

Freestyle Skill Levels

A

Level 1

- mount unicycle unassisted
- ride 10 revolutions
- dismount gracefully with unicycle in front

Level 2

- ride a circle (direction and diameter open to the rider)
- hop or idle 10 times

Level 3

- ride a figure-8 (diameters open to the rider)
- ride backwards 10 revolutions

Levels 4 to 10

Perform a standard skills routine containing $1.8 \cdot n$ skills (rounded to an integer number) and a base score of at least $0.4 \cdot n$, where n is the number of the level. The number of required skills is an exact number, not a minimum number. Who doesn't like formulas may get the values for each levels from the table below.

From each section of the standard skills list (Riding Skills, Transitions, Axis Skills, Single Short Skills, Counted Short Skills, Mounts) at least one skill needs to be included. No more than 50% of all skills may be selected from one of these sections.

As in "real" standard skills routines, it is not allowed to include more than one skill with the same number. For instance you cannot include *30b wheelwalk c* and *30c wheelwalk 8* in your routine.

No skill may be skipped, and all skills need to be completed at first attempt without a technical devaluation. The excellence of execution (for instance if arms are straight) is irrelevant for passing a skill level.

For convenience, this table shows the numbers of skills, minimum base score, and minimum average score per skill for all skill levels:

Level	Number of Skills	Min. Base Score	Min. Av. Score per Skill
4	7	11.2	1.6
5	9	18.0	2.0
6	11	26.4	2.4
7	13	36.4	2.9
8	14	44.8	3.1
9	16	57.6	3.6
10	18	72.0	4.0

Remark: if this level system will be established, it should come with a list of sample routines for each level. At least two routines per level that make sense and can be accepted by many riders. Respective sample routines have not yet been set up.