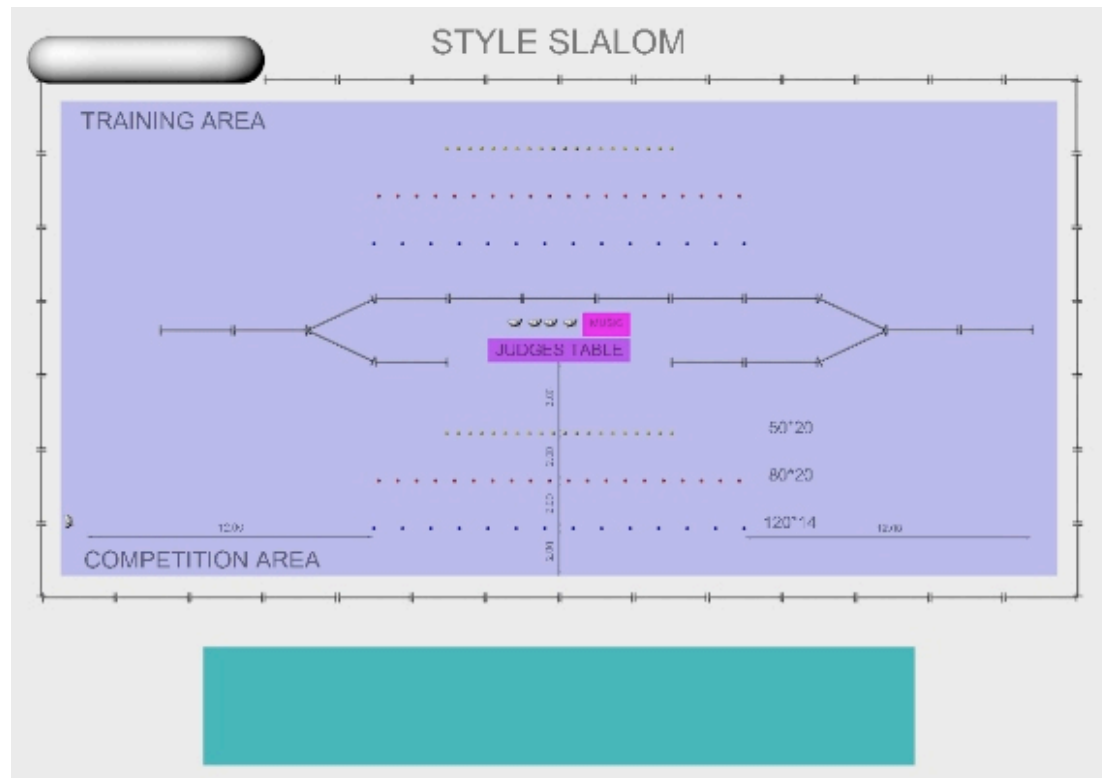


## Annexe 1



**Matrices : Tricks & Transitions**

**Annexe 2**

	1		2		3		4		5		6
Special Brush back Full volte	Wiper						Wiper 1 wheel No Wiper				
	1 wheel		1 wheel back								
	Footgun	Christie	Footgun back	Christie back	Kasachock back		Footgun spin	Christie spin		Footgun toe	
			Kasachock				kasachoc spin				
	Spin 2W		Korean spin many cones	Snake cross		Butterfly	Butterfly spin forward				
	Eagle	Z	reverse Eagle		Spin 1W		Spin 1W 50-50		Spin 1W back		
	Eagle cross				Seven 1 wheel		Fish leg 1 wheel		Seven back 1 wheel		
					Chicken 1 wheel		DayNight		Chicken back 1 wheel		
		1W F to 1W B (2 cones before and after)		1W B to 1W F (2 cones before and after)		1W Stop & Go					
		Footgun to wheeling									
	Eagle to Footgun back										



**Annexe 3**  
**Bonus Tricks Matrix**

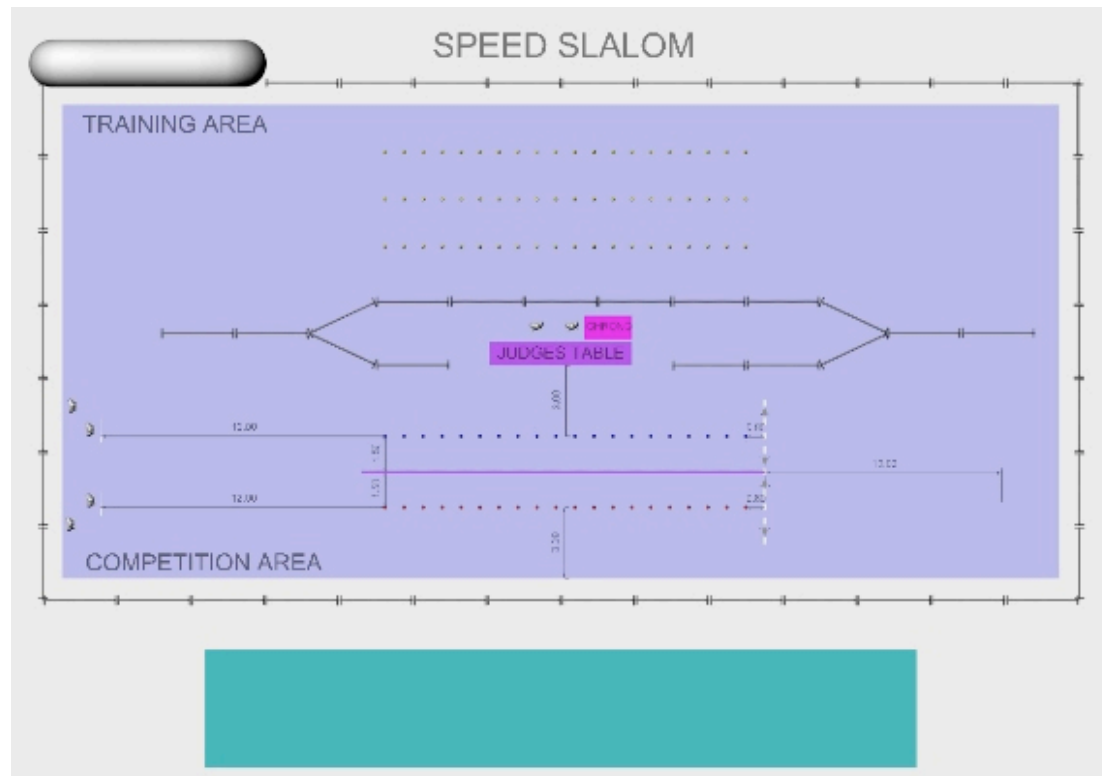
0	0.5	1	1.5	2
	Block on 2 wheels	Easy block on the floor Small Jump Easy shuffles		Difficult block on the floor asking for special balance or flexibility

**Annexe 4**  
**Penalty Matrix: (penalty mark)**

0	1	2	3	4	5
	One hand on the floor From low position (like a foot gun)	One hand on the floor From stand up position (like a volte)	Light fall, with short time on the floor		Heavy fall, dangerous for the skater



## Annexe 5



**Annexe 6**  
**Knock out system organisation**

