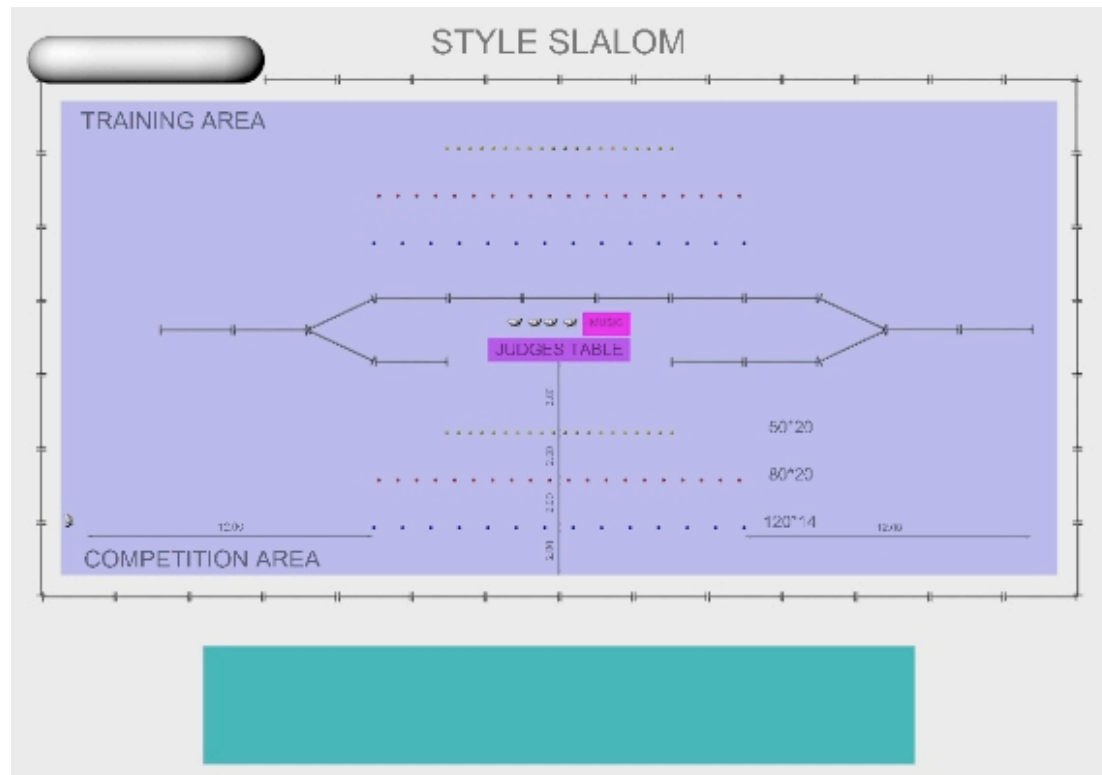


Annexe 1



Annexe 2
Technical Tricks Matrix : (technique mark)

0	0	0.50	0.75	1.00	1.25	1.50	1.75	2.00 +
Parallel	Crazy	Volt		Foot Gun	Foot Gun Back	Christie Back	Footgun Footspin	Foot Gun 1W
Forward Cross	Sun	X	Special	Tea Pot	Christie	Kazachok Back		Christie 1W
One foot forward	Stroll				kazachok	Wiper 1W		
				Wiper		NoWiper	Kazachok Footspin	
		One foot backward	Foot spin	Wheeling Forward	Wheeling Backward	Fish Leg 1W		
	Mabrouk	Italian	Full Volt	Kompas 2 Wheels	Korean Spin 2W	Korean Eagle	Spin 1W back	
						DayNight		
	Nelson	Nelson Reverse	Eagle Eagle cross	Reverse Eagle Z Eagle				



Annexe 3
Technical Transitions Matrix : (technique mark)

0	0	0.50	0.75	1.00	1.25	1.50
Parallel → forward cross forward cross → One foot forward	forward cross → backward cross 2 feet Spinning 8 wheels	Technical change of direction (forward trick to backward trick) ex : Russian volt Special -> Special opposite One foot forward -> foot gun forward One foot forward Same foot backward	Korean spin One foot wheeling - > the other foot wheeling Footgun -> one foot forward	One foot backward -> Wiper Eagle → foot gun backward Footgun -> wheeling Wheeling forward → Wheeling backward	Wheeling backward → Wheeling forward Wiper -> foot gun Footgun forward -> Footgun backward	



Annexe 4
Bonus Tricks Matrix : (style mark)

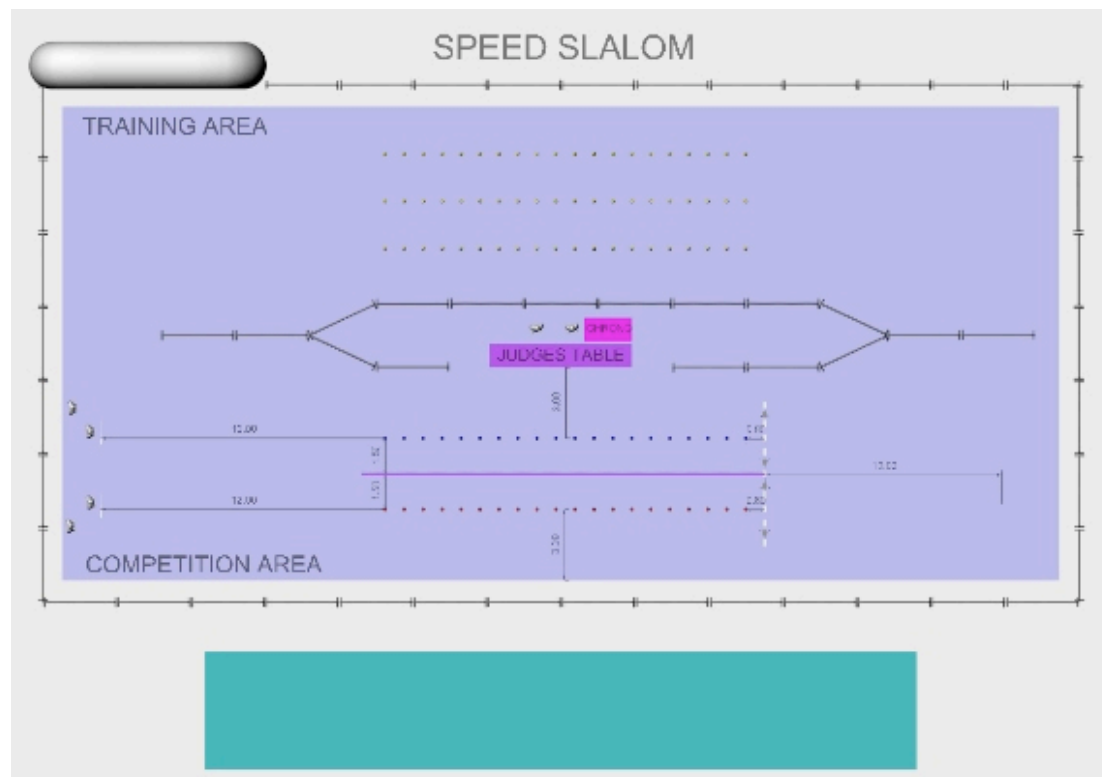
0	0.5	1	1.5	2
	Block on 2 wheels	Easy block on the floor Small Jump Easy shuffles		Difficult block on the floor asking for special balance or flexibility

Annexe 5
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



Annexe 7
Knock out system organisation

