



Intermediate Division Technical Point Values and Air Scales

29-May-10

2 Points	Trick	Air Scale
AJ	Air Jump (entire front and rear blade must clear water. No wake)	M
AJ-AJ	Air Jump to Air Jump	M
AJ1H	One Hand Jump (air: free hand off handle during jump)	M
WJ1H	One Hand Jump (wake: free hand off handle during jump)	M
WJ1	One Wake Jump (jump using wake as take off point)	M
3 Points	Trick	Air Scale
WJ2	Double Wake Jump (ski leaves wake and foil lands at or past the 2nd wake)	M
AFA	Fashion Air (free hand above head and back, silly face optional)	M
WFA	Fashion Air (wake: free hand above head and back, silly face optional)	M
ACHICK	Flying Chicken (wide, flap arms min. 3 times w/ audible bird sound)	M
AQUIV	Quiver (air: nose of board rises and falls a min of 3 times in air)	M
WQUIV	Quiver (wake: nose of board rises and falls a min of 3 times in air)	M
WSG	Seat Grab (air: grab seat side and pull up)	M
ASG	Seat Grab (wake: grab seat side and pull up)	M
ASTIF	Stiffy (air: board horizontal to water w/ bottom towards boat)	M
WSTIF	Stiffy (wake: board horizontal to water w/ bottom towards boat)	M
ATYP	Typewriter (air jump w/ min. four handle passes in typing motion)	M
WTYP	Typewriter (wake jump w/ min. four handle passes in typing motion)	M

4 Points	Trick	Air Scale
AWRAP	Air Wrap (air jump, wrap in mid air, land wrapped)	M
ABAC	Back At Cha (wide, board & head spin away from boat and back)	M
WFLDSG	Double Seat Grab Floater (wake: simultaneously grab both sides of seat w/ floa	M
AFLDSG	Double Seat Grab Floater air: simultaneously grab both sides of seat w/ floater)	M
SK2W	Double Wake Cross Skidder (skid crossing both wakes)	3
AFL	Floater (air: jump w/ two hand handle release and recovery)	M
WFL	Floater (wake: jump w/ two hand handle release and recovery)	M
KANG	Kangaroo Jumps (wake/mid/wide min. 3 combo jumps)	M
AFLLB	Lazy Boy (air: floater w/ both hands simultaneously touching head)	M
WFLLB	Lazy Boy (wake: floater w/ both hands simultaneously touching head)	M
AMC	McThruster (air; tip drop w/ hips forward and shoulders back)	M
WMC	McThruster (wake; tip drop w/ hips forward and shoulders back)	M
AMETH	Method Air (either hand grabs board edge between tower and feet)	M
WMETH	Method Wake (either hand grabs board edge between tower and feet)	M
WNG	Nose Grab (wake: grab nose of board w/ either hand in air)	M
ANG	Nose Grab air: grab nose of board w/ either hand in air)	M
POWER	Power Turn (low slalom turn with weight supported on hand "surf turn")	3
WSHIFT	Shifty (wake, board spins into boat, then rev. direction for landing)	M
ASHIFT	Shifty (wide, board spins into boat, then rev. direction for landing)	M
SK	Skidder (bottom of front wing rides continuously on top of water, 2 sec. min.)	3
SK2WJ	Skidder Wake Jump (double wake jump while skidding, land in skidder)	M
ASFL	Spinner Floater (air: floater w/ min. 360 handle rotation)	M
WSFL	Spinner Floater (wake: floater w/ min. 360 handle rotation)	M
AWJFL	Swinging Door (wrapped air jump to floater while unwrapping)	M
ATLG	Tailgrab (air: right hand right rail grab near tower base or Left hand grabs Left...	M
WTLG	Tailgrab (wake: right hand right rail grab near tower base or Left hand grabs Le	M
ATG	Tower Grab (air: grab any part of tower except seat)	M
WTG	Tower Grab (wake: grab any part of tower except seat)	M
AUND	Undertaker (wide jump with one hand handle grab under both legs)	M
WJ2W	Wake Wrap (2 wake jump with mid-air wrap)	M

5 Points	Trick	Air Scale
ADG	Air Dismount Gainer	M
ABAC180	Back At Cha 180 (wide, board and head spin away 180 degrees from boat and	M
AFLM	Method Floater (air: either hand grabs board edge between tower and feet, oth	M
WFLM	Method Floater (wake: either hand grabs board edge between tower and feet, o	M
ASHIFT180	Shifty 180 (wide, board spins 180 degrees into boat, then rev. direction for landi	M
SKFL	Skidder Floater (skidder w/ two hand handle release and recovery)	3
ASTG	Strut Grab (air: either hand grabs foil strut)	M
WSTG	Strut Grab (wake: either hand grabs foil strut)	M

6 Points	Trick	Air Scale
AFLMLB	Method Lazy Boy Floater (air)	M
WFLMLB	Method Lazy Boy Floater (wake)	M
AFLN	Nancy Floater (air: both hands grabs board edges between tower and feet)	M
WFLN	Nancy Floater (wake: both hands grabs board edges between tower and feet)	M
AFLSTG	Strut Grab Floater (air: either hand grabs foil strut while other hand visibly off h	M
WFLSTG	Strut Grab Floater (wake: either hand grabs foil strut while other hand visibly off	M
8 Points	Trick	Air Scale
ABR	Air Back Roll (side over side rotation, shoulders moving back, no wake)	M
AFR	Air Front Roll (side over side rotation, shoulders moving forward, no wake)	M
AG	Air Gainer (back flip cutting to left or right, must rotate end over end)	M
WBR	Wake Back Roll(side over side rotation, shoulders moving back, using wake)	M
WFR	Wake Front Roll (side over side rotation, shoulders moving back, using wake)	M
10 Points	Trick	Air Scale
ABR-SK	Air Back Roll to Skidder	M
AFR-SK	Air Front Roll to Skidder	M
ABL	Blender (Wrapped back side roll)	M
SK-ABR	Skidder to Air Back Roll	M
WBR-SK	Wake Back Roll to Skidder	M
WFR-SK	Wake Front Roll to Skidder	M
WG	Wake Gainer (back flip, must rotate end over end, using wake)	M
20 Points	Trick	Air Scale
AWB360	Air Wrapped 360 (air, wrapped - board initially rotates away from boat)	M
28 Points	Trick	Air Scale
A360	Air Hand to Hand 360 (board initially rotates toward boat)	M

Air Scales

To calculate the air score for a given trick, count the frames, then use the air scale based on the chart above.

Note: Combos are an average of frames for each component. So if a rider does a 44 to 40 frame roll to roll combo, their air frames would be 42.

Frames	J	K	L	M
< 29	0.0	0.0	0.0	0.0
29	1.0	1.0	2.0	2.0
30	1.0	1.0	2.0	3.0
31	1.0	2.0	2.0	3.0
32	1.0	2.0	3.0	4.0
33	2.0	2.0	3.0	4.0
34	2.0	3.0	4.0	5.0
35	2.0	3.0	4.0	5.0
36	3.0	4.0	5.0	6.0
37	3.0	4.0	5.0	6.5
38	4.0	5.0	6.0	7.0
39	4.0	5.0	6.5	8.0
40	5.0	6.0	7.0	8.5
41	5.0	6.5	8.0	9.0
42	6.0	7.0	8.5	10.0
43	6.5	8.0	9.0	10.0
44	7.0	8.5	10.0	10.0
45	8.0	9.0	10.0	10.0
46	8.5	10.0	10.0	10.0
47	9.0	10.0	10.0	10.0
48	10.0	10.0	10.0	10.0
> 48	10.0	10.0	10.0	10.0

Weightings

For the Free ride and 3-trick events, the score for any given trick is calculated based upon the air, technical, and execution components.

The weighting for each component is as follows:

	Air	Technical
Intermediate	0.30	0.40

To calculate the score for a given trick, multiply the air score times the air weighting for the division, multiply the technical score for the trick times the technical weighting for the division, and multiply the Execution factor times the total of the air and technical. Add these three numbers together to get the total score for the trick.

Visit www.webappros.com/ushascoring for an online trick scoring calculator.