

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 | | |
| 720 | | | | | 2S/7 | 1S/7 |
| 180 and 540 | | 2S/180 | | 1S/180 2S/540 | | 1S/540 |
| 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 |
| BH = Back Half | | | H/G/H | F/H/F | F/G/F G/F/G | 1S/BH |
| H = Heli | Jumpers must be on the ramp at the same time! 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 | | | Hangman | G/H/G | 1S/Fo1S/Fo1S/F |
| F = Front Flip | | | | GoG | G/G/F | Insane Man |
| G = Gainer | | | | FoF | | Organ Donor |
| 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.