



## Open 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)	P
3 Points	Trick	Air Scale
WJ2	Double Wake Jump (ski leaves wake and foil lands at or past the 2nd wake)	P
4 Points	Trick	Air Scale
SK	Skidder (bottom of front wing rides continuously on top of water, 2 sec. min.)	3
AUND	Undertaker (wide jump with one hand handle grab under both legs)	P
4.5 Points	Trick	Air Scale
SK2W	Double Wake Cross Skidder (skid crossing both wakes)	3
5 Points	Trick	Air Scale
AFLM	Method Floater (air: either hand grabs board edge between tower and feet, oth	P
WFLM	Method Floater (wake: either hand grabs board edge between tower and feet, o	P
SKFL	Skidder Floater (skidder w/ two hand handle release and recovery)	3
8 Points	Trick	Air Scale
ABR	Air Back Roll (side over side rotation, shoulders moving back, no wake)	P
AFR	Air Front Roll (side over side rotation, shoulders moving forward, no wake)	R
AG	Air Gainer (back flip cutting to left or right, must rotate end over end)	P
WBR	Wake Back Roll(side over side rotation, shoulders moving back, using wake)	P
WFR	Wake Front Roll (side over side rotation, shoulders moving back, using wake)	Q

<b>10 Points</b>	<b>Trick</b>	<b>Air Scale</b>
ABL	Blender (Wrapped back side roll)	Q
ASMOK	Smoke and Mirrors (Wrapped Gainer, land unwrapped)	Q
WG	Wake Gainer (back flip, must rotate end over end, using wake)	P
<b>14 Points</b>	<b>Trick</b>	<b>Air Scale</b>
ABR-ABR	Double roll sinker -- air back roll to air back roll	S
ABR-AFR	Double roll sinker -- air back roll to air front roll	S
AFR-AFR	Double roll sinker -- air front roll to air front roll	S
AG-ABR	Double roll sinker -- air gainer to air back roll	S
WBR-ABR	Double roll sinker -- wake back roll to air back roll	S
WBR-AFR	Double roll sinker -- wake back roll to air front roll	S
WFR-ABR	Double roll sinker -- wake front roll to air back roll	S
WFR-AFR	Double roll sinker -- wake front roll to air front roll	S
<b>17 Points</b>	<b>Trick</b>	<b>Air Scale</b>
AFR-ABR	Flip-Flop (air front roll to air back roll sinker combo)	S
ABR-ABR-ABR	Triple roll sinker -- air back roll to air back roll to air back roll	S
ABR-ABR-AFR	Triple roll sinker -- air back roll to air back roll to air front roll	S
ABR-AFR-ABR	Triple roll sinker -- air back roll to air front roll to air back roll	S
ABR-AFR-AFR	Triple roll sinker -- air back roll to air front roll to air front roll	S
AFR-ABR-ABR	Triple roll sinker -- air front roll to air back roll to air back roll	S
AFR-AFR-ABR	Triple roll sinker -- air front roll to air back roll to air front roll	S
WFR-AFR-ABR	Triple roll sinker -- air front roll to air front roll to air back roll	S
AFR-AFR-AFR	Triple roll sinker -- air front roll to air front roll to air front roll	S
AG-ABR-ABR	Triple roll sinker -- air gainer to air back roll to air back roll	S
WBR-ABR-ABR	Triple roll sinker -- wake back roll to air back roll to air back roll	S
WBR-ABR-AFR	Triple roll sinker -- wake back roll to air back roll to air front roll	S
WBR-AFR-ABR	Triple roll sinker -- wake back roll to air front roll to air back roll	S
WBR-AFR-AFR	Triple roll sinker -- wake back roll to air front roll to air front roll	S
WFR-ABR-ABR	Triple roll sinker -- wake front roll to air back roll to air back roll	S
WFR-ABR-AFR	Triple roll sinker -- wake front roll to air back roll to air front roll	S
WFR-AFR-AFR	Triple roll sinker -- wake front roll to air front roll to air front roll	S
<b>19 Points</b>	<b>Trick</b>	<b>Air Scale</b>
AFR-ABR-AFR	Flip-Flop-Flip (air front roll to air back roll to air front roll)	S
<b>20 Points</b>	<b>Trick</b>	<b>Air Scale</b>
AWB360	Air Wrapped 360 (air, wrapped - board initially rotates away from boat)	R

<b>22 Points</b>	<b>Trick</b>	<b>Air Scale</b>
AG-AG (SW)	Gainer Combo (swoop)	S
AG-ABR (SW)	Gainer Roll Combo (swoop)	S
ABR-ABR (SW)	Roll Combo (swoop)	S
<b>28 Points</b>	<b>Trick</b>	<b>Air Scale</b>
A360	Air Hand to Hand 360 (board initially rotates toward boat)	R
AG-AG-AG (SW)	Triple Gainer Combo (swoop)	S
AG-ABR-ABR (SW)	Triple Gainer Roll Combo (swoop)	S
ABR-ABR-ABR (SW)	Triple Roll Combo (swoop)	S
WFF	Wake Front Flip	P
WW360	Wake Wrapped 360	R
<b>34 Points</b>	<b>Trick</b>	<b>Air Scale</b>
A360W	Air 360-to-Wrap (air 360 landing in wrapped position)	R
AB360	Air Blind 360 (board initially rotates away from boat)	S
AFF	Air Front Flip	Q
AO360	Air Ole 360 (air 360 with no handle pass – rope passes over head)	R
<b>40 Points</b>	<b>Trick</b>	<b>Air Scale</b>
FFF	Front Flip Floater	P

## 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.

<b>Frames</b>	<b>P</b>	<b>Q</b>	<b>R</b>	<b>S</b>
< 29	0.0	0.0	0.0	0.0
29	0.0	0.4	0.8	1.3
30	0.3	0.6	1.0	1.6
31	0.4	0.8	1.3	1.9
32	0.6	1.0	1.6	2.2
33	0.8	1.3	1.9	2.5
34	1.0	1.6	2.2	3.0
35	1.3	1.9	2.5	3.4
36	1.6	2.2	3.0	4.0
37	1.9	2.5	3.4	4.7
38	2.2	3.0	4.0	5.4
39	2.5	3.4	4.7	6.3
40	3.0	4.0	5.4	7.4
41	3.4	4.7	6.3	8.6
42	4.0	5.4	7.4	10.0
43	4.7	6.3	8.6	10.0
44	5.4	7.4	10.0	10.0
45	6.3	8.6	10.0	10.0
46	7.4	10.0	10.0	10.0
47	8.6	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:

	<b>Air</b>	<b>Technical</b>
Open	0.50	0.30

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](http://www.webappros.com/ushascoring) for an online trick scoring calculator.