

Intermediate Combined Technical and Air Scoring table

April, 30, 2008

The following table shows the combined scores for technical and air based on the technical points for each trick and the number of frames of air from 28 through 40. The yellow columns are only highlighted to make it easy to follow the 30 and 40 frame columns. These values are calculated off the published air scales. They are displayed this way to make it easier to determine the total combined technical and air score for each trick.

	Tech	Air Scale	Frames	28	29	30	31	32	33	34	35	36	37	38	39	40
1 Point																
Cross both wakes (start outside, end outside)	1	3		1.30	1.30	1.30	1.30	1.30	1.30	1.30	1.30	1.30	1.30	1.30	1.30	1.30
Ride with one hand (minimum 3 sec.)	1	3		1.30	1.30	1.30	1.30	1.30	1.30	1.30	1.30	1.30	1.30	1.30	1.30	1.30
Touch the water (one hand)	1	3		1.30	1.30	1.30	1.30	1.30	1.30	1.30	1.30	1.30	1.30	1.30	1.30	1.30
Off the wake turn (use outer wake as a reference point to change directions)	1	3		1.30	1.30	1.30	1.30	1.30	1.30	1.30	1.30	1.30	1.30	1.30	1.30	1.30
One hand release tricks to jump	1	M		0.85	1.00	1.15	1.30	1.60	1.90	2.20	2.50	2.80	3.10	3.40	3.40	3.40
2 Points																
Smacker (jump off outside of wake during off the wake turn, land further out)	2	M		1.25	1.40	1.55	1.70	2.00	2.30	2.60	2.90	3.20	3.50	3.80	3.80	3.80
One Hand Jump (free hand off handle during jump)	2	M		1.25	1.40	1.55	1.70	2.00	2.30	2.60	2.90	3.20	3.50	3.80	3.80	3.80
Moguls (turns across both wakes up-across-down the trough: min. 3 times)	2	3		1.70	1.70	1.70	1.70	1.70	1.70	1.70	1.70	1.70	1.70	1.70	1.70	1.70
One Wake Jump (jump using wake as take off point)	2	M		1.25	1.40	1.55	1.70	2.00	2.30	2.60	2.90	3.20	3.50	3.80	3.80	3.80
Air Jump (entire front and rear blade must clear water. No wake)	2	M		1.25	1.40	1.55	1.70	2.00	2.30	2.60	2.90	3.20	3.50	3.80	3.80	3.80
3 Points																
Double Wake Jump (ski leaves wake and foil lands at or past the 2nd wake)	3	M		1.65	1.80	1.95	2.10	2.40	2.70	3.00	3.30	3.60	3.90	4.20	4.20	4.20

Typewriter (wake/mid/wide jump w/ min. four handle passes in typing motion)	3	M
Stiffy (board horizontal to water w/ bottom towards boat)	3	M
Flying Chicken (wide, flap arms min. 3 times w/ audible bird sound)	3	M
Seat Grab (grab seat side and pull up)	3	M
Fashion Air (free hand above head and back, silly face optional)	3	M
Quiver (nose of board rises and falls a min of 3 times in air)	3	M
3.5 Points		
Tower Grab (grab any part of tower except seat)	3.5	M
McThruster (wake/mid/wide; tip drop w/ hips forward and shoulders back)	3.5	M
4 Points		
Wake Wrap (2 wake jump with mid-air wrap)	4	M
Floater (jump w/ two hand handle release and recovery)	4	M
Tailgrab (right hand right rail grab near tower base or Left hand grabs Left...)	4	M
Method Air (either hand grabs board edge between tower and feet)	4	M
Skidder (bottom of front wing rides continuously on top of water, 2 sec. min.)	4	3
Kangaroo Jumps (wake/mid/wide min. 3 combo jumps)	4	M

Frames

1.65	1.80	1.95	2.10	2.40	2.70	3.00	3.30	3.60	3.90	4.20	4.20	4.20
1.65	1.80	1.95	2.10	2.40	2.70	3.00	3.30	3.60	3.90	4.20	4.20	4.20
1.65	1.80	1.95	2.10	2.40	2.70	3.00	3.30	3.60	3.90	4.20	4.20	4.20
1.65	1.80	1.95	2.10	2.40	2.70	3.00	3.30	3.60	3.90	4.20	4.20	4.20
1.65	1.80	1.95	2.10	2.40	2.70	3.00	3.30	3.60	3.90	4.20	4.20	4.20
1.65	1.80	1.95	2.10	2.40	2.70	3.00	3.30	3.60	3.90	4.20	4.20	4.20
28	29	30	31	32	33	34	35	36	37	38	39	40
1.85	2.00	2.15	2.30	2.60	2.90	3.20	3.50	3.80	4.10	4.40	4.40	4.40
1.85	2.00	2.15	2.30	2.60	2.90	3.20	3.50	3.80	4.10	4.40	4.40	4.40
2.05	2.20	2.35	2.50	2.80	3.10	3.40	3.70	4.00	4.30	4.60	4.60	4.60
2.05	2.20	2.35	2.50	2.80	3.10	3.40	3.70	4.00	4.30	4.60	4.60	4.60
2.05	2.20	2.35	2.50	2.80	3.10	3.40	3.70	4.00	4.30	4.60	4.60	4.60
2.05	2.20	2.35	2.50	2.80	3.10	3.40	3.70	4.00	4.30	4.60	4.60	4.60
2.50	2.50	2.50	2.50	2.50	2.50	2.50	2.50	2.50	2.50	2.50	2.50	2.50
2.05	2.20	2.35	2.50	2.80	3.10	3.40	3.70	4.00	4.30	4.60	4.60	4.60

Shifty (wide, board spins into boat, then rev. direction for landing)	4	M
Swinging Door (wrapped air jump to floater while unwrapping)	4	M
Cordova	4	M
Power Turn (low slalom turn with weight supported on hand "surf turn")	4	3
4.5 Points		
Undertaker (wide jump with one hand handle grab under both legs)	4.5	M
Back At Cha (wide, board & head spin away from boat and back)	4.5	M
Spinner Floater (floater w/ min. 360 handle rotation)	4.5	M
Nose Grab (grab nose of board w/ either hand in air)	4.5	M
Double Wake Cross Skidder (skid crossing both wakes)	4.5	3
Skidder Wake Jump (double wake jump while skidding, land in skidder)	4.5	M
Lazy Boy (floater w/ both hands simultaneously touching head)	4.5	M
Double Seat Grab Floater (simultaneously grab both sides of seat w/ floater)	4.5	M
Air Wrap (air jump, wrap in mid air, land wrapped)	4.5	M
5 Points		
Method Floater (either hand grabs board edge between tower and feet, other hand visibly off handle)	5	M

	2.05	2.20	2.35	2.50	2.80	3.10	3.40	3.70	4.00	4.30	4.60	4.60	4.60
	2.05	2.20	2.35	2.50	2.80	3.10	3.40	3.70	4.00	4.30	4.60	4.60	4.60
	2.05	2.20	2.35	2.50	2.80	3.10	3.40	3.70	4.00	4.30	4.60	4.60	4.60
	2.50	2.50	2.50	2.50	2.50	2.50	2.50	2.50	2.50	2.50	2.50	2.50	2.50
Frames	28	29	30	31	32	33	34	35	36	37	38	39	40
	2.25	2.40	2.55	2.70	3.00	3.30	3.60	3.90	4.20	4.50	4.80	4.80	4.80
	2.25	2.40	2.55	2.70	3.00	3.30	3.60	3.90	4.20	4.50	4.80	4.80	4.80
	2.25	2.40	2.55	2.70	3.00	3.30	3.60	3.90	4.20	4.50	4.80	4.80	4.80
	2.25	2.40	2.55	2.70	3.00	3.30	3.60	3.90	4.20	4.50	4.80	4.80	4.80
	2.70	2.70	2.70	2.70	2.70	2.70	2.70	2.70	2.70	2.70	2.70	2.70	2.70
	2.25	2.40	2.55	2.70	3.00	3.30	3.60	3.90	4.20	4.50	4.80	4.80	4.80
	2.25	2.40	2.55	2.70	3.00	3.30	3.60	3.90	4.20	4.50	4.80	4.80	4.80
	2.25	2.40	2.55	2.70	3.00	3.30	3.60	3.90	4.20	4.50	4.80	4.80	4.80
	2.25	2.40	2.55	2.70	3.00	3.30	3.60	3.90	4.20	4.50	4.80	4.80	4.80
Frames	28	29	30	31	32	33	34	35	36	37	38	39	40
	2.45	2.60	2.75	2.90	3.20	3.50	3.80	4.10	4.40	4.70	5.00	5.00	5.00

Skidder Floater (skidder w/ two hand handle release and recovery)	5	3												
			2.90	2.90	2.90	2.90	2.90	2.90	2.90	2.90	2.90	2.90	2.90	2.90
Strut Grab (either hand grabs foil strut)	5	M												
			2.45	2.60	2.75	2.90	3.20	3.50	3.80	4.10	4.40	4.70	5.00	5.00
Back At Cha 180 (wide, board and head spin away 180 degrees from boat and back)	5	M												
			2.45	2.60	2.75	2.90	3.20	3.50	3.80	4.10	4.40	4.70	5.00	5.00
Shifty 180 (wide, board spins 180 degrees into boat, then rev. direction for landing)	5	M												
			2.45	2.60	2.75	2.90	3.20	3.50	3.80	4.10	4.40	4.70	5.00	5.00
6 Points														
Method - Lazy Boy Floater	6	M												
			2.85	3.00	3.15	3.30	3.60	3.90	4.20	4.50	4.80	5.10	5.40	5.40
Strut Grab	6	M												
			2.85	3.00	3.15	3.30	3.60	3.90	4.20	4.50	4.80	5.10	5.40	5.40
Nancy Floater (both hands grabs board edges between tower and feet)	6	M												
			2.85	3.00	3.15	3.30	3.60	3.90	4.20	4.50	4.80	5.10	5.40	5.40
8 Points														
Start Roll	8	M												
			3.65	3.80	3.95	4.10	4.40	4.70	5.00	5.30	5.60	5.90	6.20	6.20
Air Back Roll	8	M												
			3.65	3.80	3.95	4.10	4.40	4.70	5.00	5.30	5.60	5.90	6.20	6.20
Air Front Roll	8	M												
			3.65	3.80	3.95	4.10	4.40	4.70	5.00	5.30	5.60	5.90	6.20	6.20
Wake Back Roll	8	M												
			3.65	3.80	3.95	4.10	4.40	4.70	5.00	5.30	5.60	5.90	6.20	6.20
Wake Front Roll	8	M												
			3.65	3.80	3.95	4.10	4.40	4.70	5.00	5.30	5.60	5.90	6.20	6.20
Air Gainer	8	M												
			3.65	3.80	3.95	4.10	4.40	4.70	5.00	5.30	5.60	5.90	6.20	6.20
Frames			28	29	30	31	32	33	34	35	36	37	38	39
10 Points														
Blender (Wrapped back side roll)	10													
Smoke and Mirrors (Wrapped Gainer, land unwrapped)	10	M												
			4.45	4.60	4.75	4.90	5.20	5.50	5.80	6.10	6.40	6.70	7.00	7.00
Wake Gainer	10	M												
			4.45	4.60	4.75	4.90	5.20	5.50	5.80	6.10	6.40	6.70	7.00	7.00
Double Wake Jump to Sinker Roll (back roll or front roll)	10	M												
			4.45	4.60	4.75	4.90	5.20	5.50	5.80	6.10	6.40	6.70	7.00	7.00
Roll to Skidder	10	M												
			4.45	4.60	4.75	4.90	5.20	5.50	5.80	6.10	6.40	6.70	7.00	7.00