

0.00.0

Tuck Jump

0 - 0 o

Increase execution by  
0.4 for tucked skills

0.00.0

0.00.0

Pike Jump

0 - 0 <

Increase execution  
by 0.4 for piked skills

0.00.0

0.50.5

Back Somersault Tuck

4 - 0 o

0.50.5

0.60.6

Back Somersault Pike

4 - 0 <

0.60.6

0.6 Back Somer- 0.6  
sault Straight

4 - 0 /

Increases time of flight by 0.5

0.6 0.6

0.6 0.6  
Barani Tuck

4 - 1 o

0.6 0.6

0.6 0.6  
Barani Pike

4 - 1 o

0.6 0.6

0.6 0.6  
Barani Straight

4 - 1 /

Increases time of flight by 0.5

0.6 0.6

0.70.7

Full Back

4 - 2 /

Increases execution by 0.4 for every skill with a full or half twist

0.70.7

0.80.8

Rudi

4 - 3 /

Increases execution by 0.5 for every skill with a 1.5 or double twist

0.80.8

0.90.9

Double Full Straight

4 - 4 /

Increases execution by 1.0 for every double skill ending with a 1.5 or double twist

0.90.9

1.11.1

Double Back Tuck

8 - 00 o

1.11.1

1.1

1.1

Half Out Tuck

8 - 0 o

Increases execution by 0.5 for every double ending with a half twist

1.1

1.1

1.3

1.3

Double Back Pike

8 - 00 <

1.3

1.3

1.3

1.3

Half Out Pike

8 - 01 <

1.3

1.3

1.0

1.0

Double Back Straight

8 - 00 /

Increases execution by 1.0

1.0

1.0

**1.0** **1.0**  
**Double Back Pike**

**8 - 00 /**

**1.0** **1.0**

**1.3** **1.3**  
**Back In Full Tuck**

**8 - 02 o**

**1.3** **1.3**

**1.3** **1.3**  
**Rudi Out Tuck**

**8 - 03 o**

**1.3** **1.3**

**1.3** **1.3**  
**Full In Half Out Tuck**

**Required for Full  
In Rudy Out Tuck**

**8 - 21 o**

**1.3** **1.3**

1.5

1.5

Full Full Tuck

Required for Miller Tuck

8 - 22 o

1.5

1.5

1.6

1.6

Full In Rudi  
Out Tuck

Requires Full In Half Out Tuck

8 - 23 o

1.6

1.6

1.9

1.9

Miller Tuck

Requires Full Full Tuck

8 - 24 o

1.9

1.9

1.7

1.7

Triff Tuck

12 - 01 o

1.7

1.7

1.8

1.8

Triple Back Tuck

12 - 00 o

1.8

1.8

0.4

0.4

Tuck shape

Increases execution by 0.4

0.4

0.4

0.4

0.4

Pike shape

Increases execution by 0.4

0.4

0.4