

## 1. Mogul Basic Degree of Difficulty and Common Combinations

	<b>Jump</b>	<b>Code</b>	<b>DD. Men</b>	<b>DD. Women</b>
<b>Straight Jumps</b>				
	Single		0.40	0.50
	Double		0.53	0.63
	Triple		0.65	0.75
	Quad		0.76	0.86
	Quint		0.86	0.96
	Twister	<b>T</b>	-0.02	-0.02
	Spread	<b>S</b>	-0.02	-0.02
	Daffy	<b>D</b>	0.01	0.01
	Iron Cross	<b>X</b>	0.01	0.01
	Back Scratcher	<b>Y</b>	0.01	0.01
	Mule Kick	<b>M</b>	0.01	0.01
	Kosak	<b>K</b>	0.01	0.01
	Zudnick	<b>Z</b>	0	0
<b>Jump Multipliers</b>				
	Position (p)	<b>p</b>	0.03	0.03
	Grab (G)	<b>G</b>	0.14	0.14
<b>Rotational Jumps</b>				
	360	<b>3</b>	0.68	0.78
	360 Position	<b>3p</b>	0.71	0.81
	360 Grab	<b>3G</b>	0.82	0.92
	720	<b>7</b>	0.85	0.95
	720 Position	<b>7p</b>	0.88	0.98
	720 Grab	<b>7G</b>	1.01	1.11
	1080	<b>10</b>	1.02	1.12
	1080 Position	<b>10p</b>	1.05	1.15
	1080 Grab	<b>10G</b>	1.20	1.30
<b>Off Axis Jumps</b>				
	Off Axis 360/Flat 3	<b>3op</b>	0.71	0.81
	Off Axis 360/Flat 3 Grab	<b>3oG</b>	0.82	0.92
	Off Axis 720 Position	<b>7op</b>	0.88	0.98
	Off Axis 720 Grab	<b>7oG</b>	1.01	1.11
	Off Axis 1080 Position	<b>10op</b>	1.05	1.15
	Off Axis 1080 Grab	<b>10oG</b>	1.20	1.30
	Off Axis 1440 Position	<b>14op</b>	1.22	1.32
	Off Axis 1440 Grab	<b>14oG</b>	1.39	1.49

<b>Inverted Jumps</b>				
	Back Pike / Back Tuck	<b>bP / bT</b>	0.68	0.78
	Back Lay	<b>bL</b>	0.71	0.81
	Back Position	<b>bp</b>	0.71	0.81
	Back Grab	<b>bG</b>	0.82	0.92
	Back full	<b>bF</b>	0.88	0.98
	Back double Full	<b>bdF</b>	1.05	1.15
	Back triple full	<b>btF</b>	1.22	1.32
	Front Tuck / Front Pike	<b>fT / fP</b>	0.68	0.78
	Front position	<b>fp</b>	0.71	0.81
	Front Grab	<b>fG</b>	0.82	0.92
	Front Full	<b>fF</b>	0.88	0.98
<b>Loop Jumps</b>				
	Loop	<b>l</b>	0.68	0.78
	Loop position	<b>lp</b>	0.71	0.81
	Loop Grab	<b>lG</b>	0.82	0.92
	Loop Full	<b>lF</b>	0.85	0.95
	Loop Position Full	<b>lpF</b>	0.88	0.98
	Loop Grab Full	<b>lGF</b>	1.01	1.11
<b>04.11.23 print date</b>				

Notes:

- For jumps with multiple rotations, every additional rotation beyond the base manoeuvre, a score of 0.17 will be applied.
- In jumps with multiple rotations, for every additional rotation beyond the base manoeuvre, an additional grab score of 0.02 will be applied for each additional full rotation.
- In jumps with full rotations in a back or a front, the layout position score of 0.03 will be applied.
- Additional upright manoeuvres score of 0.13, 0.12, 0.11, 0.10 will be applied.

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