

Difficulty Charts Consolidated

2025 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 # CRITICAL ELEMENTS:**
- 1,2,3
- * 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.



2025 World's Edition

Pre-Fab Pyramid Chart

Pre-Fab Pyramid	Straight	Staggered	Conversion		Sliders Straight	Sliders Converted			Hot Pick	Hot Pick Conversion	Hot Pick Tandem
1 - 3 Tier	4				10						
2 - 3 Tier	7	9	4 11		15	4 16		1 pick 1	7	4 11	1 pick 1 15
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.

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2025 World's Edition

Note: Multi-Gender

Ballet Difficulty

	0 - 5 Points	6 - 10 Points	11 - 15 Points	16 - 20 Points	21 - 25 Points
Revolutions	2 or less Revolutions	3 Complete Revolutions			
	Note: Minimum expectations are 3 revolutions				
Arm Bracing	1 Arm Braced	1 Pass Unbraced	2 Passes Unbraced	2 Passes Fully Unbraced	
	Note: Fully unbraced = at least 180 degrees of the show course				
Arm/Leg Routine	Either staggered or combination of staggered and unison movements		Movements in unison incorporating more moves (2 arms used in routine) for both unbraced passes		
	Note: Enhancing variables: Intricate routines, continuous moves in unison throughout routine, props, quick clean transitions between holds.				
Handle Hold	Handle/Seat	Rope held with heel, toe or seat hold with minimum expectation of at least two different holds.			
	Note: Difficulty increases as # of skiers increase. To get full difficulty credit, handles in heel hold must be at the heel. Legs at the same angle.				
Toe Turns in Ballet Circle		All 2 - 9 Skiers Staggered toe turns	All 10 + Skiers Staggered toe turns	All 8 - 14 Skiers Toe turns in unison	All 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 category				
Skiing Leg	On different legs	All skiers are skiing on the same leg			
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 and make the dock start				
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*****				

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*Knee holds in ballet are discouraged.

2025 World's Edition

Note: Single Gender

Ballet Difficulty

	0 - 5 Points	6 - 10 Points	11 - 15 Points	16 - 20 Points	21 - 25 Points
Revolutions	2 or less Revolutions	3 Complete Revolutions			
	Note: Minimum expectations are 3 revolutions				
Arm Bracing	1 Arm Braced	1 Pass Unbraced	2 Passes Unbraced	2 Passes Fully Unbraced	
	Note: Fully unbraced = at least 180 degrees of the show course				
Arm/Leg Routine	Either staggered or combination of staggered and unison movements		Movements in unison incorporating more moves (2 arms used in routine) for both unbraced passes		
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6/24/2024

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	Insane Man
F = Front Flip					GoG	G/G/F	Organ Donor
G = Gainer					FoF	FoFoF	1S/Go1S/F
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-RAMP JUMPS: 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.

2025 World's Edition		IWWF Doubles Difficulty Chart							
	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			
			Drape death drop						
Step-Up	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		Tick to 360 drape	1440 tabletop*
		Tabletop	Step-up to attitude			Step-up 1.5 roll catch			720 tick tock*
		Roll down	Step-up to needle			Table top to drape			
			Step-up to scorpion			360 step-up		720 step-up	1080 step-up
Barbell	Side barbell	Back barbell	Barbell catch		Roll down/up (front)		Roll down/up (side)		
					Barbell 180 catch		Whirlybird		
Star		Star		Shooting star	Full butterfly	360 star*			
		Star to tabletop		Star 0.75 roll to catch					
Attitude		Back attitude	Front attitude	Bck attitude 180 catch	Attitude to star	360 attitude	High 360 attitude	1 arm front thigh lever	
		Attitude to drape	Attitude heel stretch		Star to Attitude	360 heel stretch	Whizzo	1 arm back thigh lever	
					Back attitude balance	Torch flip	High 360 scorpion		
					Heel stretch to star				
					Heel stretch to scale				
Gainer		Gainer	Gainer to seat	Gainer p/o step-up					
				Gainer p/o attitude					
			Inverted needle	Inv. ndl to step-up					
					Inv. ndl to attitude				
Skater		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	Flag	Regal		Scale p/o drape		Pike up to back attitude	Step-up to handstand	Hand/hand handstand	
		Scale			Pike up to drape	Guillotine	Swing up handstand	1-arm handstand	
					Pike up to star	Barrel roll	Star to handstand	Jaegernova	
					Minnesota combo	Pike up to tabletop*	Lemon drop		
Landing	Land on skis	Land in arms		In lift at shoulder		Land in lift overhead			
Land Moves	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 barrel roll		
	Flair	Lift to barbell	Shooting star	Pin wheel	Torch flip	Lasso (ice skater)	Guillotine 720 roll		
	Shoulder sit	Lift to seat	Throw to seat	360 barrel roll	Guillotine 360 roll	360 skater toss	1 arm detroit		
	Fish	Lift to attitude	Roll down	Neck wrap	Horizontal Star	Roll down/roll up	QP		
		Marlin	Body wrap				1 arm F. thigh lever		
			Guillotine				1 arm B. thigh lever		
			Barbell spin				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 MN Combo: Star, drape handstand, drape				
	*Denotes skills going either direction; same value either direction.				Lemon drop: Handstand, 1-arm handstand, 90 pivot, death drop				

2025 World's Edition

IWWF Swivel Difficulty Chart

Note: Level 180 skills (novice) in blue

Note: Level 360 skills (intermediate) in red

	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 Heel hold Knee hold	180 toe turn Toe hold at knee	Toe/Knee deep swan 180 knee turn		Opposite toe turn	360 toe wrap Back bend to toe swan	540 Toe wrap		
Flips		180 flip turn 180 flip/ extend 180 flip/ hand to hand extend	180 flip leg around 180 leg around flip 180 extended flip	360 flip/extend 360 extended flip	Reverse flip (3 seconds) Reverse extension				
Hand to Hand		180 hand to hand 180 hand to hand extend	180 leg around hand to hand 180 legover rope	360 hand to hand 360 extended hand	Reverse hand to hand Wrap R	Mic drop	Osmosis		
Wrap Tricks	Rope between legs Rope between legs on rope Maya		180 rope between the legs 180 wrap in/wrap out 180 rollover	360 rope between the legs 360 wrap in/wrap out KC wrap Wrap in/wrap out to extended flip	Pretzel wrap* Reverse wrap in/wrap out Reverse KC wrap	1 arm wrap in/ wrap out Reverse 360 rollover Wrap in reverse wrap in/wrap out	720 pretzel wrap 720 wrap in/wrap out*	1080 pretzel wrap 1080 wrap in/wrap out	
Overheads				360 overhead	Reverse overhead 1 arm overhead (R & L)* 540 extend* 1 arm 540 overhead flip or extend*	720 overhead* 900 overhead to flip or extend*	1 arm 720 overhead* 1 arm 900 overhead to flip or extend	1080 overhead*	1440 or 1800 overhead* 1 arm 1080 overhead* (3 spins) 1 arm 1440 overhead* (4 spins)
Split Catch		180/360 extension to split catch	Roll over split catch	180/360 split catch 360 step over	Reverse split catch Reverse step over				
Presses			180 flip press(fake press)	180/360 overhead press Overhead press to extended flip Press to split catch Extended flip to overhead press (pull press)	Reverse press 1 arm pull press	Pull up 360 1 arm overhead press*	540 overhead press* Press to 540 overhead* Back to back meltdown Back to back*	900 overhead press* (2.5 spins) Press to 900 overhead* (2.5 spins) 1 arm extended press/540 overhead Back to back 720* (2 spins) 1 arm back to back Extended press to extended press	1260 overhead press* (3.5 spins) Press to 1260 overhead* (3.5 spins) 1 arm extended press/900 or 1260 OH Back to back 1080 or 1440* (3 or 4 spins)
Melt					Reverse meltdown 360 reverse (flip, reverse meltdown)		540 reverse meltdown 720 reverse meltdown	1 arm 540 reverse meltdown 1 arm 720 reverse meltdown 900 reverse meltdown (2.5 spins)	1260 reverse meltdown (3.5 spins)
Combination			180 hand to hand/back toe turn	Shove ski around catch	Overhead press/rope between legs (or wrap)* in/wrap out Split catch/wrap in Wrap out/split (or press) Rope between the legs/wrap in/wrap out RBL Pretzel wrap*	Reverse meltdown/split catch between the legs 1 arm rope between legs wrap 1 arm wrap	540 reverse meltdown/knee turn out)	540 reverse meltdown/split catch Stuffed Pretzel (540 in to 540 out)	1 arm pretzel (540 in/540 out)
Specials	Standing start, dock, or beach start Sitting start Arm/Leg ballet Swan Bow/pistol squat Kneel	Sitting rope between legs or wrap start RBL - landing		Wrap start Sitting toe start Ski backward start Rope between legs start Toe hold landing Special landing positions			360 wrap out start Sliding toe/back toe start Backward start Press start 180 start 720 wrap start		

Outside Wake All outside wake tricks are 1 level higher than original skill Level 3 and above.

Notes Performing the same skill more than 2 times will not be scored *Denotes skills with allowable reverses. Reverses are the same value as basic skill.

Pretzel: 540 in - 540 out	KC Wrap: Rope wrapped around ski leg while in a swan and spin out	Osmosis: Same hand as ski leg, releases rope, perform R 360 & blind catch same hand
Stuffed Pretzel: 540 in - back to back OH - 540 out	Mic Drop: Opp hand as ski leg, releases rope behind back, handle catch front	Rev Osmosis: Opposite hand as ski leg, releases rope, perform R 360 & blind catch same hand
Prtzl Wrap: 360 wrap to with rope in hand swan, to 360 wrap out swan, to unwrap	Rev Mic Dp: Same hand as ski leg, releases rope behind back, handle catch front 540	Osmosis: Same hand as ski leg, releases rope, perform R 360 & blind catch OTHER hand, end in flip turn



2025 Worlds Edition

IWWF Freestyle DOD Chart				
No.	Name of Maneuver	Description	DOD (2)	DOD (1)
1	Ride Over	Straight ride over	0.25*	1.5
2	Spread Eagle	Skis spread wide to the side	0.5*	
3	Daffy	One ski forward and one ski backward	0.75*	
4	Helicopter	360 spin	1.0	4.0
5	Flip	Forward Flip	2.0	4.0
6	180	½ turn w/Back Landing	2.0	4.0
7	Gainer	Gainer type flip	2.5	4.0
8	Air Raley	Air Raley	3.5	9.0
9	540	1 ½ turn to Back Landing	4.5	6.0
10	Mobius	Gainer + Helicopter	5.5	6.5
11	3-2-1	360 rewind 180 back landing	5.0	6.0
12	720	2 Continuous 360 spins	5.5	8.0
13	Twisted Sister	Heli, Front Flip, (separate rotations)	5.5	
14	Back Half	Gainer + 180 w/Back Landing	6.5	7.5
15	Front Half	Flip + 180 w/Back Landing	7.0	8.5
16	Switch 360	Back Takeoff w/360 Spin	3.5	
17	Off Axis 360	Off Axis 360 spin, Hips Inverted	4.0	
18	Switch 540	Back Takeoff w/540 Spin	4.5	
19	Wruckius	180 Turn on ramp w/Back Flip Off Top	4.5	
20	In-Out 720	360 Spin + Reverse	5.0	
21	Switch Back	Back Takeoff Gainer w/Back Landing	5.0	8.5
22	Off Axis 540	Off Axis Spin, Hips Inverted	5.5	
23	Front Mobius	Flip + Helicopter	8.5	9.5
24	Whirly	Front Mobius w/360 Done Overhead	6.0	7.5
25	Double Flip	2 Continuous Flips	10.0	
26	1080	3 Continuous 360 Spins	10.0	12.0
27	Whirly 540	Front 1.5 w/540 Done Overhead	9.0	

Note: * Indicates intermediate only trick and not valid at the World Tournament