

# Jump Difficulty

Trick	0-5	6 - 9	10 - 13	14-17	18-21	22-25
2 Ski Heli	H	2H	3H	4H		5H
1 Ski Heli				1S/H		1S/Back-Half
720					2S/7	1S/7
180 and 540		2S/180		1S/180 2S/540	1S/540	1S/ Front-Half
2 ski front flip		1F	2F	3F	4F 5F	6F 7F
1 ski front flip				1S/F	2x1S/F	3x1S/F 4x1S/F
2 ski gainer		1G		2G		3G 4G
1 ski gainer				1S/G	2x1S/G	3x1S/G
Two Ski Mobe (B/F)					2S/Mobe	
One Ski Mobe (B/F)					1S/Mobe	2x1S/Mobe
1 Ski Ride-over		1S/RO				
Miscellaneous			H/F/H	H/F/F/H	F/H/F/H/F	G/F/F/G G/F/G/F
Pinwheel				G/F/H(Pinwheel)	G/F/F/H	2S/GFFFH 1S/G/F/H
			H/G/H	F/H/F	F/G/F G/F/G	
H = Heli	<p><b>Any "overs" require at least 2 people on the ramp at any time.</b></p> <p>Hang Man: Flip over Heli                      Decapitator: Flip over Flip and Heli                      Widow Maker: Gainer over Flip                      Organ Donor: Gainer under Heli and over Flip                      Pinwheel: Heli, Flip, Gainer                      Insane Man: Gainer over Heli, Flip over All</p>			Hangman	G/H/G	Insane Man
F = Front Flip				GoG	G/G/F	Organ Donor
G = Gainer				FoF	FoFoF	1S/Go1S/F
1S = 1 Ski				FoG	Decapitator	1S/Fo1S/F
FoF = Flip over Flip				Wdw Mkr		1S/Go1S/G

1) The jump difficulty matrix is to be used as a tool and resource when scoring the difficulty category of a given jump act. The matrix is NOT intended to be used when scoring the categories of flow, execution, or spectator appeal.

2) A given jump act is to have a minimum number of three jumps. If a team chooses to utilize fewer than three jumps, they will be assessed a zero for each jump less than three they do not perform. The three jumps may be part of a continuous act.

3) For all jumps completed successfully, the given judge can use the attached difficulty matrix as a resource in formulating a score for the difficulty category based on an average of the jumps performed.

**4) After figuring the average of the jumps completed, the judge will skew the score within a 1 to 3 point range toward the highest jump completed successfully.**

5) If they call a named jump such as a Widow Maker, make sure they do what they are saying.

6) Jumps with extra splitters and/or cutters can be skewed to the right

7) KICKER JUMPS: When jumps occur on a kicker ramp 8' wide or less, 1-3 additional points may given for a jump with 3 or more jumpers.