

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

0.7 0.7

Full Back

4 - 2 /

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

0.7 0.7

0.8 0.8

Rudi

4 - 3 /

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

0.8 0.8

0.9 0.9

Double Full Straight

4 - 4 /

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

0.9 0.9

1.1 1.1

Double Back Tuck

8 - 00 o

1.1 1.1

1.1 Half Out Tuck 1.1

8 - 0 o

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

1.1 1.1

1.3 Double Back Pike 1.3

8 - 00 <

1.3 1.3

1.3 Half Out Pike 1.3

8 - 01 <

1.3 1.3

1.0 Double Back Straight 1.0

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