

NOTES The content of this page explains the meaning of symbols and terminology used in the Challenge sheet as well as tie breakers. For more general rules about the Challenge competition and format, we refer to the official rules on the WFFA website.

- Symbols and terminology
- () = Use of parenthesis means that something is optional.
 - [] = Use of brackets means that something is a non-optional rule that must be followed.
 - 2 x NT = Only the combination of two (alt) 1.5 rev tricks is considered an acceptable No Touch (e.g. AMATW-AMATW nt).
 - # = Use of hash symbol followed by a number specifies the minimum number of different tricks that must be used in a combo.
- Within the same trick, these variations count as different tricks:
1. Same trick done with both strong and weak foot is considered as two different tricks (e.g. ALATW with first left and then right)
 2. Same trick done both inside and outside is considered as two different tricks (e.g. LATW inside and LATW outside)
- What is accepted as a "combo":
1. At least one trick consisting of 1rev or more must be done between specified tricks (e.g. PMATW-combo-PATW can validly be interpreted as PMATW-HTW-PATW)
 2. Crossovers and its variations (e.g. Reverse Crossover) are not allowed, unless otherwise specified
- Definition of "Beck" tricks:
- Beck = hhjatw
 - BATW = hhjatw-atw nt
 - BTATW = hhjatw-tatw nt
 - ALT BECK and ALT REV BECK are considered two different tricks, and it is therefore NOT allowed to attempt one when the sheet specifies the other and vice versa

CLEAN TRICKS

- Vertically, the heel has to be over the ball when going above, while your toe has to be under the ball when going below. Horizontally, at the highest point of the revolution, the heel has to be in front of the midline of the ball, while there are no requirements for the toe when going under the ball.
- When performing Abbas tricks, both feet need to be in the air at the point of ball contact (in the Abbas part), i.e. Abbas tricks executed as hhtw-atw won't be accepted
- Outside NT tricks (e.g. tatw atatw nt) need horizontally go over the entire ball
- In tricks that involve a Crossover NT movement (i.e. 1.5rev, 2.5rev and 3.5rev), the heel must be in front of the midline of the ball in the frontal plane, and the "crossover" foot must be off the ground when you touch the ball with the "revolution" foot
- When performing Alt rev tricks (e.g. APATW), the opposite foot must be on the ground at the moment when the trick is initiated
- When performing NT combos starting with a Crossover (e.g. CO - AltMag. NT), the crossover foot needs to be in the air when the ball is kicked (i.e. the Crossover can't be a Toe Bounce)

ROUND	ATTEMPTS	COLUMN(S) NEEDED TO BE COMPLETED: 1		
1	3	10 TRICK COMBO [3# AND CAN'T REPEAT THE SAME TRICK TWICE] E.G.: 2x ATW - 2x HTW - 2x HATW -2x ATW - 2x HTW	1.5REV - (ALT) 1.5REV or 2REV - 4 TRICK COMBO [3#] E.G.: TATW - AMATW or LATW - 2x HTW - HATW - ATW	2.5REV or 2 x AATW E.G.: PALLE TRICK or AATW-AATW
2	3	3x (ALT) 1.5REV IN COMBO [2#, AT LEAST 2 TRICKS IN BETWEEN] E.G.: TATW - 2x HTW - AMATW - HTW - ATW - TATW	2REV COMBO 2REV [2#] E.G.: LATW - HTW - ATW - HTATW	ALT 2REV or BECK ATW E.G.: ALATW or BATW
3	3	CO - (ALT) 1.5REV NT E.G.: CO - MATW NT	2x 2REV or ALT 2REV - ALT 1.5REV E.G.: LATW - LATW or AHMATW - AMATW	3x ABBAS or LEB ATW E.G.: 3x AATW LEBATW
4	5	(ALT) 1.5REV - 1.5REV NT E.G.: TATW - MATW NT	2.5REV COMBO 2.5REV E.G.: MAGMATW - HTW - ATW - MAGMATW	BECK/LEB 1.5REV E.G.: BTATW
5	5	(ALT) 1.5REV - ALT 1.5REV NT E.G.: TATW - AMATW NT	2REV - ALT 2REV E.G.: LATW - AHTATW	BECK/LEB 2REV or 2X ABBAS NT E.G.: BHTATW or AATW - AATW NT
6	6	2.5REV - 2x NT [NOT ALL NT] or CO - (ALT) 2REV NT E.G.: LTATW - AMATW MATW NT or CO - AHTATW NT	2.5REV COMBO 2REV COMBO ALT 2REV E.G.: PALLE TRICK COMBO LATW COMBO AHTATW	BECK/LEB - 2.5REV or ABBAS MAG 1.5REV E.G.: BATW - LTATW or ABBAS MAGMATW
7	6	3x NT or 2x NT COMBO 2x NT [AT LEAST ONE NT WITH ALTERNATIVE] E.G.: TATW - MATW - MATW NT or TATW - MATW NT COMBO TATW - AMATW NT	2x ALT 2REV or 2REV - 2.5REV or 2.5REV - ALT 2REV E.G.: AHMATW - AHMATW or LATW - LTATW or MAGMATW - ALATW	BECK 2.5REV or LEB 2REV or ALT MAG E.G.: BLTATW or LEBHATW or ALT MAG
8	6	3x NT [1 WF] or 2.5REV - ALT 1.5REV NT E.G.: AMATW MATW AMATW NT or MAGMATW - AMATW NT	3x (ALT) 2REV [2#] or ALT 2.5REV E.G.: LATW - LATW - ALATW or ALMATW	ALT REV BECK/LEB or BECK/LEB - ABBAS - BECK/LEB E.G.: ARBATW or BATW - AATW - BATW
9	6	ALT 2.5REV COMBO 2x NT [1 WF] or 3x NT [1 WF] COMBO ALT 2REV E.G.: RSATW COMBO AMATW AMATW NT or AMATW MATW AMATW NT COMBO AHMATW	2REV - 2x ALT 2REV or 4x 2REV IN COMBO [2#] E.G.: LATW - 2x AHTATW or LATW COMBO LATW COMBO LATW COMBO HTATW	2x BECK or BECK/LEB 1.5REV COMBO BECK/LEB 2REV E.G.: 2x BATW or BTATW COMBO BHTATW
10	7	4x NT [1 WF] or 2.5REV - 2x NT [1 WF] [ALL NT] E.G.: AMATW MATW MATW AMATW NT or LMATW MATW AMATW NT	3REV or 4x ALT 2REV [3#] IN COMBO E.G.: PATW or AHMATW COMBO ALATW COMBO ALATW COMBO AHTATW	2x BECK/LEB NT 3x ABBAS NT E.G.: BATW - BATW NT or 3x AATW NT
11	7	4x ALT 1.5REV NT or (ALT) 1.5REV - (ALT) 2REV NT E.G.: 4x AMATW NT or TATW - AHTATW NT	4x2REV or 3x ALT 2REV E.G.: LATW - LATW - LATW - LATW or ALATW - ALATW - ALATW	ALT BECK/LEB or 2x LEB E.G.: ABATW or 2x LEBATW