

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					720	1S/7	
2 ski front flip		1F	2F	3F	4F	5F	
1 ski front flip				1S/F	2x1S/F	3x1S/F	
2 ski gainer		1G		2G		3G 4G	
1 ski gainer				1S/G	2x1S/G	3x1S/G	
Two Ski Mobe (B/F)					Mobe		
One Ski Mobe (B/F)					1S/Mobe		
Miscellaneous				G/F/H(Pinwheel)	G/F/F/H	1S/G/F/H (Pinwheel)	
			H/F/H	H/F/F/H	F/H/F/H/F	G/F/F/G G/F/G/F	
					F/G/F G/F/G	G/F/F/F/H	
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						
F = Front Flip					Hangman	G/G/F	Insane Man
G = Gainer						FoF	Organ Donor
1S = 1 Ski						FoG	Decapitator
FoF = Flip over Flip						Wdw Mkr	

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