

Difficulty Charts Consolidated

2022
World's
Edition

	1 Front Barefoot Line	2 Back Barefoot Line	3 Barefoot Pyramid	4 Pyramids	5 Front ATB	6 Back ATB
1	1					
2	2				1	
3	3					
4	4			3	2	
5		1		5/4/1		
6	5		1	3*3		
7				DT/3 or Totem 4	3	
8	6					
9		2	2	3*3*3		
10	7					1
11				3*3*3*3	4	
12	8			4		
13		3			5	
14	9		1 BFP Circle	3*4*3		
15					6	2
16	10	4	3			
17			3/2	4*4		
18	11	5		DT4 or Totem 5	7	3
19				4*3*4		
20	12	6				
21			4 or 3/2*2/1	3*DT4*3	8	4
22		7				
23	13		2/1*3/2*2/1	4*4*4		
24	14	8	3/2 - 3/2		9	5
25			3/2/1	2*5*2		

Act #
1,2,3

CRITICAL ELEMENTS:

* For all barefoot acts listed above, the difficulty score above is based on the entire act barefooting the length of an entire show course. Site permitting.
* It is expected that the finish will be its intended completion.
* You are to only score what actually makes it through the length of the show course.

4 * For all pyramid acts, the difficulty score above is based on the pyramid being fully and correctly built through the entire show course, brought down, and completely brought back to the landing area.
* You are to only score what actually makes it through the show course and makes it back to the landing area.

5,6 * For all ATB acts listed above, the difficulty score above is based on the a full 360. That is the boat leaving in the same direction in which the turn was initiated.
* To receive full difficulty score, skiers will not sink below waist level.
* The type of boat does not affect the difficulty score.

* This difficulty matrix is to be used as a tool and resource when scoring the difficulty category of the act. The matrix is NOT intended to be used when scoring the categories of flow, execution, or spectator appeal.

2/5/2022

2022 World's Edition

Pre-Fab Pyramid Chart

Pre-Fab Pyramid	Straight	Staggered	Conversion		Sliders Straight	Sliders Converted		Hot Pick	Hot Pick Conversion
1 - 3 Tier	4				10				
2 - 3 Tier	7	9	4 11		15	4 16	1 pick 1	7	4 11
3 - 3 Tier	10	14	DT 4 18		19	DT4 21	1 pick 2	11	DT4 18
Double Top 3 Tier	11								
4 - 3 tier	15	16	4*4 17		25	4*4 25	2 pick 2	16	4*4 17
2 x Dbl Top 3 Tier	17								
1 - 4 Tier	24								

There is no deduction for prefabs done in a harness

* The Pre-Fab difficulty matrix is to be used as a tool and resource when scoring the difficulty category of a given act. The matrix is NOT intended to be used when scoring the categories of flow, execution, or spectator appeal.

2/5/2022

2022 Worlds Edition

Note: Multi-Gender

Ballet Difficulty

	0 - 5 Points	6 - 10 Points	11 - 15 Points	16 - 20 Points	21 - 25 Points
Revolutions	1 Complete Revolution	2 Complete Revolutions	3 Complete Revolutions	3 Complete Revolutions	3 Complete Revolutions
Arm Bracing	Skiing Braced	1 Arm Braced	1 Pass Unbraced	2 Passes Unbraced	2 Full Passes Unbraced
Arm/Leg Routine	Mostly staggered movements	Combination of staggered and unison movements	More precise movements in unison	Movements in unison incorporating more moves (2 arms used in routine)	Movements in unison incorporating more moves (2 arms used in routine) for both unbraced passes
Handle Hold	Handle in hand for complete routine	Seat hold	Rope held with heel or toe hold and seat hold. Difficulty increases as number of skiers increases	Rope held with heel hold and seat hold	
			To get full difficulty credit, handles in heel hold must be at the same height and legs at the same angle		
Toe Turns in Ballet Circle		2 - 9 Skiers Staggered toe turns	10 + Skiers Staggered toe turns	8 - 14 Skiers Toe turns in unison	15 + Skiers Toe turns in unison
Note: Toe turn scores are based on being done in a circle pattern. Straight Line Toe Turns / Assisted / Every Other - Move down one column level just for for this category					
Skiing Leg	Note: Scores listed are based on all skiers skiing on same leg, skiing on different legs - Move down one column level just for this category				
Starts	2 - 10 Skiers	11 - 15 Skiers	16 - 20 Skiers	21 - 25 Skiers	26+ Skiers
Note: Difficulty level is based on the number of skiers starting together					
Landings	2 - 10 Skiers	11 - 15 Skiers	16 - 20 Skiers	21 - 25 Skiers	26+ Skiers
Note: A broken landing will affect difficulty points based on how bad it was broken.					
Number of Skiers	2 - 10 Skiers	11 - 15 Skiers	16 - 20 Skiers	21 - 25 Skiers	26+ Skiers
Different types of starts	Beach Start		Braced or Unbraced Dock Start	Toe Start	
*****Starts listed in order of relative difficulty only*****					

* Enhancing variables include: Intricate routines, continuous moves in unison throughout routine, props, quick clean transitions between holds.

*This difficulty matrix is to be used as a tool and resource when scoring the difficulty category of a given ballet act. The matrix is NOT intended to be used when scoring the categories of flow, execution, or spectator appeal.

2022 Worlds Edition

Note: Single Gender

Ballet Difficulty

	0 - 5 Points	6 - 10 Points	11 - 15 Points	16 - 20 Points	21 - 25 Points
Revolutions	1 Complete Revolution	2 Complete Revolutions	3 Complete Revolutions	3 Complete Revolutions	3 Complete Revolutions
Arm Bracing	Skiing Braced	1 Arm Braced	1 Pass Unbraced	2 Passes Unbraced	2 Full Passes Unbraced
Arm/Leg Routine	Mostly staggered movements	Combination of staggered and unison movements	More precise movements in unison	Movements in unison incorporating more moves (2 arms used in routine)	Movements in unison incorporating more moves (2 arms used in routine) for both unbraced passes
Handle Hold	Handle in hand for complete routine	Seat hold	Rope held with heel or toe hold and seat hold. Difficulty increases as number of skiers increases	Rope held with heel hold and seat hold	
			To get full difficulty credit, handles in heel hold must be at the same height and legs at the same angle		
Toe Turns in Ballet Circle		2 - 9 Skiers Staggered toe turns	10 + Skiers Staggered toe turns	8 - 14 Skiers Toe turns in unison	15 + Skiers Toe turns in unison
Note: Toe turn scores are based on being done in a circle pattern. Straight Line Toe Turns / Assisted / Every Other - Move down one column level just for for this category					
Skiing Leg	Note: Scores listed are based on all skiers skiing on same leg, skiing on different legs - Move down one column level just for this category				
Starts	2 - 6 Skiers	7 - 10 Skiers	11 - 14 Skiers	15 - 18 Skiers	19+ Skiers
Note: Difficulty level is based on the number of skiers starting together					
Landings	2 - 6 Skiers	7 - 10 Skiers	11 - 14 Skiers	15 - 18 Skiers	19+ Skiers
Note: A broken landing will affect difficulty points based on how bad it was broken.					
Number of Skiers	2 - 6 Skiers	7 - 10 Skiers	11 - 14 Skiers	15 - 18 Skiers	19+ Skiers
Different types of starts	Beach Start		Braced or Unbraced Dock Start	Toe Start	
*****Starts listed in order of relative difficulty only*****					

* Enhancing variables include: Intricate routines, continuous moves in unison throughout routine, props, quick clean transitions between holds.

*This difficulty matrix is to be used as a tool and resource when scoring the difficulty category of a given ballet act. The matrix is NOT intended to be used when scoring the categories of flow, execution, or spectator appeal.

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					2S/7	1S/7
180 and 540		2S/180		1S/180 2S/540		1S/540
2 ski front flip		1F	2F	3F	4F 5F	6F 7F
1 ski front flip				1S/F	2x1S/F	3x1S/F 4x1S/F
2 ski gainer		1G		2G		3G 4G
1 ski gainer				1S/G	2x1S/G	3x1S/G
Two Ski Mobe (B/F)					2S/Mobe	
One Ski Mobe (B/F)					1S/Mobe	2x1S/Mobe
1 Ski Ride-over		1S/RO				
Miscellaneous			H/F/H	H/F/F/H	F/H/F/H/F	G/F/F/G G/F/G/F
Pinwheel				G/F/H(Pinwheel)	G/F/F/H	2S/GFFFH 1S/G/F/H
			H/G/H	F/H/F	F/G/F G/F/G	
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			Hangman	G/H/G	1S/Fo1S/Fo1S/F
F = Front Flip				GoG	G/G/F	Insane Man
G = Gainer				FoF		Organ Donor
1S = 1 Ski				FoG	Decapitator	1S/Fo1S/F
FoF = Flip over Flip				Wdw Mkr		1S/Go1S/G

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

7) Mini-Ramps: When jumps occur on a mini-ramp 8' wide or less, 1-3 additional points may given for a jump with 3 or more jumpers.

8) Difficulty for individual jumps not listed should use Freestyle DOD as basis for difficulty extrapolation

IWWF Barefoot Circle Matrix

Description	0 - 5 pts	6 - 10 pts	11 - 15 pts	16 - 20 pts	21 - 25 pts
Single Front SC	1F - 1S	1F - 2S	1F - 3S	1F - 4S	1F - 5S
Multi Front SC		2F - 1S	2F - 2S	2F - 3S	
Single Back SC		1B - 1S	1B - 2S	1B - 3S	1B - 4S
Multi Back SC			2B - 1S	2B - 2S	2B - 3S
Multi Back/Boat SC			2B, 2Bt - 1S	2B, 2Bt - 2S	2B, 2Bt - 3S
Mixed SC			1F/1B - 1S	1F/1B - 2S	
Pyramid			BFP - 1S		
Single Front OO	1F - 1O	1F - 2O	1F - 3O		
Multi Front OO		2F - 2O			
Multi Front/Boats OO		2F, 2Bt - 1O	3F, 3Bt - 1O		
HP Front OO			1F-1O HP 1F-1O		
Single Back OO			1B - 1O	1B - 2O	1B - 3O
Multi Back OO				2B - 2O	
Multi Back/Boats OO			2B, 2Bt - 1O	2B, 2Bt - 2O	3B, 3Bt - 1O
HP Back OO				1B-1O HP 1B-1O	
F = Front Barefoot	EXAMPLE:	EXAMPLE:			
B = Back Barefoot	1F - 1O HP 1F - 1O	3F, 3 Bt - 1O			
S = Show Circle	1 Front Barefooter doing 1 Outside of Show Course Oval Pattern than Hot Picking	1 Barefooter behind each of 3 separate boats all getting in a 1 Outside of Show Course Oval pattern.		Barefoot Surface Turns significantly increase difficulty:	
O = Outside of Show Course Oval	1 more Front Barefooter and repeating the oval.			Turns in SC more difficult than OO	
HP = Hot Pickup				F>B more difficult than B>F	
BFP = Barefoot Pyramid				B circle more difficult than F circle	
Bt - Boat (If no boat is specified = 1 Boat)					

IWWF Doubles Difficulty Chart

FY 2022	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	
START		Sitting dock start		Sliding shoulder start		Sitting start in lift	Flying pick-up start		Sliding start in lift	
Seat		Seat	Seat to drape	Seat to gainer	Seat 180 attitude	360 seat	High 360 seat			
			Seat balance		Seat to star					
Drape		Drape	Drape balance	Drape spin down	Drape to star	360 drape*		720 drape*	1080 drape*	
			Drape to barbell	Drape to seat	Drape p/o step-up				1440 drape*	
			Drape walkover	Drape handstand	Drape p/o attitude					
				Drape to gainer	Drape hndstnd bal	Twisted handstand				
Step-Up				Drape death drop						
		Step-up side	Step-up to stag	Step-up - 180 tabletop	Step-up 180 catch	360 tabletop*	540 tabletop*	720 tabletop*	1080 tabletop*	
		Step-up back	Step-up to diver	Step-up to gainer		Tick tock		720 tick tock*	1440 tabletop*	
			Tabletop	Step-up to attitude		Step-up 1.5 roll catch				
			Roll down	Step-up to needle		Table top to drape				
Barbell			Step-up to scorpion							
		Side barbell	Back barbell	Barbell catch	Roll down/up (front)	Whirlybird	Roll down/up (side)			
					Barbell 180 catch					
Star										
			Star	Shooting star	Full butterfly	360 star				
Attitude			Star to tabletop		Star 0.75 roll to catch	Reverse 360 star				
			Back attitude	Front attitude	Bck attitude 180 catch	360 attitude	High 360 attitude	1 arm front thigh lever		
			Attitude to drape	Attitude heel stretch	Attitude to star	360 heel stretch	Whizzo	1 arm back thigh lever		
					Back attitude balance	Torch flip	High 360 scorpion			
					Heel stretch to star					
Gainer					Heel stretch to scale					
			Gainer	Gainer to seat	Gainer p/o step-up					
					Gainer p/o attitude					
				Inverted needle	Inv. ndl to step-up					
Skater				Inv. ndl to attitude						
			Skater	Skater balance	Skater 180 to step-up	360 skater*	540 skater*	720 skater*	1080 skater*	
				1 arm skater	Skater roll down	Skater- drape walkover			1440 skater*	
Liberty			2 ft shoulder balance	Statue of liberty	Liberty needle					
					Liberty heel stretch					
					Liberty scorpion					
Other			Regal		Scale p/o drape		Step-up to Handstand	Hand/hand handstand		
			Scale		Pike up to drape	Pike up to back attitude	Swing up handstand	1-arm handstand		
					Pike up to star	Guillotine		Jaegernova		
						Barrel roll				
Land Moves						Pike up to tabletop*				
			Land on skis	Land in arms	In lift at shoulder		Land in lift overhead			
			Spin out	Lift to drape	Drape spin down	Pike up to tabletop*	Swing up handstand	720 barrel roll	1080 barrel roll	1440 barrel roll
			Spin in	Lift to step-up	Walkover	Pike to star	Hip/thigh flip	900 barrell roll		
			Flair	Lift to barbell	Shooting star	Pin wheel	Lasso (ice skater)	Guillotine 720 roll		
			Shoulder sit	Lift to seat	Throw to seat	360 barrel roll	360 skater toss	1 arm detroitier		
			Fish	Lift to attitude	Roll down	Neck wrap	Roll down/roll up	QP		
				Marlin	Body wrap	Torch flip	1 arm F. thigh lever			
					Guillotine	Guillotine 360 roll	1 arm B. thigh lever			
				Barbell spin	Horizontal Star	540 barrel roll				
						Hand to foot stand				
						Guillotine 540 roll				

Notes: Lifts done without proper technique typically reduce difficulty and will receive reduced Technical Merit scores, and can negatively impact Artistic Impression scores.
 Disproportionate partner size will receive a 1 point deduction in the final score, before any penalty is applied. **Jaegernova:** Handstand down to straddle to swing up handstand
 Each fall, including the landing, will result in a 1 point deduction in the final score, before any penalty is applied. **Whirlybird:** Barbell 180 spin with a 360 roll to a catch
 Intermediate Doubles: Levels 2-6 **Whizzo:** Torch flip half twist
 *Denotes skills going either direction; same value either direction.

Note: Level 180 skills (novice) in blue

IWWF Swivel Difficulty Chart

Note: Level 360 skills (intermediate) in red

Year 2022	Level 2 (Novice)	Level 3 (Basic)	Level 4 (180)	Level 5 (360)	Level 6 (Reverse)	Level 7 (Combo/720)	Level 8 (540/720)	Level 9 (900/1080)	Level 10 (1440)
Toe/Knee	Toe hold	180 toe turn	Toe deep swan		Opposite toe turn	360 toe wrap			
	Heel hold	Toe hold at knee	180 knee turn			Back bend to toe swan			
	Knee hold								
Flips		180 flip turn	180 flip leg around	Reverse flip					
		180 flip/ extend	180 leg around flip	360 flip/extend					
		180 flip/ hand to hand extend	180 extended flip	360 extended flip	Reverse extension				
Hand to Hand		180 hand to hand	180 leg around hand to hand	360 hand to hand	Reverse hand to hand	Osmosis (handle catch)*			
		180 hand to hand extend	180 extended hand to hand	360 extended hand to hand					
			180 legover rope						
Wrap Tricks	Rope between legs		180 rope between the legs	360 rope between the legs	KC wrap		540 toe wrap		
	Rope between legs/leg on rope		180 wrap in/wrap out	360 wrap in/wrap out	Reverse wrap in/wrap out	1 arm wrap in/ wrap out	720 wrap in/wrap out*	1080 wrap in/wrap out	
	Maya		180 rollover		180 rollover to 360 rope between legs	Reverse 360 rollover			
Overheads				Wrap in/wrap out to extended flip	180 overhead/wrap in	Wrap in/wrap out to reverse wrap in/wrap out			
				360 overhead	Reverse overhead	720 overhead*		1080 overhead*	1440 & 1800 overhead*
					1 arm overhead (R & L)*		1 arm 720 overhead*		1 arm 1080 overhead*
Split Catch					540 overhead to flip or extend*	900 overhead to flip or extend*			1 arm 1440 overhead*
					1 arm 540 overhead to flip or extend*				1260 overhead*
		180/360 extension to split catch	Roll over split catch	180/360 split catch	Reverse split catch				
Presses				360 step over	Reverse step over				
			180 flip press (fake press)	180/360 overhead press	Reverse press	1 arm pull press	540 overhead to press*	900 overhead to press*	1 arm 900 out*
						1 arm reverse overhead press		Press to 900 overhead*	1 arm 1260 out*
Melt			Overhead press to extended flip		Press to split catch	1 arm overhead press	Press to 540 overhead*	1 arm extended press/540 overhead	
						Back to back meltdown	Back to back*	Back to back 720*	Back to back 1080*
			Extended flip to overhead press (pull press)					1 arm back to back	Back to back 1440
Combination					Reverse meltdown		540 reverse meltdown	Extended press to extended press	
					360 reverse meltdown (flip, reverse meltdown)		720 reverse meltdown	1 arm 540 reverse meltdown	
								1 arm 720 reverse meltdown	
Specials							900 meltdown		
	Standing start		180 hand to hand/back toe turn	Shove ski around	Overhead press/rope between legs (or wrap)	Reverse meltdown/split catch	540 reverse meltdown/knee turn	540 reverse meltdown/split catch	
	Sitting start				1 arm overhead/wrap in/wrap out	Reverse meltdown/rope between the legs		Pretzel (540 in to 540 out)	Stuffed pretzel (540 in/back to back/540 out)
Outside Wake	Arm/Leg ballet				Split catch/wrap in				
	Swan				Wrap out/split (or press)				
	Bow				Rope between the legs/wrap in/wrap out				
Specials	Kneel				Pretzel wrap				
	Standing start			Wrap start			360 wrap out start		
	Sitting start			Sitting toe start			Sliding toe start		
Specials	Arm/Leg ballet			Ski backwards shove it start			Backward start		
	Swan			Rope between legs start			Press start		
	Bow			Beach start					
Specials	Kneel			Special landings & positions					

Outside Wake All outside wake tricks are 1 level higher than original skill.

*Denotes skills with allowable reverses. Reverses are the same value as basic skill.