

# Standard Skill:

## Beginner List

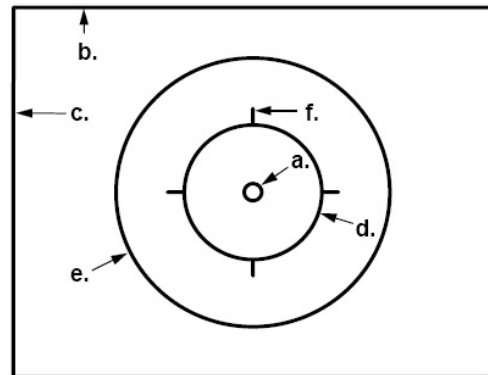
Below is the beginner list for Standard Skill. This list contains skills with point values from 1.0 to 2.6 in decreasing order.

Skill Number	Skill Name	Points
205 g	180 uni spin jump mount	2.6
202 c	back mount to 1 ft idle	2.6
110 b	hopping freehand	2.6
9 d	stomach on seat - 8	2.6
3 c	seat in front - c	2.5
5 b	seat in back	2.5
206 a	side jump mount	2.5
100 c	idling one foot ext	2.5
203 d	side mount from on wheel	2.5
204 d	side mount reverse from on wheel	2.5
201 b	rolling mount to 1 ft	2.5
205 c	jump mount to seat in front	2.5
200 d	mount to 1 ft ext idle	2.5
106 a	touch the floor	2.5
100 d	idling one foot crossed	2.5
110 a	hopping	2.4
207 a	spin mount 360	2.4
100 b	idling one foot	2.4
3 b	seat in front	2.3
5 a	seat in back, seat against body	2.3
9 c	stomach on seat - c	2.3
205 a	jump mount	2.2
100 a	idling	2.2
202 b	back mount to idle	2.1
9 b	stomach on seat	2.1
3 a	seat in front, seat against body	2.0
200 c	mount to 1 ft idle	2.0
9 a	stomach on seat, 1 hand on seat	2.0
202 a	back mount	1.9

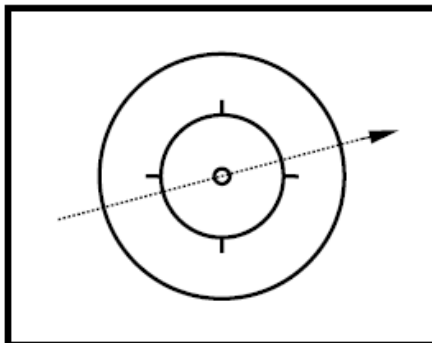
Skill Number	Skill Name	Points
153 a	seat in back to riding	1.9
203 a	side mount	1.8
204 a	side mount reverse	1.8
201 a	rolling mount	1.8
151 a	seat in front to riding	1.7
152 a	riding to seat in back	1.6
200 b	mount to idle	1.5
150 a	riding to seat in front	1.5
1 c	riding - 8	1.5
200 a	mount	1.3
1 b	riding - c	1.2
1 a	riding	1.0

## Standard Skill Floor Markings

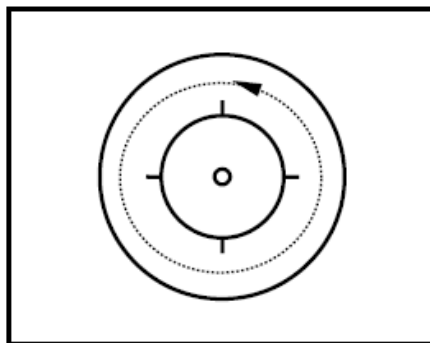
- a. Center circle (50 cm diameter)
- b. Long edge of riding area (faces judges)
- c. Short edge of riding area
- d. Inner circle (4m diameter) for circle figures
- e. Outer circle (8m diameter) for line and fig. eighties
- f. Quarter circle marks (length approx. 50 cm) to help riders mark start and end of circle figures



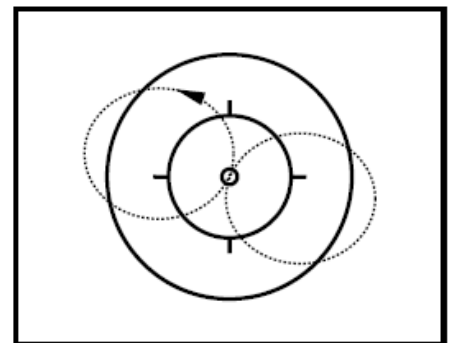
## Standard Skill Figure Patterns



**LINE FIGURE:** Lines, circles and figure 8's may be ridden in either direction. The figure starts outside the large (8m) circle, crosses the center circle, and continues outside the large circle. The line should be as straight as possible, and can be ridden in any direction. Circles and figure 8's can be started at any point, as long as the rider completes the figure by crossing over the starting point.



**CIRCLE FIGURE:** Circle figures are ridden in the area between the 4m and 8m circle lines. If the rider crosses the 4m line while performing the figure, the circle must be re-started from the point where the rider crosses again to the outside of the 4m circle. Crossing the 8m line does not invalidate the figure, but may result in a wave devaluation. Circles should be as round as possible.



**EXAMPLE: FIGURE EIGHT.** The figure eight can be started at any point, and have any orientation as long as the rider completes the figure 8 by crossing over the starting point. The two halves of the figure eight should be circular, the same size, and of at least 4m in diameter. The center of the 8 must cross the center circle, and the ends of the 8 must pass outside the 8m circle.