


**15.8 APPENDIX 8 - Springboard**
**World Aquatics Degree of difficulty – Formula and components**

Note: Degree of Difficulty (DD) is calculated by adding:

$$A + B + C + D + E = DD$$

**A. Somersaults**

Level / Somersault(s)	0	½	1	1½	2	2½	3	3½	4	4½
1m	0.9	1.1	1.2	1.6	2.0	2.4	2.7	3.0	3.3	3.8
3m	1.0	1.3	1.3	1.5	1.8	2.2	2.3	2.8	2.9	3.5

**B. Flight Position For flying dives add fly position (E) to either (B) or (C) Position**

	0 - 1 Somersault				1½ - 2 Somersaults				2½ Somersaults				3 - 3½ Somersaults				4 - 4½ Somersaults			
	Fwd	Back	Rev	Inw	Fwd	Back	Rev	Inw	Fwd	Back	Rev	Inw	Fwd	Back	Rev	Inw	Fwd	Back	Rev	Inw
<b>C = Tuck</b>	0.1	0.1	0.1	-0.3	0	0	0	0.1	0	0.1	0	0.2	0	0	0	0.3	0	0.1	0.2	0.4
<b>B = Pike</b>	0.2	0.2	0.2	-0.2	0.1	0.3	0.3	0.3	0.2	0.3	0.2	0.5	0.3	0.3	0.3	0.6	0.4	0.4	0.5	0.8
<b>A = Str</b>	0.3	0.3	0.3	0.1	0.4	0.5	0.6	0.8	0.6	0.7	0.6	-	-	-	-	-	-	-	-	-
<b>D = Free</b>	0.1	0.1	0.1	-0.1	0	-0.1	-0.1	0.2	0	-0.1	-0.2	0.4	0	0	0	-	-	-	-	-
<b>E = Fly</b>	0.2	0.1	0.1	0.4	0.2	0.2	0.2	0.5	0.3	0.3	0.3	0.7	0.4	-	-	-	-	-	-	-

Seven of the above components have negative values. Dashes indicate dives that currently are not possible.

**C. Twists**

Group	½ Twist ½ - 1 Som.	½ Twist 1½ - 2 Som.	½ Twist 2½ Som.	½ Twist 3 - 3½ Som.	1 Twist	1½ Twists ½ - 2 Som.	1½ Twists 2½-3½ Som.	2 Twists	2½ Twist ½ - 2 Som.	2½ Twists 2½-3½ Som.	3 Twists	3½ Twists	4 Twists	4½ Twists
<b>Fwd.</b>	0.4	0.4	0.4	0.4	0.6	0.8	0.8	1.0	1.2	1.2	1.5	1.6	1.9	2.0
<b>Back</b>	0.2	0.4	0	0	0.4	0.8	0.7	0.8	1.2	1.1	1.4	1.7	1.8	2.1
<b>Rev.</b>	0.2	0.4	0	0	0.4	0.8	0.6	0.8	1.2	1.0	1.4	1.8	1.8	2.1
<b>Inw.</b>	0.2	0.4	0.2	0.4	0.4	0.8	0.8	0.8	1.2	1.2	1.5	1.6	1.9	2.0

Dives with ½ somersault and twists can only be executed in positions A, B, or C,

Dives with 1 or 1½ somersaults and twists can only be executed in position D,

Dives with 2 or more somersaults and twists can only be executed in positions B or C

**D. Approach**

Level	Forward ½ - 3½ Som.	Forward 4 - 4½ Som.	Back ½ - 3 Som.	Back 3½ - 4½ Som.	Reverse ½ - 3 Som.	Reverse 3½ - 4½ Som.	Inward ½ - 1 Som.	Inward 1½ - 4½ Som.
1m	0	0.5	0.2	0.6	0.3	0.5	0.6	0.5
3m	0	0.3	0.2	0.4	0.3	0.3	0.3	0.3

**E. Unnatural Entry (does not apply to twisting dives)**



Group	½ Som.	1 Som.	1½ Som.	2 Som.	2½ Som.	3 Som.	3½ Som.	4 Som.	4½ Som.
<b>Forward / Inward</b>	-	0.1	-	0.2	-	0.2	-	0.2	-
<b>Back / Reverse</b>	0.1	-	0.2	-	0.3	-	0.4	-	0.4

A value indicates the diver does not see the water before the entry. The component is the same at all levels. (-) indicates the diver does see the water before the entry. The component is the same at all levels.

**Examples**

Dive	Pos	Height	A	B	C	D	E	DD
<b>207</b>	B	3	2.8	0.3	0.0	0.4	0.4	<b>3.9</b>
<b>207</b>	C	3	2.8	0.0	0.0	0.4	0.4	<b>3.6</b>
<b>5253</b>	B	3	2.2	0.3	0.7	0.2	0	<b>3.4</b>
<b>5355</b>	B	3	2.2	0.2	1.0	0.2	0	<b>3.7</b>

Dive	Pos	Height	A	B	C	D	E	DD
<b>309</b>	B	3	3.5	0.5	0.0	0.3	0.4	<b>4.7</b>
<b>309</b>	C	3	3.5	0.2	0.0	0.3	0.4	<b>4.4</b>
<b>5255</b>	B	3	2.2	0.3	1.1	0.2	0	<b>3.8</b>
<b>313</b>	C	3	1.5	0.2	0	0.3	0.2	<b>2.2</b>