

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 = hhjatyw
 - BATW = hhjatyw-atw nt
 - BTATW = hhjatyw-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 - Alt.Mag. 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	NUMBER OF COLUMNS TO BE COMPLETED: 1			
1	3	(ALT) 1.5REV NT - 1.5REV NT E.G.: TATW - MATW NT	2REV - ALT 1.5REV E.G.: LATW - AMATW	BECK/LEB 1.5REV E.G.: BTATW	
2	3	(ALT) 1.5REV - ALT 1.5REV NT E.G.: AMATW - AMATW NT	2x 2REV E.G.: LATW - LATW	BECK/LEB 2REV E.G.: BHTATW	
3	3	3x NT E.G.: AMATW MATW MATW NT	2REV - ALT 2REV or ALT 2.5REV E.G.: HTATW - AHTATW or SATW	ALT REV BECK/LEB ATW or 2 ABBAS NT E.G.: ARBATW or AATW AATW NT	
4	3	2.5REV - ALT 1.5REV NT E.G.: MAGMATW - AMATW NT	2x ALT 2REV or 2REV - 2.5REV or 2.5REV - ALT 2REV E.G.: AHTATW - AHTATW or LATW-LMATW or PALLE TRICK - ALATW	BECK/LEB 2.5REV E.G.: LEBLMATW	
5	3	3x ALT 1.5REV NT E.G.: AMATW - AMATW AMATW NT	2x 2REV - ALT 2REV E.G.: LATW - LATW - AHTATW	2x BECK ATW or 2x OPPOSITE ABBAS NT E.G.: BECK-BATW or AATW - OP AATW NT	
6	3	ALT 2.5REV NT - (ALT) 1.5REV NT E.G.: RSATW MATW NT	2REV - 2x ALT 2REV E.G.: HTATW - ALATW - ALATW	2x LEBIODA or 3x ABBAS NT E.G. : 2x LEB ATW or 3x AATW NT	
7	5	4x ALT 1.5REV NT or (ALT) 1.5REV - (ALT) 2REV NT E.G.: 4x AMATW NT or TATW - AHTATW NT	4x 2REV or 3x ALT 2REV E.G.: 4x LATW or 3x AHMATW	3REV E.G.: SKATW	ALT BECK/LEB 1.5REV E.G.: ABTATW
8	5	5x NT [2 WF] or 2.5REV - (ALT) 2REV NT E.G.: SKORA NT or MAGMATW AHTATW NT	ALT 2REV - 2REV - ALT 2REV [2# ALT 2REV] E.G.: AHMATW - HTATW - ALATW	3REV COMBO ALT 2REV COMBO ALT 2REV E.G.: PATW COMBO ALATW COMBO ALATW	ALT BECK/LEB 2REV or 4x ABBAS NT E.G.: ABHTATW or 4x AATW NT
9	5	CO - (ALT) 2.5REV NT or 2.5REV- (ALT) 1.5REV - (OPP) ABBAS MAG NT E.G.: CO - RSATW NT or LTATW MATW ABBAS MAG NT	4x (ALT) 2REV [3#] or MAG - ALT MAG E.G.: 2x LATW - AHTATW - ALATW or MAG-ALT MAG	3REV COMBO 3REV or 3REV - 2x ALT 1.5REV NT E.G.: EATW COMBO EATW or PATW-2x AMATW NT	ALT BECK/LEB 2.5REV or 3x OPP ABBAS NT E.G.: ABLTATW or 3x OPP AATW NT
10	5	7x NT [3 WF] E.G.: SKORA NT - AMATW - AMATW NT	5x (ALT) 2REV [3#, MAX 2 IN A ROW] E.G.: 2x LATW - 2x ALATW- AHTATW	1REV - 2REV - 3REV E.G.: ATW-LATW-SKATW	BECK/LEB - BECK/LEB 2.5REV NT or 5x ABBAS NT E.G.: BECK-BLTATW NT or 5x AATW NT

ROUND	ATTEMPTS	NUMBER OF COLUMNS TO BE COMPLETED: 2			
11	8	ALT 2.5REV-4x NT [2 WF] or ALT 2.5REV- (ALT)2REV NT E.G.: SATW-4x AMATW NT or SATW AHTATW NT	2REV - 2x 2.5REV - ALT 2REV E.G.: HTATW - 2x PALLE TRICK - ALATW	3.5REV E.G.: EMATW	ABBAS 3REV or 2REV OPP ABBAS NT E.G.: PAATW or HTRLEB
12	8	8x NT [3 WF] or ALT 2.5REV - (OPP) ABBAS 1.5REV - (ALT) 2REV NT E.G.: EMMANUELE NT or SATW-MAATW-AHTATW NT	6x (ALT) 2REV [4#, MAX 3 IN A ROW] E.G.: 3x LATW - AHMATW - ALATW - AHTATW	ALT 3REV E.G.: AEATW	BECK/LEB 3REV or 2REV ABBAS NT E.G.: LEBSKATW or LBATW
13	10	2.5REV - 4x NT [1 WF] - (ALT) 2REV NT E.G.: LMATW-AMATW-AMATW- MATW-MATW-AHMATW NT	3x ALT 2.5REV [3#] E.G.: SATW - RSATW - ALMATW	3REV - 2REV - ALT 2REV E.G.: PATW - LATW - ALATW	ALT REV BECK/LEB 3REV or 4x OPP ABBAS NT E.G.: ARLEBSKATW or 4x OPP AATW NT
14	10	11x NT [5 WF] or 2.5REV - (ALT)2REV NT COMBO 2.5REV - (ALT)2REV [2# NT] E.G.: 11x AMATW NT or LTATW - AHTATW NT COMBO PALLE TRICK - AHTATW NT	7x (ALT) 2REV [5#, MAX 2 IN A ROW] E.G.: 2x LATW - 2x HTATW - 2x AHMATW - ALATW	3.5REV COMBO 3REV [2#] E.G.: PMATW COMBO EATW	4x BECK/LEB NT [3#] or 2REV (OPP) ABBAS 1.5REV NT or 7x ABBAS NT E.G.: LEB RBECK BECK BATW NT or HTRELEBMATW or 7x AATW NT
15	12	ALT 2.5REV - 6x NT [2 WF] - (ALT) 2REV NT or 13x NT [5 WF] or 3.5REV-(ALT)2REV NT E.G.: SATW - SKORA NT - AMATW - AHMATW NT (ALL NT) or 13x AMATW NT or PMATW-AHTATW NT	8x (ALT) 2REV [5#, MAX 3 IN A ROW] or 5x ALT 2.5REV [3#, MAX 2 IN A ROW] E.G.: 2x LATW - 2x HTATW - 3x ALATW - AHMATW or ALMATW - SATW wf - SATW sf- SATW wf - SATW sf	2x 3REV or 3x 3REV IN COMBO [3#] E.G.: PATW - PATW or SZATW COMBO SKATW COMBO PATW	ALT BECK/LEB 3REV or 2REV (OPP) ABBAS 2REV NT or 5x ABBAS NT [2 OPP] E.G.: ABPATW or HTREVLEBLATW or LOTAR NT
ROUND	ATTEMPTS	NUMBER OF COLUMNS TO BE COMPLETED: 3			
16	18	ALT 2.5REV- 8x NT [3 WF] - (ALT) 2REV NT or ALT 2.5REV - (ALT)2.5REV NT E.G.: SATW - SKORA NT - AMATW - 2xMATW - HTATW NT or RSATW - RSATW NT	10x (ALT) 2REV [6#, MAX 3 IN A ROW] or MAG - 2x ALT MAG [#2] E.G.: 2x LATW- 3x HTATW- 3x ALATW - AHMATW - AHTATW or MAG - ALT MAG (IN-IN) - ALT MAG (OUT-OUT)	ALT 3.5REV or 3x ALT 3REV IN A COMBO [2#] or 3.5REV - (ALT) 3REV or STEPPING 3.5REV E.G.: APMATW or APATW COMBO AEATW COMBO APATW or SKMATW - APATW or SUPER MAG MITCH	ALT BECK/LEB 3.5REV or 2REV (OPP) ABBAS 2.5REV NT or 6x ABBAS NT [2 OPP] E.G.: ABPTATW or HTREVLEBLMATW or LOTAR NT - AATW NT
ROUND	ATTEMPTS	NUMBER OF COLUMNS TO BE COMPLETED: 4			
17	18	CO - (ALT) 3REV NT or 20 x NT (per choice) or 2.5 REV - (ALT)2.5 REV - (ALT)2REV [ALL NT] E.G.: CO - AHTLATW NT or 20 x MATW NT or LMATW - SATW - AHATW [ALL NT]	12 x (ALT) 2REV [7#, MAX 4 IN A ROW] or 4x Stepping 2REV [4#] or 3x Stepping ALT 2REV [3#] E.G.: HTATW - HMATW - AHMATW - ALATW - 4x LATW - MAG - 3x AHTATW or MAG (OUT-OUT) - MAG (OUT-IN) - MAG (IN-IN) - MAG (IN-OUT) or ALT MAG (OUT-OUT) - ALT MAG (OUT-IN) - ALT MAG (IN-IN)	3REV - 3.5REV or ALT 3REV - ALT 3REV [2#] or 2x 3.5 REV E.G.: PATW - PMATW or APATW - AHTLATW or HTLMATW - HTLMATW	ALT BECK/LEB Stepping 3.5REV or 2REV (OPP) ABBAS 3REV NT or 8x ABBAS NT [3 OPP] E.G.: ALT LEB SUPERMAG or HTREVLEBSKATW or LOTAR NT - OPP AATW - AATW - OPP AATW [ALL NT]