

# Open Combined Technical and Air Scoring table

May 4, 2009

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 38 through 56. The yellow columns are only highlighted to make it easy to follow the 40 and 50 frame columns. These values are calculated off the published air scales. They are displayed this way to make it easier to determine the total technical and air score for each trick.

	Tech	Air Scale	Frames	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52
		Open																			
<b>2 Points</b>																					
Air Jump	2	P		0.80	0.88	0.98	1.11	1.24	1.40	1.54	1.69	1.87	2.08	2.32	2.61	2.94	3.32	3.77	4.29	4.89	5.60
<b>3 Points</b>																					
Double Wake Jump	3	P		1.10	1.18	1.28	1.41	1.54	1.70	1.84	1.99	2.17	2.38	2.62	2.91	3.24	3.62	4.07	4.59	5.19	5.90
<b>4 Points</b>																					
Wake Wrap (2 wake jump with mid-air wrap)	4	P		1.40	1.48	1.58	1.71	1.84	2.00	2.14	2.29	2.47	2.68	2.92	3.21	3.54	3.92	4.37	4.89	5.49	6.20
Skidder (bottom of front wing rides continuously on top of water, 2 sec. min.)	4	3		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	2.70	2.70	2.70	2.70	2.70
<b>4.5 Points</b>																					
Undertaker (wide jump with one hand handle grab under both legs)	4.5	P		1.55	1.63	1.73	1.86	1.99	2.15	2.29	2.44	2.62	2.83	3.07	3.36	3.69	4.07	4.52	5.04	5.64	6.35
Air Wrap (air jump, wrap in mid air, land wrapped)	4.5	P		1.55	1.63	1.73	1.86	1.99	2.15	2.29	2.44	2.62	2.83	3.07	3.36	3.69	4.07	4.52	5.04	5.64	6.35
<b>5 Points</b>																					
Method Floater (either hand grabs board edge between tower and feet, other hand visibly off handle)	5	P		1.70	1.78	1.88	2.01	2.14	2.30	2.44	2.59	2.77	2.98	3.22	3.51	3.84	4.22	4.67	5.19	5.79	6.50
Skidder Floater (skidder w/ two hand handle release and recovery)	5	3		3.00	3.00	3.00	3.00	3.00	3.00	3.00	3.00	3.00	3.00	3.00	3.00	3.00	3.00	3.00	3.00	3.00	3.00

<b>8 Points</b>																				
Air Back Roll	8	P	2.60	2.68	2.78	2.91	3.04	3.20	3.34	3.49	3.67	3.88	4.12	4.41	4.74	5.12	5.57	6.09	6.69	7.40
Air Front Roll	8	R	2.95	3.09	3.27	3.49	3.77	4.12	4.60	5.12	5.57	6.09	6.69	7.40	7.40	7.40	7.40	7.40	7.40	7.40
Wake Back Roll	8	P	2.60	2.68	2.78	2.91	3.04	3.20	3.34	3.49	3.67	3.88	4.12	4.41	4.74	5.12	5.57	6.09	6.69	7.40
Wake Front Roll	8	Q	2.91	3.04	3.20	3.41	3.67	3.88	4.12	4.41	4.74	5.12	5.57	6.09	6.69	7.40	7.40	7.40	7.40	7.40
Air Gainer	8	P	2.60	2.68	2.78	2.91	3.04	3.20	3.34	3.49	3.67	3.88	4.12	4.41	4.74	5.12	5.57	6.09	6.69	7.40
<b>10 Points</b>																				
Blender (Wrapped back side roll)	10	Q	3.51	3.64	3.80	4.01	4.27	4.48	4.72	5.01	5.34	5.72	6.17	6.69	7.29	8.00	8.00	8.00	8.00	8.00
Smoke and Mirrors (Wrapped Gainer, land unwrapped)	10	Q	3.51	3.64	3.80	4.01	4.27	4.48	4.72	5.01	5.34	5.72	6.17	6.69	7.29	8.00	8.00	8.00	8.00	8.00
Wake Gainer	10	P	3.20	3.28	3.38	3.51	3.64	3.80	3.94	4.09	4.27	4.48	4.72	5.01	5.34	5.72	6.17	6.69	7.29	8.00
<b>14 points</b>																				
Double Roll (sinker)	14	S	5.00	5.29	5.57	5.92	6.36	6.92	7.37	7.89	8.49	9.20	9.20	9.20	9.20	9.20	9.20	9.20	9.20	9.20
<b>17 Points</b>																				
Flip-Flop (air front roll to air back roll)	17	S	5.90	6.19	6.47	6.82	7.26	7.82	8.27	8.79	9.39	10.10	10.10	10.10	10.10	10.10	10.10	10.10	10.10	10.10
Triple Roll (sinker)	17	S	5.90	6.19	6.47	6.82	7.26	7.82	8.27	8.79	9.39	10.10	10.10	10.10	10.10	10.10	10.10	10.10	10.10	10.10
<b>20 points</b>																				
Air Wrapped Blind 360	20	R	6.55	6.69	6.87	7.09	7.37	7.72	8.20	8.72	9.17	9.69	10.29	11.00	11.00	11.00	11.00	11.00	11.00	11.00
<b>22 points</b>																				
Roll Combo (swoop)	22	S	7.40	7.69	7.97	8.32	8.76	9.32	9.77	10.29	10.89	11.60	11.60	11.60	11.60	11.60	11.60	11.60	11.60	11.60
Gainer Combo (swoop)	22	S	7.40	7.69	7.97	8.32	8.76	9.32	9.77	10.29	10.89	11.60	11.60	11.60	11.60	11.60	11.60	11.60	11.60	11.60
<b>28 points</b>																				
Air Hand to Hand 360	28	R	8.95	9.09	9.27	9.49	9.77	10.12	10.60	11.12	11.57	12.09	12.69	13.40	13.40	13.40	13.40	13.40	13.40	13.40
Wake Front Flip	28	P	8.60	8.68	8.78	8.91	9.04	9.20	9.34	9.49	9.67	9.88	10.12	10.41	10.74	11.12	11.57	12.09	12.69	13.40
<b>34 points</b>																				
Air handle pass Blind 360	34	R	10.75	10.89	11.07	11.29	11.57	11.92	12.40	12.92	13.37	13.89	14.49	15.20	15.20	15.20	15.20	15.20	15.20	15.20
Air Front Flip	34	Q	10.71	10.84	11.00	11.21	11.47	11.68	11.92	12.21	12.54	12.92	13.37	13.89	14.49	15.20	15.20	15.20	15.20	15.20
Air Ole 360 (air 360 with no handle pass – rope passes over head)	34	R	10.75	10.89	11.07	11.29	11.57	11.92	12.40	12.92	13.37	13.89	14.49	15.20	15.20	15.20	15.20	15.20	15.20	15.20
Air 360-to-Wrap (air 360 landing in wrapped position)	34	R	10.75	10.89	11.07	11.29	11.57	11.92	12.40	12.92	13.37	13.89	14.49	15.20	15.20	15.20	15.20	15.20	15.20	15.20

Frames

35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52

<b>40 points</b>		
Front Flip Floater	40	P

