

## GTGamesANZ 2020

Presented by GRT, GeeTramp & JumpNZ  
TAKAPUNA BEACH, AUCKLAND, NEW ZEALAND

### SCHEDULE of EVENTS

#### FRIDAY, JANUARY 24

- 11:00            **TRAMPOLINE SET UP BEGINS**
- 14:30 - 15:30   **MEDIA CONFERENCE & INTERVIEWS**
- 15:30 - 16:00   **REGISTRATION OPEN FOR ATHLETES & VIP TICKET HOLDERS**  
- All Athletes & VIP TICKET HOLDERS arrive to check-in & sign waivers  
- Athletes will *NOT* be allowed on the trampolines until after the Media Conference
- 16:00 - 16:30   **PARENT BRIEFING** - any wishing to help out with various volunteer jobs can attend
- 16:00 - 18:00   **MEET-UP with GRTCrew, Judges, Athletes & VIP Ticket Holders**
- 18:00 - 19:00   **DINNER B.B.Q**
- 19:00 - 19:30   **JUDGES MEETING** - Security Closes Down Trampolines for the night!
- 20:00            **EVERYONE DEPARTS**

#### SATURDAY, JANUARY 25

- 09:00 - 10:00   **REGISTRATION OPEN FOR ATHLETES**  
WARM-UP ON GARDEN TRAMPOLINES BEGINS
- 10:00 - 10:15   **Introduction of Judges & GTGamesANZ Rules by Host Greg Roe**
- 10:15 - 11:45   **GAME OF T.R.A.M.P ~ Qualifying Rounds - 6 per tramp (max) ~ 30 mins per round**
- 12:00 - 12:30   **LUNCH BREAK**
- 12:30 - 13:30   **TRICKING JAM with DOMITRIK**
- 13:30 - 14:30   **2-TRICK SPECTACULAR** - Beginners & Juniors (10 - 14 years)
- 14:30 - 15:15   **2-TRICK SPECTACULAR** - Seniors (15+ years)
- 15:15 - 15:30   **JUDGES BREAK** - POST RESULTS FROM QUALIFYING ROUNDS @ 15:30 (3:30 PM)
  
- GTGamesANZ FINALS**
- 15:30 - 16:00   **2-TRICK SPECTACULAR** - Beginners & Juniors - Top 10
- 16:00 - 16:30   **2-TRICK SPECTACULAR** - Seniors - Top 10
- 16:30 - 17:00   **GAME OF T.R.A.M.P** - Beginner & Junior Finalists - Top 6
- 17:00 - 17:30   **GAME OF T.R.A.M.P** - Senior Finalists - Top 6
- 17:30 - 18:30   **DINNER BREAK - B.B.Q.**
- 18:30 - 19:00   **AWARDS CELEBRATION !!**
- 19:00 - 21:00   **TEAR-DOWN OF TRAMPOLINES**
- 21:00            **EVERYONE DEPARTS**

# GTGames Rules

It is important to note that this year the GTGames will be based on creating more publicity around the event and increasing the safety awareness level. We have carefully chosen the best athletes from the hashtag submissions to compete in both junior and senior age groups. This year our 3 categories of athletes will be based on not just age, but also skill level.

Athletes and parents should be supportive of each other no matter the competition outcome is. Although there is always a bit of controversy as to judging and scoring subjective movements but our judges have taken an oath to use their best discretion in an open and fair system and their acrobatic background to judge based on overall creativity, control and degree of difficulty. This is why we have chosen athletes within the freestyle community that are well known. Acrobatic skills that seem dangerous or inconsistent and not ready for competition will not be allowed. All athletes are encouraged to only showcase skills they are confident in and ask for help if need be. With over 20 years of experience in the sport of trampoline, gymnastics and tricking and tumbling, our judges understand what is a true demonstration of skill and what is simply “chucking it.” Performing skills with precision and uniqueness will earn you extra points.

## Game of T.R.A.M.P:

- Athletes will be randomly put into groups of a maximum of six (6) and will be assigned to a trampoline either as Beginner, Junior or Senior; in the Finals, a maximum of 6 will compete per tramp;
- Athletes try to one-up each other in a friendly game of T.R.A.M.P or “*who can match the trick.*” Each athlete will have turn to ‘set’ a trick and must tell the judge what their set is. They can take one set before the attempt;
- The judges reserve the right to require another set or not allow the trick.
- Each time an athlete is unable to land the skill they receive a letter;
- Combinations of no more than three (3) skills will be allowed;
- Athletes must call ‘landed’ or ‘not landed’ prior to the new set;
- Skills deemed not landed means the athlete can land on their knees or back or stomach;
- Necking and double bouncing will NOT be allowed;
- Hands touching the trampoline do not count as landed;
- Athletes who accumulate all 5 letters of the word TRAMP are eliminated; the last one remaining from each group moves onto the finals. In the case of a tie, both athletes move on.
- The judges have the right to stop a skill and also to call the competition if it is going on past the allotted time on the official schedule;
- The last athlete remaining from each trampoline who has accumulated the least amount of letters move onto the Finals and compete for a top 3 prize in either Beginner, Junior or Senior categories.

## 2 Trick Spectacular:

- Athletes demonstrate their best 2 skill combination;
- Double bouncing will be allowed, however, athletes will be only be allowed to nominate one (1) person to double bounce them;
- A second ‘spotter’ will be on the trampoline to throw a mat if necessary;
- Athletes can have two attempts to land their trick and one set;
- Tricks that are deemed dangerous by the judges will not be allowed;
- Athletes will be requested to change their trick or be eliminated;
- A sudden death third round may occur depending on the judges decision between close contenders;
- The top ten (10) contestants will move onto the Finals and compete for a top 3 prize.

- Scoring is based on a 10 point system to one decimal place. Three judges will each score out of 10.0 to one decimal place and the three scores will be added together for a total score out of a possible 30.0 based on the following criteria:
  1. **Difficulty** - how well the athlete can demonstrate both flips & twists or a combination of the two, how many rotations are completed and the direction of the rotation (forwards or backwards) will all be considered in the score; for example: The difficulty of each element is calculated on the following basis:
    - ◆ 1 complete single somersaults (360°) 0.5 pts
    - ◆ 1 complete double somersaults (720°) 1.0 pt
    - ◆ 1 complete triple somersaults (1080°) 1.5 pts
    - ◆ 1 complete quadruple somersaults (1440°) 2.0 pts
    - ◆ 1 complete twist (180°) 1.0 pt
    - ◆ Each additional twist (180°) 1.0 pt
    - ◆ An additional point will be given for off-axis rotations such as side somersaults (ie Corks) or difficult take-offs (Kaboom or Cody) will be given an additional 0.5 pt
  2. **Creativity** - how well the athlete can demonstrate a uniqueness to their combinations; for example, can they show off their own unique personality and style, different take-off and landing positions and link skills together in an unrepeated, distinctive way;
  3. **Execution** - how well the athlete can demonstrate control in both flips & twists and within the combinations, able to land in the centre of the trampoline and link together skills while staying in control. Extra points will be awarded for feet landings.
- In the case of a tie, both athletes will move on to the Final rounds. The judges have the final decision on all scores.