



## HUGS Double Mini

M/F \_\_\_\_\_

Age-Group \_\_\_\_\_

Name:

Team:

### Level 1

Routine 1	
1 Element Routine	
<i>Elements may be repeated</i>	
Elements	Bonus
Mount: No run required. May start on DMT	
1	
<i>Total Consecutive Elements:</i>	
N/A	
<b>Execution Judge 1 (10.0):</b>	
<b>Execution Judge 2 (10.0):</b>	
<b>No Bonus (Level 1)</b>	
<b>CJP (-):</b> (      )	
<b>Routine 1 Score: (out of 20.0)</b>	

Routine 2	
1 Element Routine	
<i>Elements may be repeated</i>	
Elements	Bonus
Mount: No run required. May start on DMT	
1	
<i>Total Consecutive Elements:</i>	
N/A	
<b>Execution Judge 1 (10.0):</b>	
<b>Execution Judge 2 (10.0):</b>	
<b>No Bonus (Level 1)</b>	
<b>CJP (-):</b> (      )	
<b>Routine 2 Score: (out of 20.0)</b>	

Special Requirements / Restrictions
Mounting aid required
Straight jump dismount required (Not Judged)
All elements are spotter elements
Coach may assist athlete mounting the Double mini
Unlimited straight jumps allowed
Elements may be repeated up to 3 times without penalty
Spotting required on the dismount
Routines may not be interrupted for any reason

Total Score:	
Routine 1:	
Routine 2:	
<b>Total Score (Out of 40.0):</b>	

Allowable Elements
<i>Athletes may only perform elements from the list below</i>
Dismount Straight jump
Pike jump
Straddle jump
Tuck jump

PENALTIES	
Repeats an element more than three times over the two routines	0.5
A spot that facilitates the performance of an element	0.5
Performs elements not allowed at that level, per occurrence	1.0
Does not perform a straight jump dismount	1.0
Does not use a mounting aid to mount the Double Mini	1.0



## HUGS Double Mini

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Name:

Team:

### Level 2

Routine 1		
2 Element Routine		
<i>Elements may be repeated</i>		
	Elements	Bonus
Run required: May step up to DMT		
1		
2		
<i>Total Consecutive Elements:</i>		
<b>Execution Judge 1 (10.0):</b>		
<b>Execution Judge 2 (10.0):</b>		
<b>DD (1.0 Max):</b>		
<b>CJP (-):</b>		(      )
<b>Routine 1 Score: (out of 21.0)</b>		

Routine 2		
2 Element Routine		
<i>Elements may be repeated</i>		
	Elements	Bonus
Run required: May step up to DMT		
1		
2		
<i>Total Consecutive Elements:</i>		
<b>Execution Judge 1 (10.0):</b>		
<b>Execution Judge 2 (10.0):</b>		
<b>DD (1.0 Max):</b>		
<b>CJP (-):</b>		(      )
<b>Routine 2 Score: (out of 21.0)</b>		

Special Requirements / Restrictions
Mounting aid allowed without penalty
Unlimited straight jumps allowed
Routine must begin with a run
Athlete may stop and step up to the Double Mini with no penalty
Elements may be repeated up to 3 times without penalty
Spotting permitted on dismount with NO penalty
Consecutive element bonus is awarded for the greatest number of consecutive elements performed
Routines may not be interrupted for any reason

Total Score:	
Routine 1:	
Routine 2:	
<b>Total Score (Out of 42.0):</b>	

Allowable Elements
<i>Athletes may only perform elements from the list below</i>
Dismount Straight jump
Pike jump
Straddle jump
Tuck jump

PENALTIES	
Repeats an element more than three times over the two routines	0.5
A spot that facilitates the performance of an element	0.5
Performs elements not allowed at that level, per occurrence	1.0
Does not begin with a run	1.0



## HUGS Double Mini

M/F \_\_\_\_\_

Age-Group \_\_\_\_\_

Name:

Team:

### Level 3

Routine 1		
2 Element Routine		
<i>Elements may be repeated</i>		
	Elements	Bonus
Run required: May step up to DMT		
1		
2		
<i>Total Consecutive Elements:</i>		
<b>Execution Judge 1 (10.0):</b>		
<b>Execution Judge 2 (10.0):</b>		
<b>DD (1.0 Max):</b>		
<b>CJP (-):</b>		(      )
<b>Routine 1 Score: (out of 21.0)</b>		

Routine 2		
2 Element Routine		
<i>Elements may be repeated</i>		
	Elements	Bonus
Run required: May step up to DMT		
1		
2		
<i>Total Consecutive Elements:</i>		
<b>Execution Judge 1 (10.0):</b>		
<b>Execution Judge 2 (10.0):</b>		
<b>DD (1.0 Max):</b>		
<b>CJP (-):</b>		(      )
<b>Routine 2 Score: (out of 21.0)</b>		

Special Requirements / Restrictions
Mounting aid allowed
Routine must begin with a run and hurdle. Athlete may stop and step up to Double Mini with no penalty
Maximum of 3 straight jumps between elements
Spotting permitted on dismount without penalty
Consecutive element bonus will be awarded for the number of consecutive elements performed
Routines may not be interrupted for any reason

Total Score:	
Routine 1:	
Routine 2:	
<b>Total Score (Out of 42.0):</b>	

Allowable Elements
<i>Athletes may only perform elements from the list below</i>
Dismount straight jump
Jump 1/2 turn
Pike jump
Straddle jump
Tuck jump

PENALTIES	
Repeats an element more than three times over the two routines	0.5
A spot that facilitates the performance of an element	0.5
Performs elements not allowed at that level, per occurrence	1.0
Performs more than 3 straight jumps between elements	0.5
Does not begin with a run, hurdle prior to mounting the Double Mini	1.0



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### Level 4

Routine 1		
2 Element Routine		
<i>Elements may be repeated</i>		
	Elements	Bonus
<i>Run &amp; hurdle required: Must mount with <b>2 feet</b> simultaneously</i>		
1		
2		
<i>Total Consecutive Elements:</i>		
<b>Execution Judge 1 (10.0):</b>		
<b>Execution Judge 2 (10.0):</b>		
<b>DD (1.0 Max):</b>		
<b>CJP (-):</b>		(      )
<b>Routine 1 Score: (out of 21.0)</b>		

Routine 2		
2 Element Routine		
<i>Elements may be repeated</i>		
	Elements	Bonus
<i>Run &amp; hurdle required: Must mount with <b>2 feet</b> simultaneously</i>		
1		
2		
<i>Total Consecutive Elements:</i>		
<b>Execution Judge 1 (10.0):</b>		
<b>Execution Judge 2 (10.0):</b>		
<b>DD (1.0 Max):</b>		
<b>CJP (-):</b>		(      )
<b>Routine 2 Score: (out of 21.0)</b>		

Special Requirements / Restrictions
Routine must begin with a run and hurdle
Must mount the Double Mini with 2 feet
Straight jumps between elements (0.5 penalty per occurrence)
Spotting permitted on dismount without penalty
Consecutive element bonus will be awarded for the number of consecutive elements performed
Routines may not be interrupted for any reason

Total Score:	
Routine 1:	
Routine 2:	
<b>Total Score (Out of 42.0):</b>	

Allowable Elements
<i>Athletes may only perform elements from the list below</i>
Front tuck somersault (spot required)
Jump 1/2 turn
Pike jump
Straddle jump
Tuck jump

PENALTIES	
Repeats an element more than three times over the two routines	0.5
A spot that facilitates the performance of an element	0.5
Performs elements not allowed at that level, per occurrence	1.0
Does not begin with a run, hurdle prior to mounting the Double Mini	1.0
Does not mount the Double Mini with two feet	1.0
Straight jumps performed anywhere in the routine	0.5