

# Jump Difficulty

Trick	0-5	6-10	11-15	16-20	21-25
Heli	Single Heli	Double Heli	Triple Heli	Quad Heli	Five-man Heli
720				2 ski 720	1 ski 720
Two ski front flip		Single front	2 front front 3	4 fronts	5+ fronts
Single ski front flip				1 Ski Front	2+ 1Ski Front
Two ski gainer		Single Gainer		Double Gainers	Triple Gainers
Single ski gainer			Single 1 Ski Gainer		Triple 1 Ski Gainers
				Double 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	
				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.

**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

Not all jumps possible were listed. This was just listed as a reference to give the judges guidance.