

## 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<br>Compress<br>Totem<br>Double joker<br>Double grip vice-versa | Sole-to-sole<br>Vertical compressed rotations<br>Double grips<br>Head Up<br>Surf | Double joker reverse<br>Head-to-head<br>Vertical compressed switch<br>Totem rotation                       | Head-to-head rotation<br>Double Sole-to-sole<br>Sole-to-sole rotation       |   |
| Belly-down/back-down position | Cat<br>Star<br>Compressed   | Brouette<br>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 |
|---------------------|--------|--|--|---|--|

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