



Outlaw Division Technical Point Values and Air Scales

29-May-10

1 Points	Trick	Air Scale
AJ	Air Jump (entire front and rear blade must clear water. No wake)	E
WJ2	Double Wake Jump (ski leaves wake and foil lands at or past the 2nd wake)	E
SK	Skidder (bottom of front wing rides continuously on top of water, 2 sec. min.)	0.5
AUND	Undertaker (wide jump with one hand handle grab under both legs)	E
2 Points	Trick	Air Scale
ABR	Air Back Roll (side over side rotation, shoulders moving back, no wake)	E
AFR	Air Front Roll (side over side rotation, shoulders moving forward, no wake)	G
AG	Air Gainer (back flip cutting to left or right, must rotate end over end)	E
AFLM	Method Floater (air: either hand grabs board edge between tower and feet, oth	E
WFLM	Method Floater (wake: either hand grabs board edge between tower and feet, o	E
WBR	Wake Back Roll(side over side rotation, shoulders moving back, using wake)	E
WFR	Wake Front Roll (side over side rotation, shoulders moving back, using wake)	F
3 Points	Trick	Air Scale
ABL	Blender (Wrapped back side roll)	F
ABR-ABR	Double roll sinker -- air back roll to air back roll	H
ABR-AFR	Double roll sinker -- air back roll to air front roll	H
AFR-AFR	Double roll sinker -- air front roll to air front roll	H
AG-ABR	Double roll sinker -- air gainer to air back roll	H
WBR-ABR	Double roll sinker -- wake back roll to air back roll	H
WBR-AFR	Double roll sinker -- wake back roll to air front roll	H
WFR-ABR	Double roll sinker -- wake front roll to air back roll	H
WFR-AFR	Double roll sinker -- wake front roll to air front roll	H
ASMOK	Smoke and Mirrors (Wrapped Gainer, land unwrapped)	F
WG	Wake Gainer (back flip, must rotate end over end, using wake)	E

4 Points	Trick	Air Scale
AFR-ABR	Flip-Flop (air front roll to air back roll sinker combo)	H
ABR-ABR-ABR	Triple roll sinker -- air back roll to air back roll to air back roll	H
ABR-ABR-AFR	Triple roll sinker -- air back roll to air back roll to air front roll	H
ABR-AFR-ABR	Triple roll sinker -- air back roll to air front roll to air back roll	H
ABR-AFR-AFR	Triple roll sinker -- air back roll to air front roll to air front roll	H
AFR-ABR-ABR	Triple roll sinker -- air front roll to air back roll to air back roll	H
AFR-AFR-ABR	Triple roll sinker -- air front roll to air back roll to air front roll	H
WFR-AFR-ABR	Triple roll sinker -- air front roll to air front roll to air back roll	H
AFR-AFR-AFR	Triple roll sinker -- air front roll to air front roll to air front roll	H
AG-ABR-ABR	Triple roll sinker -- air gainer to air back roll to air back roll	H
WBR-ABR-ABR	Triple roll sinker -- wake back roll to air back roll to air back roll	H
WBR-ABR-AFR	Triple roll sinker -- wake back roll to air back roll to air front roll	H
WBR-AFR-ABR	Triple roll sinker -- wake back roll to air front roll to air back roll	H
WBR-AFR-AFR	Triple roll sinker -- wake back roll to air front roll to air front roll	H
WFR-ABR-ABR	Triple roll sinker -- wake front roll to air back roll to air back roll	H
WFR-ABR-AFR	Triple roll sinker -- wake front roll to air back roll to air front roll	H
WFR-AFR-AFR	Triple roll sinker -- wake front roll to air front roll to air front roll	H
5 Points	Trick	Air Scale
AFR-ABR-AFR	Flip-Flop-Flip (air front roll to air back roll to air front roll)	H
8 Points	Trick	Air Scale
AG-AG (SW)	Gainer Combo (swoop)	H
AG-ABR (SW)	Gainer Roll Combo (swoop)	H
ABR-ABR (SW)	Roll Combo (swoop)	H
WFF	Wake Front Flip	E
10 Points	Trick	Air Scale
AWB360	Air Wrapped 360 (air, wrapped - board initially rotates away from boat)	G
12 Points	Trick	Air Scale
AFF	Air Front Flip	F
A360	Air Hand to Hand 360 (board initially rotates toward boat)	G
FFF	Front Flip Floater	E
AG-AG-AG (SW)	Triple Gainer Combo (swoop)	H
AG-ABR-ABR (SW)	Triple Gainer Roll Combo (swoop)	H
ABR-ABR-ABR (SW)	Triple Roll Combo (swoop)	H
WW360	Wake Wrapped 360	G
14 Points	Trick	Air Scale
A360W	Air 360-to-Wrap (air 360 landing in wrapped position)	G
AO360	Air Ole 360 (air 360 with no handle pass – rope passes over head)	G

17 Points	Trick	Air Scale
AB360	Air Blind 360 (board initially rotates away from boat)	H

18 Points	Trick	Air Scale
ABR-AFF	Air back roll to Air Front Flip (sinker)	H
AFR-AFF	Air Front Roll to Air Front Flip (sinker)	H
AG-AFF	Gainer to Air Front Flip (sinker)	H
WBR-AFF	Wake back roll to air front flip (sinker)	H
WFR-AFF	Wake front roll to air front flip (sinker)	H

20 Points	Trick	Air Scale
AG-A360 (SW)	Gainer to 360 (swoop)	H
A360-ABR	Ghetto Combo (360 to Air Back Roll Combo)	H
A360W-ABR-ABR	Ghetto Combo (Air Wrapped 360 to Air Back Roll to Air Back Roll)	H
A360W-ABR	Ghetto Combo (Air wrapped 360 to Back Roll Combo)	H
WW360-ABR	Ghetto Combo (Wake Wrapped 360 to Air Back Roll Combo)	H
WFF-ABR	Wake Front Flip to air back roll	H
WFF-AFR	Wake front flip to air front roll	H
W360	Wake Hand To Hand 360	G

21 Points	Trick	Air Scale
A360-ABR-ABR	Ghetto Combo (360 to Air Back Roll to Air Back Roll)	H
WW360-ABR-ABR	Ghetto Combo (Wake Wrapped 360 to Air Back Roll to Air Back Roll)	H

24 Points	Trick	Air Scale
AFF-AFF	Air Front Flip to Front Flip (sinker)	H
WFF-AFR-AFF	Moon Pie (Wake front flip to air front roll to air front flip sinker)	H
WFF-ABR-AFF	Oreo (Wake front flip to air back roll to air front flip sinker)	H
WFF-AFF	Wake Front Flip to Front Flip (sinker)	H
ABR-AFF (SW)	Yin-Yang (Back Roll to Air Front Flip swoop)	H
AG-AFF (SW)	Yin-Yang (Gainer to Air Front Flip swoop)	H

27 Points	Trick	Air Scale
ABR-ABR-AFF (SW)	Yin-Yin-Yang (Double back roll swoop to Air Front Flip)	H
AG-AG-AFF (SW)	Yin-Yin-Yang (Double Gainer swoop to Air Front Flip)	H

35 Points	Trick	Air Scale
DD	DoubledD (Double Gainer Dismount -- nose of board must appear above water)	F
WFF-AFF-AFF	Triple Front Flip combo (sinker)	H

40 Points	Trick	Air Scale
ABNC	Air Ball & Chain (Air Back Roll & Wrapped BS 360 mobe)	G
AGL	Air Glide (non-handle pass mobe)	G
AOMB	Olé Mobe	G
WBNC	Wake Ball & Chain (Wake Back Roll & Wrapped BS 360 mobe)	G
WGL	Wake Glide (non-handle pass mobe)	G
WWB	Wrecking Ball (Wake Front Roll and wrapped 360 mobe)	G

45 Points	Trick	Air Scale
ABM	Air Back Mobe (Air Back Roll & BS 360)	G
AKGB	Flowbee / Air KGB (Air Gainer / Roll & Hand to Hand 360)	G

47 Points	Trick	Air Scale
WKGB	Wake KGB	G

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	E	F	G	H
< 33	0.0	0.0	0.0	0.0
33	0.0	0.4	0.8	1.3
34	0.3	0.6	1.0	1.6
35	0.4	0.8	1.3	1.9
36	0.6	1.0	1.6	2.2
37	0.8	1.3	1.9	2.5
38	1.0	1.6	2.2	3.0
39	1.3	1.9	2.5	3.4
40	1.6	2.2	3.0	4.0
41	1.9	2.5	3.4	4.7
42	2.2	3.0	4.0	5.4
43	2.5	3.4	4.7	6.3
44	3.0	4.0	5.4	7.4
45	3.4	4.7	6.3	8.6
46	4.0	5.4	7.4	10.0
47	4.7	6.3	8.6	10.0
48	5.4	7.4	10.0	10.0
49	6.3	8.6	10.0	10.0
50	7.4	10.0	10.0	10.0
51	8.6	10.0	10.0	10.0
52	10.0	10.0	10.0	10.0
> 52	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
Outlaw	0.50	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.