



## ADDENDUM – C DIFFICULTY

'Difficulty' is the combined result of several factors. Moves are classified from very easy to very difficult. The overall performance of the jumps (poses, moves and transitions) counts for difficulty. In general, difficulty factors are:

Easy	Difficult
Large support base	Small support base
Rotations on 1 axis	Rotations on >1 axis (in which use of 3 axes is more difficult than use of 2 axes)
Transitions between moves with the same axes	Transitions between moves with different axes
Single spins in loops	Multiple spins in loops
Single moves	Consecutive moves
No direction change	Reversal of direction
No synchronization with Videographer	Moves synchronised with Videographer
Eye contact	No eye contact

According to this list of difficulty factors, the following are **examples** only of the grading:

Freeflying					
Manoeuvres	Very easy	Easy	Moderate	Difficult	Very difficult
Carving head down	In-face	In-face with snake (direction change) or tricks	One Performer In-face, the other out-face; In-face with snakes (direction changes) and/or tricks; out-face	Mixed or out-face with snakes (direction changes) and/or tricks; Sideflying	
Carving head up			In-face	In-face with grip and/or tricks; In-face/Out-face	In-face/Out-face with snakes (direction changes) and/or tricks; Out-face
Eagles	Half	Full; Half with one Performer reverse	Full with one Performer reverse; Full with tricks, spins; Half reverse	Full reverse; Full with one Performer reverse with tricks, spins	Full reverse with tricks, spins
Eagles on Angle		Half	Full	Full with tricks	
Synchronised moves	Tucked back/front loop	Layout loop	Layout loops with half twist	Layout loops with full twist	Layout loops with multiple twists
Angle Head-Down	Side-by-side, background is still	Side-by-side, background is moving	Side-by-side in a different orientation, background is moving	Slot swapping/rolls while background is moving, side flying	Cork screwing in sync with camera including tricks/rolls/spins; Side flying with tricks
Angle Head-Up			facing each other	side-by-side	Feet first with tricks/rolls/spins; side flying
Vertical	Double spock Compress Totem Double joker Double grip vice-versa	Sole-to-sole Vertical compressed rotations Double grips Head Up Surf	Double joker reverse Head-to-head Vertical compressed switch Totem rotation	Head-to-head rotation Double Sole-to-sole Sole-to-sole rotation	
Belly-down/back-down position	Cat Star Compressed	Brouette Cat barrel roll	Interlock (leg lock)	breakers	

Videographer flying	Static	Motion with no interaction with Performers	Continuous motion in the same axis, Direction switches	Continuous motion while moving from one axis to another	Maintaining framing while transitioning on an angle, Continuous motion
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According to this list of difficulty factors, the following are examples only of the grading:

Freestyle Skydiving				
Very easy	Easy	Moderate	Difficult	Very difficult
F/B tuck loop F/B LO loop	F/B LO 0.5 twist	F/B LO 1 twist LO Cartwheel 0.5 twist LO Cartwheel	F/B LO 1.5 twist LO Cartwheel 1 twist Consecutive full twists	F/B LO 2 or more twists LO Cartwheel 1.5 or more twists Consecutive double twists
Straddle Standup	Straddle headstand	Straddle Cartwheel, Straddle headstand pirouette, Swan (headstand with legs straight and together, with a straight body)	Swan spin	Head-down spin with legs at 90° (Pike)
Flip through		Thomas Flair		
Symmetrical head-up poses (i.e. Standup, V-Seat, Straddle Seat, Siftly)	Daffy headstand, Daffy switch, Daffy swivel, Daffy reverse Head-down carve Head-up carve	Compass switch, Compass swivel, Compass illusion, Compass inversion, Billman, Helicopter	Swan pirouette, Helix spin, Stag LO 1 twist, Eouzan	Blind carving with 360° pirouette inside the carve
Tee Tee reverse Tee switch Tee swivel Pinwheel	Back-down Tee, Propeller, Arabian	Stag kick pirouettes, Stag spin	Robin Spin	Fast Robin Spins (2 or more) with quick stop
		Pike backstop	Cele (continuous back loop, tuck position + at least 1 twist in each loop)	Double Cele (continuous back loop, tuck position + double twist in each loop)
	Half Eagle	Half Eagle + tricks, Full Eagle, Half Reverse Eagle	Half Reverse Eagle + tricks, Full Reverse Eagle, Full Eagle + tricks	Full Blind Eagle, Full Reverse Eagle with tricks, Half Eagle with Breaker

No stops are allowed between (part of) twists or these parts will be valued as single twisting moves.

**Switch:** A simultaneous change of the legs of the leg position (left to right, front to back, up to down) while maintaining the same body position and orientation.

**Swivel:** A transition between similar positions, but on opposite legs, while keeping the legs in approximately the same place. For example, a daffy swivel might start in a right daffy (right leg forward), and then you twist your upper body 180° over your legs, such that you end up in a left daffy, facing 180° away from where you started.

**Illusion:** An upward transition where only the orientation changes while maintaining the same body position, (for example from a Tee to a Compass while holding the legs in place and rotating the torso over the legs).

**Inversion:** A downward transition where only the orientation changes while maintaining the same body position, (for example from a Compass to a Tee while holding the legs in place and rotating the torso over the legs).