



**Nationals Trick Technical point values
(Amateur/Intermediate/Advanced/ Open)
2009May4**

	Amateur and Intermediate Air Scale	Advanced Air Scale	Open Air Scale
1 points			
Cross both wakes (start outside, end outside)	3	n/a	n/a
Ride with one hand (minimum 3 sec.)	3	n/a	n/a
Touch the water (one hand)	3	n/a	n/a
Off the wake turn (use outer wake as a reference point to change directions)	3	n/a	n/a
One hand release tricks to jump	M	n/a	n/a
2 points			
Smacker (jump off outside of wake during off the wake turn, land further out)	M	n/a	n/a
One Hand Jump (free hand off handle during jump)	M	J	n/a
Moguls (turns across both wakes up-across-down the trough: min. 3 times)	3	n/a	n/a
One Wake Jump (jump using wake as take off point)	M	n/a	n/a
Air Jump (entire front and rear blade must clear water. No wake)	M	J	P
3 points			
Double Wake Jump (ski leaves wake and foil lands at or past the 2nd wake)	M	J	P
Typewriter (wake/mid/wide jump w/ min. four handle passes in typing motion)	M	J	n/a
Stiffy (board horizontal to water w/ bottom towards boat)	M	J	n/a
Flying Chicken (wide, flap arms min. 3 times w/ audible bird sound)	M	J	n/a
Seat Grab (grab seat side and pull up)	M	J	n/a
Fashion Air (free hand above head and back, silly face optional)	M	J	n/a
Quiver (nose of board rises and falls a min of 3 times in air)	M	J	n/a
3.5 points			
Tower Grab (grab any part of tower except seat)	M	J	n/a
McThruster (wake/mid/wide; tip drop w/ hips forward and shoulders back)	M	J	n/a

4 points			
Wake Wrap (2 wake jump with mid-air wrap)	M	J	P
Floater (jump w/ two hand handle release and recovery)	M	J	n/a
Tailgrab (right hand right rail grab near tower base or Left hand grabs Left...)	M	J	n/a
Method Air (either hand grabs board edge between tower and feet)	M	J	n/a
Skidder (bottom of front wing rides continuously on top of water, 2 sec. min.)	3	3	3
Kangaroo Jumps (wake/mid/wide min. 3 combo jumps)	M	M	n/a
Shifty (wide, board spins into boat, then rev. direction for landing)	M	J	n/a
Swinging Door (wrapped air jump to floater while unwrapping)	M	J	n/a
Cordova	M	J	n/a
Power Turn (low slalom turn with weight supported on hand "surf turn")	3	3	n/a

4.5 points			
Undertaker (wide jump with one hand handle grab under both legs)	M	J	P
Back At Cha (wide, board & head spin away from boat and back)	M	J	n/a
Spinner Floater (floater w/ min. 360 handle rotation)	M	J	n/a
Nose Grab (grab nose of board w/ either hand in air)	M	J	n/a
Double Wake Cross Skidder (skid crossing both wakes)	3	3	n/a
Skidder Wake Jump (double wake jump while skidding, land in skidder)	M	J	n/a
Lazy Boy (floater w/ both hands simultaneously touching head)	M	J	n/a
Double Seat Grab Floater (simultaneously grab both sides of seat w/ floater)	M	J	n/a
Air Wrap (air jump, wrap in mid air, land wrapped)	M	J	P

5 points			
Method Floater (either hand grabs board edge between tower and feet, other hand visibly off handle)	M	J	P
Skidder Floater (skidder w/ two hand handle release and recovery)	3	3	3
Strut Grab (either hand grabs foil strut)	M	J	n/a
Back At Cha 180 (wide, board and head spin away 180 degrees from boat and back)	M	J	n/a
Shifty 180 (wide, board spins 180 degrees into boat, then rev. direction for landing)	M	J	n/a

6 points			
Strut Grab Floater	M	J	n/a
Method – Lazy Boy Floater	M	J	n/a
Nancy Floater (both hands grabs board edges between tower and feet)	M	J	n/a

8 points			
Start Roll	M	J	n/a
Air Back Roll (side over side rotation, shoulders moving back, no wake)	M	J	P
Air Front Roll (side over side rotation, shoulders moving forward, no wake)	M	J	R
Wake Back Roll(side over side rotation, shoulders moving back, using wake)	M	J	P
Wake Front Roll (side over side rotation, shoulders moving back, using wake)	M	J	Q
Air Gainer (back flip cutting to left or right, must rotate end over end)	M	J	P

10 points			
Blender (Wrapped back side roll)		J	Q
Double Wake Jump to Sinkers Roll (back roll or front roll)		M	n/a
Smoke and Mirrors (Wrapped Gainer, land unwrapped)		J	Q
Wake Gainer (back flip, must rotate end over end, using wake)	M	J	P
Roll to skidder		J	n/a

14 points			
Double Roll (sinker – front or back roll)		M	S

17 points			
Triple Roll (sinker – front or back roll)		M	S
Flip-Flop (air front roll to air back roll sinker combo)		M	S

20 points			
Air Wrapped 360 (no wake - board initially rotates away from boat)		L	R

22 points			
Roll Combo (swoop)		M	S
Gainer Combo (swoop)		M	S

28 points			
Wake Front Flip		J	P
Wake Wrapped 360		M	R
Air Hand to Hand 360 (board initially rotates toward boat)	M	L	R

34 points			
Air Front Flip		J	Q
Air Blind 360 (board initially rotates away from boat)		M	S
Air Ole 360 (air 360 with no handle pass – rope passes over head)		L	R
Air 360-to-Wrap (air 360 landing in wrapped position)		L	R

40 points			
Front Flip Floater		J	P

Air Scales – Amateur/Intermediate/Advanced

To calculate the air score for a given trick, count the frames, then use the column that applies to the trick based on the chart above.

Note: Combos are an *average* of frames for each component. So if a rider does a 42 to 38 frame roll to roll combo, their air frames would be 40.

Frames	J Score	K Score	L Score	M Score
1-27	1	1	1	1
28	1	1	1	2
29	1	1	1	2
30	1	1	2	3
31	1	1	2	3
32	1	2	3	4

33	1	2	3	4
34	2	3	4	5
35	2	3	4	5
36	3	4	5	6
37	3	4	5	6.5
38	4	5	6	7
39	4	5	6.5	8
40	5	6	7	8.5
41	5	6.5	8	9
42	6	7	8.5	10
43	6.5	8	9	10
44	7	8.5	10	10
45	8	9	10	10
46	8.5	10	10	10
47	9	10	10	10
48	10	10	10	10
49+	10	10	10	10

Air Scales – Open

To calculate the air score for a given trick, count the frames, then use the column that applies to the trick based on the chart above.

Note: Combos are an *average* of frames for each component. So if a rider does a 42 to 38 frame roll to roll combo, their air frames would be 40.

Frames	P Score	Q Score	R Score	S Score
1-29	0.000	0.000	0.000	0.000
30	0.000	0.000	0.351	0.351
31	0.000	0.000	0.441	0.476
32	0.000	0.513	0.554	0.645
33	0.000	0.645	0.696	0.875
34	0.301	0.810	0.875	1.186
35	0.408	1.018	1.099	1.608
36	0.554	1.280	1.381	2.181
37	0.751	1.608	1.736	2.741
38	1.018	2.021	2.181	3.444
39	1.280	2.540	2.741	4.328
40	1.608	2.957	3.444	5.439
41	1.873	3.444	4.394	6.333
42	2.181	4.011	5.439	7.375
43	2.540	4.670	6.333	8.588
44	2.957	5.439	7.375	10.000
45	3.444	6.333	8.588	10.000
46	4.011	7.375	10.000	10.000
47	4.670	8.588	10.000	10.000
48	5.439	10.000	10.000	10.000
49	6.333	10.000	10.000	10.000
50	7.375	10.000	10.000	10.000
51	8.588	10.000	10.000	10.000
52+	10.000	10.000	10.000	10.000

Weightings

For the Free ride event, the score for any given trick is calculated based upon the air, technical, and style components.

The weighting between air, technical, and style varies based on the division. In the amateur division, technical is more important than air, and weighted accordingly. The higher the division, the more heavily air is weighted. The difference between the Advanced Technical and Advanced Air divisions is simply that air is weighted more in the Advanced Air division.

	Air	Technical	Style
All Amateur	.2	.4	.15
Intermediate	.3	.4	.15
Advanced Technical	.3	.3	.15
Advanced Air	.4	.3	.15
Open	.5	.3	.2

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 style score time the style weighting for the division. Add these three numbers together to get the total score for the trick.

Examples:

- A) An amateur rider gets 30 frames of air on a Lazy Boy Floater, with a style score of 6. The air score is calculated as a 3 based on the above tables (a Floater uses Air Scale G). The technical score is 4.5. So, the score for this trick is $(3 * .2) + (4.5 * .4) + (6 * .15) = .6 + 1.8 + .9 = 3.3$
- B) An Advanced Air rider does the same trick with the same air and style and scores 1 for air (using the D Air Scale), so the score for the trick is $(1 * .4) + (4.5 * .3) + (6 * .15) = .4 + 1.35 + .9 = 2.65$.
- C) An Advanced Technical rider does a 36 frame hand-to-hand 360 with a style score of 8. Using the F scale the air score is a 5. So, the trick is scored $(5 * .3) + (28 * .3) + (8 * .15) = 1.5 + 8.4 + 1.2 = 11.1$
- D) An Open rider does a 42 frame air front flip with a style score of 2 and scores 4.011 for air using the Q scale and 34 for technical. So, the trick is scored $(4.011 * .5) + (34 * .3) + (2 * .2) = 2.005 + 10.2 + .4 = 12.605$