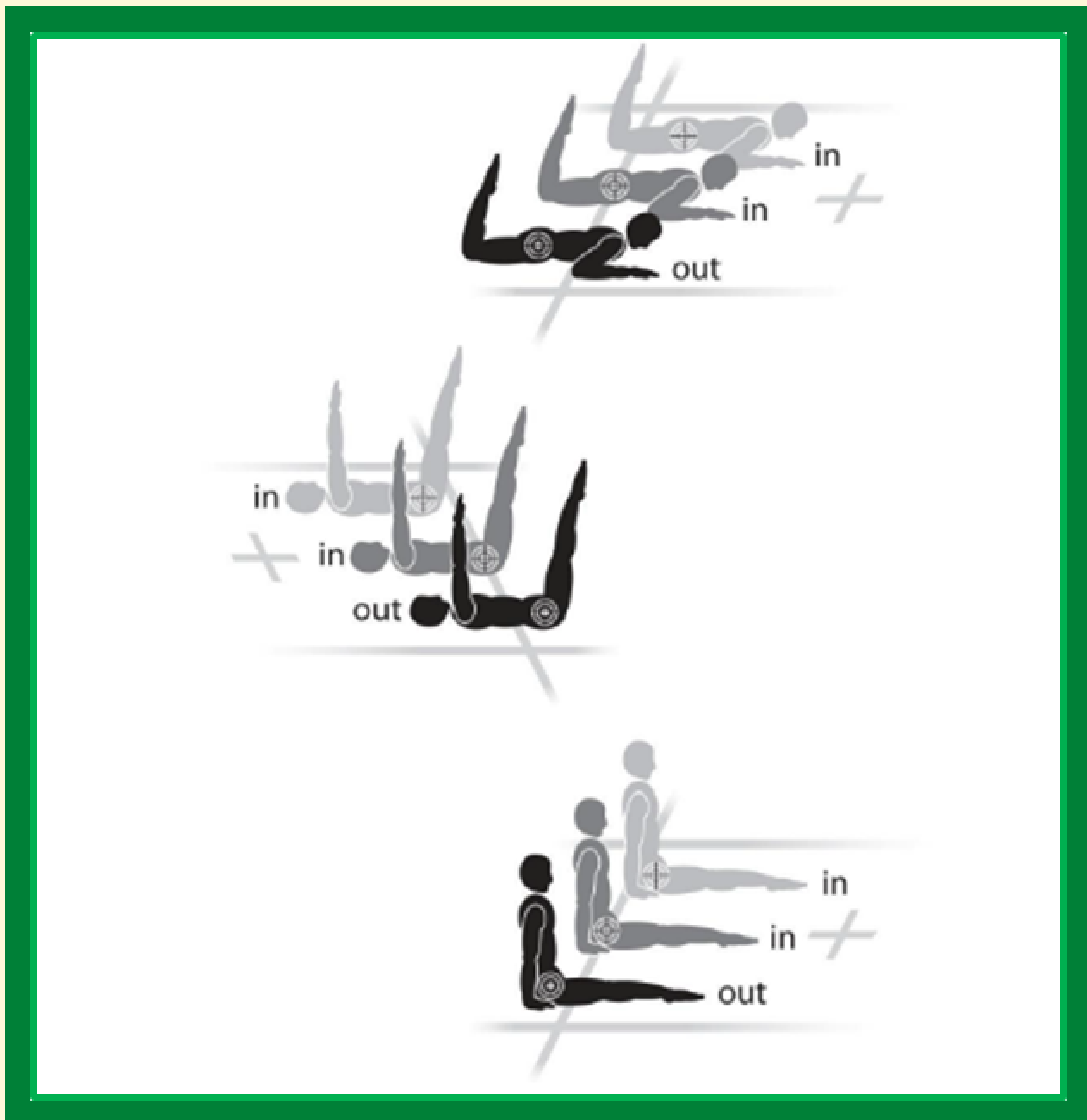
Short Sides



Long Sides



# HD - BODY LANDINGS :



The hip joint must be **obviously** in an outer zone for the greater deduction to apply.

An outer deduction zone cannot be given if the HD judges are not sure that the hip is not **obviously** in the zone.

# DIFFICULTY JUDGING & TARIFF

Difficulty calculation trampoline - principles

| Rotation                                       |          | Value | Bonus | Example                                |       |
|--|----------|-------|-------|--|-------|
| ¼ somersault                                   |          | 0.1   | ---   | ¼ back                                 | = 0.3 |
| completed somersault (360°)                    |          |       | 0.1   | Back somersault tuck                   | = 0.5 |
| completed triple somersaults (1080°)           |          | 1.6   |       | Triple back somersault tuck            | = 1.6 |
| completed quadruple somersaults (1440°)        |          | 2.2   |       | Quadruple back somersault              | = 2.2 |
| ½ twist  | Position | 0.1   | ---   | 1/1 twist to back [0.1+0.2]            | = 0.3 |
| 0° - 630° somersault <u>with</u> twist         | < or /   |       | ---   | Barani straight [0.5+0.1]              | = 0.6 |
| 360° - 630° somersault <u>without</u> twist    | < or /   |       | 0.1   | 1 ¼ pike [0.8+0.1]                     | = 0.9 |
| 720° - 990° somersault with or without twist   | < or /   |       | 0.2   | 2 ¼ pike [1.3+0.2]                     | = 1.5 |
| 1080° - 1350° somersault with or without twist | < or /   |       | 0.3   | ½ out Triffis pike [1.6+0.1+0.3] = 2.0 |       |
| 1440° somersault with or without twist         | < or /   |       | 0.4   | ½ out Quadriffis pike [2.2+0.1+0.4]    | = 2.7 |





# DIFFICULTY JUDGING & TARIFF

Difficulty trampoline - examples

| Element                  |        | o   | < or / | Element                     |           | o   | < or / |
|--------------------------|--------|-----|--------|-----------------------------|-----------|-----|--------|
| ¼ back or front          | 3-     | 0.3 | 0.3    | Full in Full out            | 8 2 2     | 1.4 | 1.6    |
| Back or front somersault | 4-     | 0.5 | 0.6    | Half in Rudi out            | 8 1 3     | 1.4 | 1.6    |
| Barani                   | 4 1    | 0.6 | 0.6    | Randi out                   | 8-5       | 1.5 | 1.7    |
| Cody                     | 5-     | 0.6 | 0.7    | Full in Rudi out            | 8 2 3     | 1.5 | 1.7    |
| Barani ball out          | 5 1    | 0.7 | 0.7    | Triple back                 | 12 ---    | 1.6 | 1.9    |
| Full                     | 4 2    | 0.7 |        | Half in Randi out           | 8 1 5     | 1.6 | 1.8    |
| Rudolf                   | 4 3    | 0.8 |        | Full in Double-full out     | 8 2 4     | 1.6 | 1.8    |
| 1¼ somersault            | 7 --   | 0.8 | 0.9    | Half out Triffis            | 12 -- 1   | 1.7 | 2.0    |
| Double-full              | 4 4    | 0.9 |        | Full in Randi out           | 8 2 5     | 1.7 | 1.9    |
| Rudi ball out            | 5 3    | 0.9 |        | Half in Half out Triffis    | 12 1-1    | 1.8 | 2.1    |
| Double back              | 8 --   | 1.0 | 1.2    | Full in Half out Triffis    | 12 2-1    | 1.9 | 2.2    |
| Half out                 | 8-1    | 1.1 | 1.3    | Rudi out Triffis            | 12 -- 3   | 1.9 | 2.2    |
| Half in Half out         | 8 1 1  | 1.2 | 1.4    | Half in Rudi out Triffis    | 12 1-3    | 2.0 | 2.3    |
| Full out                 | 8-2    | 1.2 | 1.4    | Full in Rudi out Triffis    | 12 2-3    | 2.1 | 2.4    |
| 2 ¼ somersault           | 11 --- | 1.3 | 1.5    | Full Full Full              | 12 2 2 2  | 2.2 | 2.5    |
| Rudi out                 | 8-3    | 1.3 | 1.5    | Half out Quadriffis         | 16 --- 1  | 2.3 | 2.7    |
| Full in Half out         | 8 2 1  | 1.3 | 1.5    | Half in Half out Quadriffis | 16 1 -- 1 | 2.4 | 2.8    |

