

Jump Difficulty

Trick	0-5	6-10	11-15		16-20	21-25	
2 Ski Heli	Single Heli	Double Heli	Triple Heli	Quad Heli		Five-man Heli	
1 Ski Heli					1 Ski Heli		
720					2 ski 720	1 ski 720	
Two ski front flip		Single front	2 front		3 fronts	4 fronts	5+ fronts
Single ski front flip					1 Ski Front	2+ 1Ski Front	
Two ski gainer		Single Gainer			2 x Gainer	Triple Gainers	
Single ski gainer					Single 1 Ski Gainer	3 x 1 ski Gainer	
					2 x 1 Ski Gainer		
Two Ski Mobe (B/F)					Single 2 Ski Back Mobe		
One Ski Mobe (B/F)						Single One Ski Mobe	
Miscellaneous				Two Ski Pinwheel		Single Ski Pinwheel	
			Double Heli-Front		Double Heli-Double Front	Gainer-Flip-Gainer	
					Flip-gainer-flip		
	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				Hang Man	Insane Man	
							Organ Donor
							Widow Maker
							Decapitator

- 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