

5F 13. EVALUATION OF THE LEVEL OF DIFFICULTY FOR FREESTYLE SCHEDULE

The following spreadsheet gives reference values for the estimation of the level of difficulty for both schedules, unlimited and music freestyle.

<u>Score</u>	<u>Manoeuvres (examples)</u>
<u>6</u>	<u>Immelmann, short inverted passages, loop, loop with full pirouette on top, roll, turn, 540° turn, pirouettes, autorotation</u>
<u>11</u>	<u>½ Cuban eight, travelling pirouettes, long inverted passages, straight backwards flight, outside loop, vertical rolls, nose-in circle, flips</u>
<u>17</u>	<u>Inverted Immelmann, inverted hovering on eyelevel, circle backwards, loop with half pirouette on top, loop backwards, flip sideways, Cuban eight, flips with hovering stops</u>
<u>22</u>	<u>Horizontal eight backwards, loop sideways, backwards roll, vertical backwards roll, turn with hesitations and/or changes of turning direction, rolling stall turn, autorotation with 180 degree turn, death spiral, autorotation backwards</u>
<u>28</u>	<u>½ Cuban eight backwards, straight inverted backwards flight, stationary inverted nose-in hovering, pirouetting circle, 4-point roll, inverted nose-in circle</u>
<u>34</u>	<u>Inverted circle backwards, outside loop backwards, ½ Cuban eight inverted, turn backwards, knife edge pirouette, inverted speed circle</u>
<u>39</u>	<u>inverted pirouette, ½ Cuban eight sideways, travelling inverted pirouettes, inverted horizontal eight backwards, inverted backwards turn, 4-point roll backwards, rolling circle</u>
<u>45</u>	<u>Loop with flips, nose-in flips sideways, sideward flight with flips, inverted pirouetting circle, stationary tic-toc, funnel, inverted autorotation</u>
<u>49</u>	<u>½ backward Cuban eight inverted, Cuban eight backwards, inverted loop sideways, pirouetting flips</u>
<u>53</u>	<u>Combination of loops with changing direction and/or orientation, inverted funnel, snake, inverted autorotation backwards, inverted speed circle backwards</u>
<u>57</u>	<u>Pirouetting loop, 4-point tic-toc, rolling horizontal eight, rolling circle backwards, circle with flips, Cuban eight sideways, pirouetting autorotation</u>
<u>60</u>	<u>Inverted funnel eight, pirouetting outside loop, rolling circle with reversal, rolling horizontal eight backwards, autorotation with inverted pirouettes</u>
<u>64</u>	<u>Inverted Cuban eight sideways, rolling loop, circle or loop with pirouetting flips, tic-toc circle, rolling autorotation</u>
<u>68</u>	<u>Pirouetting tic-toc, rolling loop backwards, circle or eight with flips in varying directions, pirouetting funnel, inverted Cuban eight backwards</u>
<u>72</u>	<u>Rolling snake, tic-toc with rolls or flips, 4- or more point tic-toc, inverted pirouetting funnel, pirouetting globe, autorotation with pirouetting flips</u>
<u>76</u>	<u>BigBen, inverted pirouetting globe, pirouetting snake, pirouetting flip with reversal</u>
<u>80</u>	<u>Pirouetting manoeuvres with reversal (loop, globe, funnel, snake tic-toc), autorotation with pirouetting flips and rolls</u>