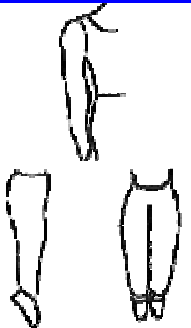
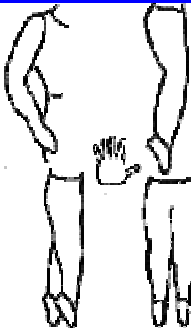
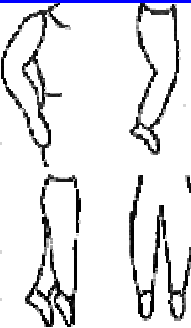
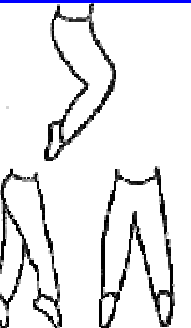
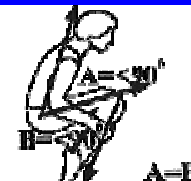

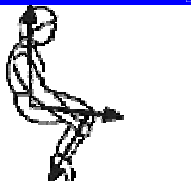
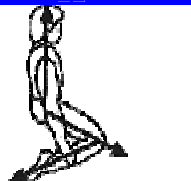
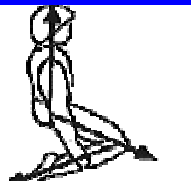





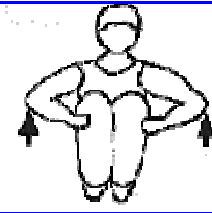

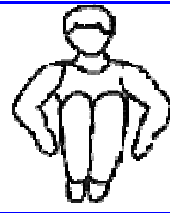
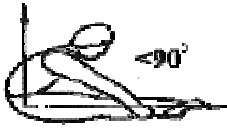


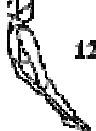











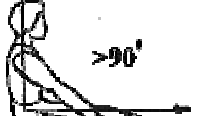




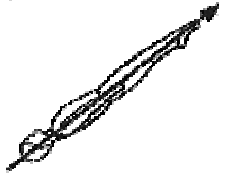
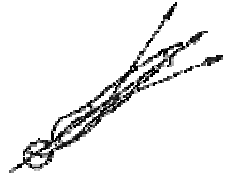


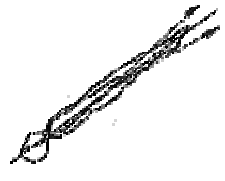
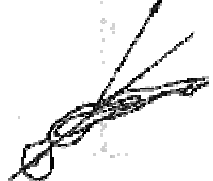
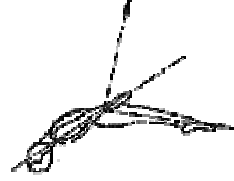
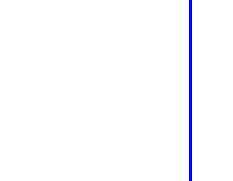
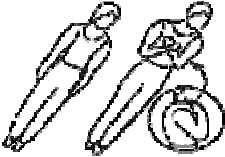




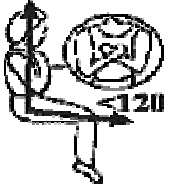
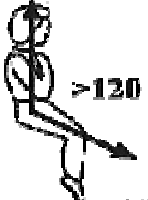





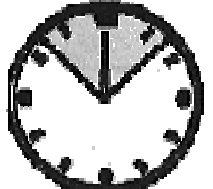
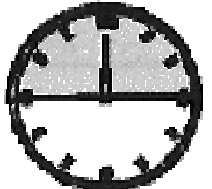



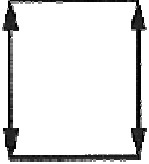
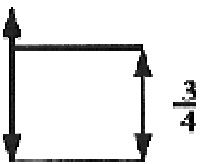
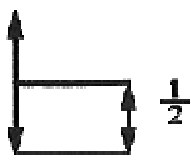

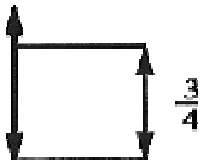
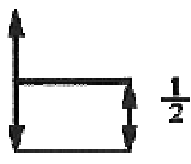
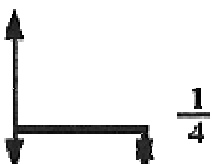


This description of routine deductions is from the BTF (British Federation of Trampolining) handbook. Although this has now been superseded, the deduction descriptions give a bit more information than the current F.I.G ones and therefore may be easier to understand. This information is shown for educational purposes.

Deductions	0.0	0.1	0.2	0.3	0.4	0.5
Position of the Limbs						
General Principles						
Tuck Position						
Jumps & Somersaults without twist						
Knees						
Position of hands, arms						

Deductions Pike Position	0.0	0.1	0.2	0.3	0.4	0.5
Vertical Jumps, angle upper body to legs	 $<90^\circ$	 $>90^\circ$	 110°		 120-135°	
Position of legs with respect to horizontal					 Min 135° Max 45°	
Position of the hands						
Straddle - Opening of the legs	 $>90^\circ$	 $<90^\circ$				
Somersaults without twist	 $<90^\circ$	 $>90^\circ$	 110-120°		 120-135°	
Multiple Somersaults with twist	 $<135^\circ$	 $>135^\circ$				

Deductions	0.0	0.1	0.2	0.3	0.4	0.5
Straight Position Somersaults without twist - bending of the body						
Somersaults with twist - bending of the body						
Somersaults with twist - positioning of the arms						
Position of the head						
Puck Position Multiple somersaults with twist - angle upper-body / thigh						

Deductions	0.0	0.1	0.2	0.3	0.4	0.5
Phasing Take-off						
Opening of the somersault after the vertical				 No Exit		
Landing, bending of the knees / feet						
Loss of height						
Taking off from feet		 $\frac{3}{4}$	 $\frac{1}{2}$	 $\frac{1}{4}$		
Taking off from front, back or seat landings	 $\frac{3}{4}$	 $\frac{1}{2}$	 $\frac{1}{4}$			

These deductions are all cumulative and are added to each other to determine the deduction score for the move. NOTE: The deduction for poor execution cannot now exceed 0.5 points per element.