

Annexe 2 Technical Tricks Matrix

	1	2	3	4	5	6
Wiper				Wiper 1 wheel No Wiper		
1 wheel		1 wheel back				
Footgun		Footgun back Christie Christie back Kasachock	Kasachock back	Footgun spin kasachoc spin	Christie spin	Footgun 1W Footgun 1W b
Spin 2W	Korean spin	Korean spin many cones	Butterfly Cobra / Cobra Back	Butterfly spin forward		
Eagle	Z		Spin 1W	Spin 1W 50-50	Spin 1W back	
Eagle cross			Seven 1 wheel	Fish legg 1 wheel	Seven back 1 wheel	
reverse Eagle			Chicken 1 wheel	DayNight	Chicken back 1 wheel	
Special						
Brush back						
Full volte						
mop						
after eight		1W F to 1W B	1W B to 1W F		1W Stop & Go	
brush						
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 6
Knock out system organisation

