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WHO IS THE ROADMAP FOR?

Have you ever been stuck, not knowing which tricks to learn?

Are you struggling to develop your style or create your own tricks?

Then this roadmap is for you!

The diabolo trick roadmap includes 337 different tricks: 157 with 1 diabolo, 102 with 2 diabolos, 50 in vertax and 28 with 3 diabolos.

It is far from being an exhaustive checklist, however it will give beginner and intermediate diabolo players a great foundation to build on.

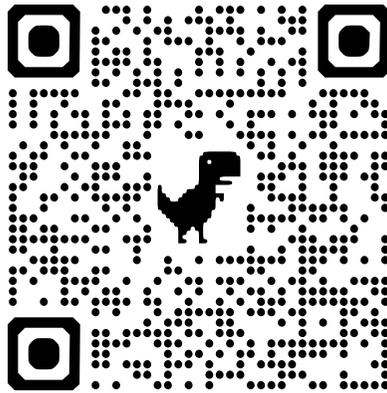
The tricks included cover all types (body moves, stick releases, knots, ...) so you can explore every part of diabolo juggling.

Learning a lot of different tricks will allow you to have more and more tools to create and develop your style.

DISCLAIMER: This roadmap does not include the trick tutorials (as I think it is way easier to learn from a video than from a book).

You can find the video tutorials at:

<https://diabolodb.com/roadmap>



HOW TO USE YOUR CHECKLIST

1. Learn a trick

2. Check it off

Go to your progress log (p.66-67) and check off the box with the trick number.

I like to highlight the trick name in the roadmap as well as it makes it easy to find the tricks I know when I want to build a routine.

3. Update the relevant prerequisites

In the roadmap, for every trick, there is a line that says "leads to", this is the list of tricks the one you just learned is a prerequisite to, so you can check it off the prerequisites line for those tricks.

4. Update the list of tricks you can work on

When all the prerequisites for a trick are checked off, you have all the tools you need to learn it.

If you completed a prerequisites list, add the trick to your list of "ready to learn" tricks by marking it in your progress log (p.66-67).

The trick number (#?) doesn't have any significance, it is only there to make the checklist easier to use.

Because some tricks have the same name (for example you can do a sun with 1, 2 or 3 diabolos and also in vertax), before the trick name, I put:

- (1) for 1 diabolo tricks
- (2) for 2 diabolo tricks
- (3) for 3 diabolo tricks
- (V) for vertax tricks

TIPS TO IMPROVE FASTER

Learn the next trick as soon as possible:

Getting a trick from 75% solid to 100% solid takes at least as much time as it takes to get it from 0% to 75%. As soon as you can do a trick 3 times out of 4, do not try to get it to 100%, instead go on to the next trick. By learning new tricks, you will deepen your control and mastery of diabolo and consolidate previous tricks without working on them.

How to choose the next trick: Go through the list of tricks you know all the prerequisites for and give each of them a try. Focus on the ones that feel easier (they will most likely be the ones you will learn faster) or the ones you really want to learn (because motivation and being inspired are what make diabolo fun!).

Get a bearing diabolo for vertax: Although you can

learn vertax with a fixed axle, having a bearing diabolo will help you learn faster and with less effort!

Go to juggling conventions as soon as you can:

I cannot stress this enough! Regardless of your level, a juggling convention is the best way to improve.

Everybody there shares the same passion and is happy to teach, discuss ideas and have fun.

A juggling convention gives you access to multiple personal coaches that will give you personalized tips and tricks. You will learn a lot of new tricks in a short period of time, get motivation and inspiration for days and have a great time!

DIABOLO TRICK ROADMAP

#1 (1) **Rolling start + tug acceleration**

■ prerequisites: none

leads to: #2, #3, #4, #5, #6, #7, #8, #9, #10

#2 (1) **Throw and catch**

□ prerequisites: □ #1

leads to: #12, #13, #14, #15, #16, #17, #20, #29, #31,
#33, #34, #36

#3 (1) **Sun**

□ prerequisites: □ #1

leads to: #11, #12, #19, #21, #22, #23, #26, #27, #28,
#30, #35, #37, #38, #72, #75, #100, #101,
#131, #161

#4 (1) **Waterfall**

□ prerequisites: □ #1

leads to: #12

#5 (1) Wrap and unwrap

prerequisites: #1

leads to: #17, #18, #19, #24, #25, #32, #39, #53, #83,
#86, #100, #125, #131, #136

#6 (1) Whip acceleration

prerequisites: #1

leads to: #25

#7 (1) Correction - tipping

prerequisites: #1

leads to: #74, #88, #145, #170

#8 (1) Correction - turning

prerequisites: #1

leads to: #16, #170

#9 (1) Spin start

prerequisites: #1

leads to: #31, #55, #146, #160

#10 (1) Milking the cow

prerequisites: #1

leads to: #36

#11 (1) V catch

prerequisites: #3

leads to:

#12 (1) Trapeze

prerequisites: #2, #3, #4

leads to: #46, #48, #49, #50, #59, #60, #67, #129, #138,
#143, #237

#13 (1) Darkside catch

prerequisites: #2

leads to: #37, #39, #46, #47, #48, #63, #64, #69, #96,
#101, #111, #195

#14 (1) Loop

prerequisites: #2

leads to: #52, #56, #62, #66, #79, #81, #194

#15 (1) Trampoline

prerequisites: #2

leads to: #40, #177

#16 (1) Grind

prerequisites: #2, #8

leads to: #41, #58, #71, #72, #74, #176, #269

#17 (1) Half-spaghetti

prerequisites: #2, #5

leads to: #42, #49, #59, #77, #90, #97, #98, #120,
#129, #198, #265

#18 (1) Elevator

prerequisites: #5

leads to: #57, #62, #287

#19 (1) Armstall

prerequisites: #3, #5

leads to: #68, #100, #185, #214, #240

#20 (1) Orbit

prerequisites: #2

leads to: #43, #44, #45, #53, #64, #76, #82, #83, #84,
#85, #86, #87

#21 (1) Suicide

prerequisites: #3

leads to: #39, #50, #51, #56, #66, #103, #113,
#125, #180, #245

#22 (1) Between the arms sun

prerequisites: #3

leads to: #70, #81, #135, #139, #207, #227, #239

#23 (1) Back to front suns

prerequisites: #3

leads to: #65, #290

#24 (1) Slowcide

prerequisites: #5

leads to: #38, #54, #55, #57, #61, #66, #68, #80, #119,
#150, #166, #190, #204

#25 (1) Chinese acceleration

prerequisites: #5, #6

leads to: #59, #88, #231

#26 (1) Umbrella

prerequisites: #3

leads to: #256

#27 (1) Big sun

prerequisites: #3

leads to: #129, #187, #189, #322

#28 (1) Side suns

prerequisites: #3

leads to: #122, #222, #235

#29 (1) Pincer start and stop

prerequisites: #2

leads to: #267

#30 (1) Walk around

prerequisites: #3

leads to:

#31 (1) Hand throw start

prerequisites: #2, #9

leads to: #73, #84, #87, #107, #141, #144, #184, #250

#32 (1) Wrapped tug acceleration

prerequisites: #5

leads to: #82, #85

#33 (1) Bicycle

prerequisites: #2

leads to:

#34 (1) Knee roll start

prerequisites: #2

leads to: #197

#35 (1) Crossed stick sun

prerequisites: #3

leads to: #186

#36 (1) Simple stick swap

prerequisites: #2, #10

leads to: #46, #47, #48, #64, #112, #132, #289

#37 (1) Arm scissor

prerequisites: #3, #13

leads to: #122, #151, #165, #195, #199

#38 (1) Double slowcide

prerequisites: #3, #24

leads to:

#39 (1) Genocide

prerequisites: #5, #13, #21

leads to: #94, #132, #270

#40 (1) Tie

prerequisites: #15

leads to: #92, #96, #97

#41 (1) Finger grind

prerequisites: #16

leads to: #153, #304

#42 (1) Spaghetti

prerequisites: #17

leads to: #99

#43 (1) Leg orbit

prerequisites: #20

leads to: #89, #91, #92, #103, #108, #110, #121, #125,
#182

#44 (1) Arm orbit

prerequisites: #20

leads to: #100, #101, #104, #111, #131, #181

#45 (1) Throw 180

prerequisites: #20

leads to: #89, #152

#46 (1) Fritz release

prerequisites: #12, #13 or #36

leads to: #63, #75, #121, #165, #254, #264

#47 (1) J-whip

prerequisites: #13 or #36

leads to: #64, #115

#48 (1) Cat's cradle

prerequisites: #12, #13 or #36

leads to: #93, #102

#49 (1) AI's release

prerequisites: #12, #17

leads to: #236, #255

#50 (1) Chinese suicide

prerequisites: #12, #21

leads to: #90, #123, #130

#51 (1) Duicide

prerequisites: #21

leads to: #105, #112, #208

#52 (1) Overhand whip catch

prerequisites: #14

leads to: #105, #128, #260

#53 (1) Circle acceleration

prerequisites: #5, #20

leads to: #106

#54 (1) Infinite suicide

prerequisites: #24

leads to: #98, #113, #114, #117, #129, #155, #213

#55 (1) Slowcide start

prerequisites: #9, #24

leads to: #95, #107, #140

#56 (1) Loop knot

prerequisites: #14, #21

leads to: #78, #119, #130, #167, #215

#57 (1) Stomp elevator

prerequisites: #18, #24

leads to:

#58 (1) Grind toss

prerequisites: #16

leads to: #109, #118

#59 (1) Crossed arm magic knot

prerequisites: #12, #17, #25

leads to:

#60 (1) Double trapeze

prerequisites: #12

leads to:

#61 (1) Slowcide under the leg

prerequisites: #24

leads to:

#62 (1) Flux capacitor

prerequisites: #14, #18

leads to:

#63 (1) Snapping the violin string

prerequisites: #46

leads to:

#64 (1) Coffee grinder

prerequisites: #13 or #36 or #47, #20

leads to: #124

#65 (1) In and out suns

prerequisites: #23

leads to: #202

#66 (1) Pendulum

prerequisites: #14, #21, #24

leads to: #116

#67 (1) C-whip

prerequisites: #12

leads to:

#68 (1) Handstall to slowcide

prerequisites: #19, #24

leads to: #158, #288

#69 (1) Darkside catch under the leg

prerequisites: #13

leads to:

#70 (1) Jump over the sun

prerequisites: #22

leads to: #128

#71 (1) Bridge

prerequisites: #16

leads to:

#72 (1) Flair

prerequisites: #3, #16

leads to: #209

#73 (1) Stick throw start

prerequisites: #31

leads to:

#74 (1) Sharpener grind

prerequisites: #7, #16

leads to: #203

#75 (1) Arm reverse scissors

prerequisites: #3, #13

leads to: #159, #200

#76 (1) Over the head orbit

prerequisites: #20

leads to: #183, #266

#77 (1) Magic knitting

prerequisites: #17

leads to:

#78 (1) Duicide cradle

prerequisites: #56

leads to:

#79 (1) Underhand whip catch

prerequisites: #14

leads to: #120

#80 (1) Slowcide stick swap

prerequisites: #24

leads to: #126, #163, #247

#81 (1) Loop sun

prerequisites: #14, #22

leads to:

#82 (2) 2 low hover start

prerequisites: #20, #32

leads to: #133, #135, #136, #137, #138, #142, #172,
#211

#83 (2) 2 low wrap start

prerequisites: #5, #20

leads to: #133, #135, #136, #137, #138, #140, #141,
#142, #171, #212

#84 (2) 2 low throw start

prerequisites: #20, #31

leads to: #133, #135, #136, #137, #138, #142, #307

#85 (2) 2 high hover start

prerequisites: #20, #32

leads to: #134, #139

#86 (2) 2 high wrap start

prerequisites: #5, #20

leads to: #134, #139

#87 (2) 2 high throw start

prerequisites: #20, #31

leads to: #134, #139, #308

#88 (V) Vertax

prerequisites: #7, #25

leads to: #143, #144, #145, #146, #147, #148, #149

#89 (1) Leg 180

prerequisites: #43, #45

leads to:

#90 (1) Suicide to half-spaghetti

prerequisites: #17, #50

leads to:

#91 (1) Body orbit

prerequisites: #43

leads to: #151, #152, #159, #238

#92 (1) Ping-pong

prerequisites: #40, #43

leads to: #164, #166, #167, #178, #218, #298

#93 (1) Levitation

prerequisites: #48

leads to:

#94 (1) Mini-genocide

prerequisites: #39

leads to: #150, #160, #163, #168, #215, #242

#95 (1) Floor slowcide start

prerequisites: #55

leads to: #154

#96 (1) Tie scissors

prerequisites: #13, #40

leads to:

#97 (1) Tie magic knot exit

prerequisites: #17, #40

leads to:

#98 (1) Infinite suicide magic knot exit

prerequisites: #17, #54

leads to:

#99 (1) Cradle isolation

prerequisites: #42

leads to:

#100 (1) Arm orbit monorail

prerequisites: #3 or #5 or #19, #44

leads to: #210, #262

#101 (1) Arm orbit backcatch

prerequisites: #3, #13, #44

leads to: #252

#102 (1) Rabbit

prerequisites: #48

leads to:

#103 (1) Legocide

prerequisites: #21, #43

leads to:

#104 (1) Two arms orbit

prerequisites: #44

leads to: #164

#105 (1) Whip catch to duicide

prerequisites: #51, #52

leads to:

#106 (1) Knee unwrap

prerequisites: #53

leads to: #229, #241, #248

#107 (1) Throw slowcide start

prerequisites: #31, #55

leads to: #153, #154

#108 (1) One-handed leg orbit

prerequisites: #43

leads to:

#109 (1) Grind under the leg

prerequisites: #58

leads to: #156

#110 (1) Alternating leg orbit

prerequisites: #43

leads to: #127

#111 (1) Darkside arm orbit

prerequisites: #13, #44

leads to: #157, #161, #165

#112 (1) Duicide stick swap

□prerequisites: □#36, □#51

leads to:

#113 (1) Unwrapped infinite suicide

□prerequisites: □#21, □#54

leads to: #294

#114 (1) Infinite suicide 180

□prerequisites: □#54

leads to:

#115 (1) Trash's web

□prerequisites: □#47

leads to:

#116 (1) Pendulum integral

□prerequisites: □#66

leads to: #158, #244

#117 (1) Infinite suicide genocide exit

□prerequisites: □#54, □#132, □#150

leads to: #196

#118 (1) Grind ping-pong

prerequisites: #58

leads to: #162

#119 (1) Stick kick

prerequisites: #24, #56

leads to: #155

#120 (1) Golf whip

prerequisites: #17, #79

leads to:

#121 (1) Leg darkside catch

prerequisites: #43, #46

leads to:

#122 (1) Arm orbit big sun exit

prerequisites: #28, #37

leads to:

#123 (1) Eiffel tower

prerequisites: #50

leads to:

#124 (1) Star

prerequisites: #64

leads to:

#125 (1) Leg monorail

prerequisites: #5, #21, #43

leads to: #262

#126 (1) Slowcide butterfly

prerequisites: #80

leads to: #168

#127 (1) Ankle orbit

prerequisites: #110

leads to:

#128 (1) Whip catch to jump over the sun

prerequisites: #52, #70

leads to: #226

#129 (1) Big sun slowcide

prerequisites: #12, #17, #27, #54

leads to:

#130 (1) Alarm clock

prerequisites: #50, #56

leads to:

#131 (1) Arm snake

prerequisites: #3, #5, #44

leads to:

#132 (1) Genocide stick swap

prerequisites: #36, #39

leads to: #117, #257

#133 (2) 31 low

prerequisites: #82 or #83 or #84 or #134

leads to: #169, #170, #171, #172, #175, #176, #177,
#178, #179, #181, #182, #183, #195, #198,
#199, #200, #223, #238, #275, #280, #321

#134 (2) 2 high to 2 low

prerequisites: #85 or #86 or #87 or #179

leads to: #133, #135, #136, #137, #138, #142

#135 (2) Sun

prerequisites: #22, #82 or #83 or #84 or #134

leads to: #180, #185, #186, #187, #192, #272, #311

#136 (2) Sprinkler

prerequisites: #5, #82 or #83 or #84 or #134

leads to: #189, #190, #191, #193, #320

#137 (2) 2 in 1 hand

prerequisites: #82 or #83 or #84 or #134

leads to: #184, #188, #194, #211, #212

#138 (2) Left trapeze

prerequisites: #12, #82 or #83 or #84 or #134

leads to: #224, #280

#139 (2) 31 high

prerequisites: #22, #85 or #86 or #87 or #179,

leads to: #173, #174, #201

#140 (2) Slowcide start

prerequisites: #55, #83

leads to: #196, #281

#141 (2) Anti-start

prerequisites: #31, #83

leads to: #197

#142 (2) Rocket start

prerequisites: #82 or #83 or #84 or #134

leads to:

#143 (V) Stopover

prerequisites: #12, #88

leads to: #202, #203, #204, #205, #206, #207, #208,
#209, #210

#144 (V) Throw start

prerequisites: #31, #88

leads to:

#145 (V) Tipping start

prerequisites: #7, #88

leads to:

#146 (V) Spin start

prerequisites: #9, #88

leads to:

#147 (V) Throw stop

prerequisites: #88

leads to:

#148 (V) Isolation

prerequisites: #88

leads to:

#149 (V) Half-pirouette behind the head

prerequisites: #88

leads to:

#150 (1) Continuous alternating mini-genocide

prerequisites: #24, #94

leads to: #117

#151 (1) Body scissors

prerequisites: #37, #91

leads to: #216, #222

#152 (1) Body 180

prerequisites: #45, #91

leads to:

#153 (1) Finger grind to slowcide

prerequisites: #41, #107

leads to:

#154 (1) Ollin kick-up

prerequisites: #95, #107

leads to:

#155 (1) Tomicide (integral)

prerequisites: #54, #119

leads to: #215, #316

#156 (1) Grind BTB

prerequisites: #109

leads to:

#157 (1) Darkside arm snake

prerequisites: #111

leads to:

#158 (1) Right handstall integral

prerequisites: #68, #116

leads to:

#159 (1) Body reverse scissors

prerequisites: #75, #91

leads to:

#160 (1) Mini-genocide start

prerequisites: #9, #94

leads to:

#161 (1) Darkside arm orbit sun entry

prerequisites: #3, #111

leads to: #217

#162 (1) Grind ping-pong toss

prerequisites: #118

leads to:

#163 (1) Continuous right mini-genocide

prerequisites: #80, #94

leads to: #220, #221, #283

#164 (1) Eight

prerequisites: #80, #104

leads to: #218

#165 (1) Darkside arm orbit recapture

prerequisites: #37, #46, #111

leads to:

#166 (1) Jussi's leg combo

prerequisites: #24, #92

leads to:

#167 (1) Leg rollercoaster

prerequisites: #56, #92

leads to:

#168 (1) Butterfly mini-genocide

prerequisites: #94, #126

leads to: #213, #214, #219

#169 (2) Simple catch stop

prerequisites: #133

leads to:

#170 (2) Corrections

prerequisites: #7, #8, #133

leads to: #233

#171 (2) Wrap acceleration

prerequisites: #83, #133

leads to: #224, #227, #229, #232, #236, #239, #240,
#241, #248, #249

#172 (2) Hover acceleration

prerequisites: #82, #133

leads to: #231, #233

#173 (2) 330 high

prerequisites: #139

leads to: #226, #250, #308

#174 (2) 420 high

prerequisites: #139

leads to:

#175 (2) Leg stall

prerequisites: #133

leads to: #177, #237

#176 (2) Grind

prerequisites: #16, #133

leads to: #198, #249, #251

#177 (2) Mini-columns

prerequisites: #15, #133 (optional: #175)

leads to: #243, #273, #274

#178 (2) Ping-pong

prerequisites: #92, #133

leads to: #225, #230

#179 (2) 2 low to 2 high

prerequisites: #133

leads to: #134, #139

#180 (2) Suicide

prerequisites: #21, #135

leads to: #279, #312

#181 (2) Arm orbit

prerequisites: #44, #133

leads to: #252

#182 (2) Leg orbit

prerequisites: #43, #133

leads to: #271

#183 (2) Over the head orbit

prerequisites: #76, #133

leads to:

#184 (2) Fast start

prerequisites: #31, #137

leads to:

#185 (2) Sun to armstall

prerequisites: #19, #135

leads to: #245, #246, #280, #288, #313

#186 (2) Crossed stick sun

prerequisites: #35, #135

leads to: #279

#187 (2) Big sun

prerequisites: #27, #135

leads to: #279

#188 (2) Contorsion shuffle

prerequisites: #137

leads to: #238

#189 (2) Sprinkler big sun

prerequisites: #27, #136

leads to:

#190 (2) Sprinkler suicide exit

prerequisites: #24, #136

leads to: #247, #253

#191 (2) Double sprinkler

prerequisites: #136

leads to: #253

#192 (2) Continuous suns

prerequisites: #135

leads to: #223, #228, #234, #235, #279

#193 (2) Sprinkler pirouette exit

prerequisites: #136

leads to:

#194 (2) Loop

prerequisites: #14, #137

leads to: #243, #244

#195 (2) S fan

□ prerequisites: □#13, □#37, □#133

leads to: #242, #254

#196 (2) Infinite suicide start

□ prerequisites: □#117, □#140

leads to:

#197 (2) Knee roll start

□ prerequisites: □#34, □#141

leads to:

#198 (2) Double magic knot

□ prerequisites: □#17, □#133 (optional: □#176)

leads to:

#199 (2) Arm scissors

□ prerequisites: □#37, □#133

leads to:

#200 (2) Arm reverse scissors

□ prerequisites: □#75, □#133

leads to:

#201 (2) 411 high

prerequisites: #139

leads to: #290

#202 (V) Suns

prerequisites: #65, #143

leads to: #256

#203 (V) UFO grind

prerequisites: #74, #143

leads to: #263

#204 (V) Slowcide

prerequisites: #24, #143

leads to: #257, #258, #259, #268, #270

#205 (V) Simple stop

prerequisites: #143

leads to:

#206 (V) Throw and catch

prerequisites: #143

leads to: #260, #261, #264, #265, #266, #267, #269,
#270

#207 (V) Between the arms sun

prerequisites: #22, #143

leads to: #255

#208 (V) Duicide

prerequisites: #51, #143

leads to:

#209 (V) Flair

prerequisites: #72, #143

leads to: #258

#210 (V) Body wrap

prerequisites: #100, #143

leads to: #259, #261, #262

#211 (3) 3 low hover start

prerequisites: #82, #137

leads to: #271, #272, #273, #274, #275, #310

#212 (3) 3 low wrap start

prerequisites: #83, #137

leads to: #271, #272, #273, #274, #275

#213 (1) Helicopter infinite suicide

prerequisites: #54, #168

leads to:

#214 (1) Kanno's duicide

prerequisites: #19, #168

leads to:

#215 (1) Freddycide

prerequisites: #56, #94, #155

leads to:

#216 (1) Body scisors with BTB sun

prerequisites: #151

leads to:

#217 (1) Darkside neck orbit

prerequisites: #161

leads to:

#218 (1) Popcorn

prerequisites: #92, #164

leads to:

#219 (1) Kick integral

prerequisites: #168

leads to:

#220 (1) Rewrap mini-genocide

prerequisites: #163

leads to: #276, #277

#221 (1) Integral continuous right mini-genocide

prerequisites: #163

leads to: #278

#222 (1) Body orbit sun exit

prerequisites: #28, #151

leads to:

#223 (2) Feed the sun (FTS)

prerequisites: #133, #192

leads to: #284, #290, #327

#224 (2) Right trapeze

prerequisites: #138 or #171

leads to: #282, #285, #307, #308

#225 (2) Anti-shuffle

prerequisites: #178

leads to:

#226 (2) 3401high

prerequisites: #173, (optional: #128)

leads to:

#227 (2) Vortex

prerequisites: #22, #171

leads to: #239, #280, #281, #282, #283, #286, #288

#228 (2) AC fan

prerequisites: #192

leads to: #284, #317

#229 (2) Internal wrap transfer

prerequisites: #106, #171

leads to: #286

#230 (2) Ping-pong start

prerequisites: #178

leads to:

#231 (2) Chinese acceleration

prerequisites: #25, #172

leads to:

#232 (2) Continuous wrap acceleration

prerequisites: #171

leads to:

#233 (2) Hover corrections

prerequisites: #170, #172

leads to:

#234 (2) Left to right sun

prerequisites: #192

leads to: #279

#235 (2) Side suns

prerequisites: #28, #192

leads to: #279

#236 (2) AI's release

prerequisites: #49, #171

leads to: #283

#237 (2) Leg stall to double trapeze

prerequisites: #12, #175

leads to:

#238 (2) Body orbit

prerequisites: #91, #133, #188

leads to:

#239 (2) Anti-suicide

prerequisites: #22, #171 (optional: #227)

leads to:

#240 (2) Internal wrap to left armstall

prerequisites: #19, #171

leads to: #287

#241 (2) Knee unwrap

prerequisites: #106, #171

leads to:

#242 (2) S fan mini-genocide exit

prerequisites: #94, #195

leads to:

#243 (2) Loop mini-columns

prerequisites: #177, #194

leads to:

#244 (2) Loop mini-genocide

prerequisites: #116, #194

leads to:

#245 (2) Herr flick

prerequisites: #21, #185

leads to:

#246 (2) Double armstall

prerequisites: #185

leads to:

#247 (2) Sprinkler stick swap

prerequisites: #80, #190

leads to: #283

#248 (2) External wrap transfer

prerequisites: #106, #171

leads to: #286

#249 (2) Wrap grind pirouette

□prerequisites: □#171, □#176

leads to:

#250 (2) 2 throws start

□prerequisites: □#31, □#173

leads to: #309

#251 (2) Double grind

□prerequisites: □#176

leads to:

#252 (2) Arm backcatch

□prerequisites: □#101, □#181

leads to:

#253 (2) Sprinklers double suicide exit

□prerequisites: □#190, □#191

leads to:

#254 (2) S fan magic knot exit

□prerequisites: □#49, □#195

leads to: #289

#255 (V) AI's release

prerequisites: #49, #207

leads to: #300, #302

#256 (V) Umbrella

prerequisites: #26, #202

leads to:

#257 (V) Genocide

prerequisites: #132, #204

leads to: #292, #293, #306, #324

#258 (V) Flair suicide

prerequisites: #204, #209

leads to: #299, #301, #303

#259 (V) Body wrap suicide

prerequisites: #204, #210

leads to: #294, #295, #296

#260 (V) Whip catch

prerequisites: #52, #206

leads to: #305

#261 (V) Body scisors

prerequisites: #206, #210

leads to: #297

#262 (V) Hula hoop

prerequisites: #100 or #125, #210

leads to:

#263 (V) Finger UFO grind

prerequisites: #203

leads to:

#264 (V) Fritz release

prerequisites: #46, #206

leads to: #291

#265 (V) Half-spaghetti

prerequisites: #17, #206

leads to: #300, #305

#266 (V) Blind throw

prerequisites: #76, #206

leads to: #298

#267 (V) Pincer stop

prerequisites: #29, #206

leads to:

#268 (V) Continuous slowcide

prerequisites: #204

leads to: #301, #306

#269 (V) Grind

prerequisites: #16, #206

leads to: #304

#270 (V) Darkside catch genocide

prerequisites: #39, #204, #206

leads to:

#271 (3) Leg orbit

prerequisites: #182,

#211 or #212 or #307 or #325

leads to:

#272 (3) Sun

prerequisites: #135,

#211 or #212 or #307 or #325

leads to: #312, #313, #327

#273 (3) Mini-columns

prerequisites: #177,

#211 or #212 or #307 or #325

leads to: #314

#274 (3) Box

prerequisites: #177,

#211 or #212 or #307 or #325

leads to: #314

#275 (3) 42 low

prerequisites: #133,

#211 or #212 or #307 or #325

leads to: #310, #311, #315, #328

#276 (1) Forte

prerequisites: #220

leads to:

#277 (1) Integral rewrap mini-genocide

prerequisites: #220

leads to:

#278 (1) Scrat's integral

prerequisites: #221

leads to:

#279 (2) Sun combo

prerequisites: #180, #186, #187, #192,
#234, #235

leads to:

#280 (2) C fan

prerequisites: #133 or #138 or #185 or #227

leads to: #317, #319, #320

#281 (2) Vortex suicide

prerequisites: #140, #227

leads to: #316, #319

#282 (2) Right trapeze to left armstall

prerequisites: #224, #227

leads to:

#283 (2) Tanincide

prerequisites: #163, #227, #236, #247

leads to: #318

#284 (2) AC fan with FTS

prerequisites: #223, #228

leads to:

#285 (2) Single stuck

prerequisites: #224

leads to: #322

#286 (2) Double stuck

prerequisites: #227, #229, #248

leads to: #323

#287 (2) Elevator to armstall

prerequisites: #18, #240

leads to:

#288 (2) Right handstall to suicide vortex

prerequisites: #68, #185, #227

leads to: #321

#289 (2) Magic knot stick swap

prerequisites: #36, #254

leads to: #316

#290 (2) Feed the back to front suns

prerequisites: #23, #201, #223

leads to:

#291 (V) Fritz stop

prerequisites: #264

leads to:

#292 (V) Double genocide

prerequisites: #257

leads to:

#293 (V) BTB genocide

prerequisites: #257

leads to:

#294 (V) Unwrapped infinite suicide

prerequisites: #113, #259

leads to:

#295 (V) Leg wrap suicide

prerequisites: #259

leads to:

#296 (V) Slapback

prerequisites: #259

leads to: #324

#297 (V) Body scisors pirouette

prerequisites: #261

leads to:

#298 (V) Ping-pong

prerequisites: #92, #266

leads to:

#299 (V) Jump over the flair

prerequisites: #258

leads to:

#300 (V) AI's release to half-spaghetti

prerequisites: #255, #265

leads to:

#301 (V) Body flair

prerequisites: #258, #268

leads to:

#302 (V) BTB AI's release

prerequisites: #255

leads to:

#303 (V) Mini flair suicide

prerequisites: #258

leads to:

#304 (V) Finger grind

prerequisites: #41, #269

leads to:

#305 (V) Half-spaghetti to whip catch

prerequisites: #260, #265

leads to:

#306 (V) Continuous genocides

prerequisites: #257, #268

leads to:

#307 (3) 3 low 1 throw start

prerequisites: #84, #224

leads to: #271, #272, #273, #274, #275

#308 (3) 3 high 1 throw start

prerequisites: #87, #173, #224

leads to: #325, #326

#309 (3) 3 high 2 throws start

prerequisites: #250

leads to: #325, #326

#310 (3) Hover acceleration

prerequisites: #211, #275

leads to:

#311 (3) 42 sun

prerequisites: #135, #275

leads to: #327

#312 (3) Suicide

prerequisites: #180, #272

leads to:

#313 (3) Sun to right armstall

prerequisites: #185, #272

leads to: #332

#314 (3) Reverse cascade

prerequisites: #273 or #274

leads to: #329

#315 (3) 522 low

prerequisites: #275

leads to:

#316 (2) Tomicide

prerequisites: #155, #281, #289

leads to:

#317 (2) Fan 360

prerequisites: #228, #280

leads to: #330

#318 (2) Tainan innovation

prerequisites: #283

leads to:

#319 (2) C fan suicide vortex exit

prerequisites: #280, #281

leads to:

#320 (2) Sprinkler to C fan

prerequisites: #136, #280

leads to:

#321 (2) Trash's armstall

prerequisites: #133, #288

leads to:

#322 (2) Single stuck big sun

prerequisites: #27, #285

leads to:

#323 (2) Jump over the double stuck

prerequisites: #286

leads to:

#324 (V) Genocide slapback

prerequisites: #257, #296

leads to:

#325 (3) 3 high to 3 low

prerequisites: #308 or #309 or #328

leads to: #271, #272, #273, #274, #275

#326 (3) 42 high

prerequisites: #308 or #309 or #328

leads to: #331

#327 (3) FTS 23

prerequisites: #223, #272, #311

leads to: #332, #333, #334

#328 (3) 3 low to 3 high

prerequisites: #275

leads to: #325, #326

#329 (3) Cascade

prerequisites: #314

leads to:

#330 (2) Staircase

prerequisites: #317

leads to:

#331 (3) 441 high

prerequisites: #326

leads to: #335, #336

#332 (3) Sun to double armstall

prerequisites: #313 or #327

leads to:

#333 (3) FTS 2323

prerequisites: #327

leads to: #337

#334 (3) FTS 123

prerequisites: #327

leads to:

#335 (3) 4440 high

prerequisites: #331

leads to:

#336 (3) 531 high

prerequisites: #331

leads to:

#337 (3) FTS 2-3-22-3

prerequisites: #333

leads to: FTS 2-3-2-1-2-3

Progress Log

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| 101 | 102 | 103 | 104 | 105 | 106 | 107 | 108 | 109 | 110 |
| 111 | 112 | 113 | 114 | 115 | 116 | 117 | 118 | 119 | 120 |
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| 231 | 232 | 233 | 234 | 235 | 236 | 237 | 238 | 239 | 240 |
| 241 | 242 | 243 | 244 | 245 | 246 | 247 | 248 | 249 | 250 |
| 251 | 252 | 253 | 254 | 255 | 256 | 257 | 258 | 259 | 260 |
| 261 | 262 | 263 | 264 | 265 | 266 | 267 | 268 | 269 | 270 |
| 271 | 272 | 273 | 274 | 275 | 276 | 277 | 278 | 279 | 280 |
| 281 | 282 | 283 | 284 | 285 | 286 | 287 | 288 | 289 | 290 |
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| 301 | 302 | 303 | 304 | 305 | 306 | 307 | 308 | 309 | 310 |
| 311 | 312 | 313 | 314 | 315 | 316 | 317 | 318 | 319 | 320 |
| 321 | 322 | 323 | 324 | 325 | 326 | 327 | 328 | 329 | 330 |
| 331 | 332 | 333 | 334 | 335 | 336 | 337 | | | |

Find the video tutorials listed here:

<https://diabolodb.com/roadmap>



THANK YOU!

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