

# Pro 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	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56
		Pro																				
<b>1 Point</b>																						
Floater	1	A		0.60	0.71	0.85	1.05	1.32	1.58	1.91	2.17	2.48	2.84	3.26	3.74	4.31	4.97	5.74	6.63	7.67	8.89	10.30
Jump	1	A		0.60	0.71	0.85	1.05	1.32	1.58	1.91	2.17	2.48	2.84	3.26	3.74	4.31	4.97	5.74	6.63	7.67	8.89	10.30
Skidder	1	0.5																				
Undertaker	1	A		0.60	0.71	0.85	1.05	1.32	1.58	1.91	2.17	2.48	2.84	3.26	3.74	4.31	4.97	5.74	6.63	7.67	8.89	10.30
<b>2 Points</b>																						
Method Floater	2	A		0.90	1.01	1.15	1.35	1.62	1.88	2.21	2.47	2.78	3.14	3.56	4.04	4.61	5.27	6.04	6.93	7.97	9.19	10.60
Skidder Floater	2	0.5																				
Air Back Roll	2	A		0.90	1.01	1.15	1.35	1.62	1.88	2.21	2.47	2.78	3.14	3.56	4.04	4.61	5.27	6.04	6.93	7.97	9.19	10.60
Air Front Roll	2	C		1.47	1.70	1.98	2.34	2.78	3.34	4.04	4.99	6.04	6.93	7.97	9.19	10.60	10.60	10.60	10.60	10.60	10.60	10.60
Wake Back Roll	2	A		0.90	1.01	1.15	1.35	1.62	1.88	2.21	2.47	2.78	3.14	3.56	4.04	4.61	5.27	6.04	6.93	7.97	9.19	10.60
Wake Front Roll	2	B		1.41	1.62	1.88	2.21	2.62	3.14	3.56	4.04	4.61	5.27	6.04	6.93	7.97	9.19	10.60	10.60	10.60	10.60	10.60
Air Gainer	2	A		0.90	1.01	1.15	1.35	1.62	1.88	2.21	2.47	2.78	3.14	3.56	4.04	4.61	5.27	6.04	6.93	7.97	9.19	10.60
<b>3 Points</b>																						
Blender (Wrapped back side roll)	3	B		1.71	1.92	2.18	2.51	2.92	3.44	3.86	4.34	4.91	5.57	6.34	7.23	8.27	9.49	10.90	10.90	10.90	10.90	10.90
Smoke and Mirrors (Wrapped Gainer, land unwrapped)	3	B		1.71	1.92	2.18	2.51	2.92	3.44	3.86	4.34	4.91	5.57	6.34	7.23	8.27	9.49	10.90	10.90	10.90	10.90	10.90
Wake Gainer	3	A		1.20	1.31	1.45	1.65	1.92	2.18	2.51	2.77	3.08	3.44	3.86	4.34	4.91	5.57	6.34	7.23	8.27	9.49	10.90
Double Roll (sinker)	3	D		2.09	2.51	3.08	3.64	4.34	5.23	6.34	7.23	8.27	9.49	10.90	10.90	10.90	10.90	10.90	10.90	10.90	10.90	10.90
<b>4 Points</b>																						
Flip-Flop (air front flip to air back roll)	4	D		2.39	2.81	3.38	3.94	4.64	5.53	6.64	7.53	8.57	9.79	11.20	11.20	11.20	11.20	11.20	11.20	11.20	11.20	11.20
Triple Roll (sinker)	4	D		2.39	2.81	3.38	3.94	4.64	5.53	6.64	7.53	8.57	9.79	11.20	11.20	11.20	11.20	11.20	11.20	11.20	11.20	11.20
<b>5 Points</b>																						

Flip-Flop-Flip (air front flip to air back roll to air front roll)	5	D	2.69	3.11	3.68	4.24	4.94	5.83	6.94	7.83	8.87	10.09	11.50	11.50	11.50	11.50	11.50	11.50	11.50	11.50	
<b>8 points</b>																					
Wake Front Flip	8	A	2.70	2.81	2.95	3.15	3.42	3.68	4.01	4.27	4.58	4.94	5.36	5.84	6.41	7.07	7.84	8.73	9.77	10.99	12.40
Roll Combo (swoop)	8	D	3.59	4.01	4.58	5.14	5.84	6.73	7.84	8.73	9.77	10.99	12.40	12.40	12.40	12.40	12.40	12.40	12.40	12.40	12.40
Gainer Combo (swoop)	8	D	3.59	4.01	4.58	5.14	5.84	6.73	7.84	8.73	9.77	10.99	12.40	12.40	12.40	12.40	12.40	12.40	12.40	12.40	12.40
<b>Frames</b>	<b>38</b>	<b>39</b>	<b>40</b>	<b>41</b>	<b>42</b>	<b>43</b>	<b>44</b>	<b>45</b>	<b>46</b>	<b>47</b>	<b>48</b>	<b>49</b>	<b>50</b>	<b>51</b>	<b>52</b>	<b>53</b>	<b>54</b>	<b>55</b>	<b>56</b>		
<b>10 points</b>																					
Air Wrapped Blind 360	10	C	3.87	4.10	4.38	4.74	5.18	5.74	6.44	7.39	8.44	9.33	10.37	11.59	13.00	13.00	13.00	13.00	13.00	13.00	13.00
<b>12 points</b>																					
Front Flip Floater	12	A	3.90	4.01	4.15	4.35	4.62	4.88	5.21	5.47	5.78	6.14	6.56	7.04	7.61	8.27	9.04	9.93	10.97	12.19	13.60
Air Front Flip	12	B	4.41	4.62	4.88	5.21	5.62	6.14	6.56	7.04	7.61	8.27	9.04	9.93	10.97	12.19	13.60	13.60	13.60	13.60	13.60
Air Hand to Hand 360	12	C	4.47	4.70	4.98	5.34	5.78	6.34	7.04	7.99	9.04	9.93	10.97	12.19	13.60	13.60	13.60	13.60	13.60	13.60	13.60
Triple Gainer/Roll Combo (swoop)	12	D	4.79	5.21	5.78	6.34	7.04	7.93	9.04	9.93	10.97	12.19	13.60	13.60	13.60	13.60	13.60	13.60	13.60	13.60	13.60
<b>14 points</b>																					
Wake Wrapped 360	14	C	5.07	5.30	5.58	5.94	6.38	6.94	7.64	8.59	9.64	10.53	11.57	12.79	14.20	14.20	14.20	14.20	14.20	14.20	14.20
Air Olé 360	14	C	5.07	5.30	5.58	5.94	6.38	6.94	7.64	8.59	9.64	10.53	11.57	12.79	14.20	14.20	14.20	14.20	14.20	14.20	14.20
Air 360-to-Wrap	14	C	5.07	5.30	5.58	5.94	6.38	6.94	7.64	8.59	9.64	10.53	11.57	12.79	14.20	14.20	14.20	14.20	14.20	14.20	14.20
<b>16 points</b>																					
Ghetto Combo (360 to Back Roll Combo)	16	D	5.99	6.41	6.98	7.54	8.24	9.13	10.24	11.13	12.17	13.39	14.80	14.80	14.80	14.80	14.80	14.80	14.80	14.80	14.80
<b>17 points</b>																					
Air handle pass Blind 360	17	D	6.29	6.71	7.28	7.84	8.54	9.43	10.54	11.43	12.47	13.69	15.10	15.10	15.10	15.10	15.10	15.10	15.10	15.10	15.10
<b>18 points</b>																					
Roll (front or back) to Air Front Flip (sinker)	18	D	6.59	7.01	7.58	8.14	8.84	9.73	10.84	11.73	12.77	13.99	15.40	15.40	15.40	15.40	15.40	15.40	15.40	15.40	15.40
Gainer to Air Front Flip (sinker)	18	D	6.59	7.01	7.58	8.14	8.84	9.73	10.84	11.73	12.77	13.99	15.40	15.40	15.40	15.40	15.40	15.40	15.40	15.40	15.40
<b>20 points</b>																					
Wake Front Flip to Air Roll (front or back)	20	D	7.19	7.61	8.18	8.74	9.44	10.33	11.44	12.33	13.37	14.59	16.00	16.00	16.00	16.00	16.00	16.00	16.00	16.00	16.00

Wake Hand To Hand 360 (frontside or backside)	20	C	6.87	7.10	7.38	7.74	8.18	8.74	9.44	10.39	11.44	12.33	13.37	14.59	16.00	16.00	16.00	16.00	16.00	16.00	16.00
Gainer to 360 (swoop)	20	D	7.19	7.61	8.18	8.74	9.44	10.33	11.44	12.33	13.37	14.59	16.00	16.00	16.00	16.00	16.00	16.00	16.00	16.00	16.00
<b>21 points</b>																					
Wake Front Flip to Air Roll To Air Roll	21	D	7.49	7.91	8.48	9.04	9.74	10.63	11.74	12.63	13.67	14.89	16.30	16.30	16.30	16.30	16.30	16.30	16.30	16.30	16.30
<b>24 points</b>																					
Yin-Yang (Back Roll or Gainer to Air Front Flip swoop)	24	D	8.39	8.81	9.38	9.94	10.64	11.53	12.64	13.53	14.57	15.79	17.20	17.20	17.20	17.20	17.20	17.20	17.20	17.20	17.20
Front Flip to Front Flip (sinker)	24	D	8.39	8.81	9.38	9.94	10.64	11.53	12.64	13.53	14.57	15.79	17.20	17.20	17.20	17.20	17.20	17.20	17.20	17.20	17.20
Oreo / Moon Pie (Front Flip to Back / Front Roll to Front Flip sinker)	24	D	8.39	8.81	9.38	9.94	10.64	11.53	12.64	13.53	14.57	15.79	17.20	17.20	17.20	17.20	17.20	17.20	17.20	17.20	17.20
<b>27 points</b>																					
Frames			38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56
Yin-Yin-Yang (Double Back Roll swoop or Double Gainer swoop to Air Front Flip)	27	D	9.29	9.71	10.28	10.84	11.54	12.43	13.54	14.43	15.47	16.69	18.10	18.10	18.10	18.10	18.10	18.10	18.10	18.10	18.10
<b>35 points</b>																					
DoubleD (Double Gainer Dismount )	35	B	11.31	11.52	11.78	12.11	12.52	13.04	13.46	13.94	14.51	15.17	15.94	16.83	17.87	19.09	20.50	20.50	20.50	20.50	20.50
Triple Front Flip combo (sinker)	35	D	11.69	12.11	12.68	13.24	13.94	14.83	15.94	16.83	17.87	19.09	20.50	20.50	20.50	20.50	20.50	20.50	20.50	20.50	20.50
<b>40 Points</b>																					
Ball & Chain (Air Back Roll & Wrapped BS 360)	40	C	12.87	13.10	13.38	13.74	14.18	14.74	15.44	16.39	17.44	18.33	19.37	20.59	22.00	22.00	22.00	22.00	22.00	22.00	22.00
Wrecking Ball (Front Roll and wrapped 360)	40	C	12.87	13.10	13.38	13.74	14.18	14.74	15.44	16.39	17.44	18.33	19.37	20.59	22.00	22.00	22.00	22.00	22.00	22.00	22.00
Glide	40	C	12.87	13.10	13.38	13.74	14.18	14.74	15.44	16.39	17.44	18.33	19.37	20.59	22.00	22.00	22.00	22.00	22.00	22.00	22.00
Olé Mobe	40	C	12.87	13.10	13.38	13.74	14.18	14.74	15.44	16.39	17.44	18.33	19.37	20.59	22.00	22.00	22.00	22.00	22.00	22.00	22.00
<b>45 points</b>																					
Air Back Mobe (Air Back Roll & BS 360)	45	C	14.37	14.60	14.88	15.24	15.68	16.24	16.94	17.89	18.94	19.83	20.87	22.09	23.50	23.50	23.50	23.50	23.50	23.50	23.50
Flowbee / Air KGB (Air Gainer / Roll & Hand to Hand 360)	45	C	14.37	14.60	14.88	15.24	15.68	16.24	16.94	17.89	18.94	19.83	20.87	22.09	23.50	23.50	23.50	23.50	23.50	23.50	23.50

Wrapped KGB (Air Back Roll & Wrapped FS 360)	45	C	14.37	14.60	14.88	15.24	15.68	16.24	16.94	17.89	18.94	19.83	20.87	22.09	23.50	23.50	23.50	23.50	23.50	23.50	23.50	
Ball and Chain or Wrecking Ball to roll combo (sinker)	45	D	14.69	15.11	15.68	16.24	16.94	17.83	18.94	19.83	20.87	22.09	23.50	23.50	23.50	23.50	23.50	23.50	23.50	23.50	23.50	23.50
<b>48 points</b>																						
Wrapped mobe combo to air front flip (sinker)	48	D	15.59	16.01	16.58	17.14	17.84	18.73	19.84	20.73	21.77	22.99	24.40	24.40	24.40	24.40	24.40	24.40	24.40	24.40	24.40	24.40
Handle-pass Mobe combo to air roll (sinker)	48	D	15.59	16.01	16.58	17.14	17.84	18.73	19.84	20.73	21.77	22.99	24.40	24.40	24.40	24.40	24.40	24.40	24.40	24.40	24.40	24.40
<b>55 points</b>																						
Roll or gainer (swoop) to Mobe	55	D	17.69	18.11	18.68	19.24	19.94	20.83	21.94	22.83	23.87	25.09	26.50	26.50	26.50	26.50	26.50	26.50	26.50	26.50	26.50	26.50
<b>60 points</b>																						
Moorebius (Wake Back Roll & BS 360)	60	C	18.87	19.10	19.38	19.74	20.18	20.74	21.44	22.39	23.44	24.33	25.37	26.59	28.00	28.00	28.00	28.00	28.00	28.00	28.00	28.00
<b>70 points</b>																						
hand-to-hand-to-hand-to-hand 720	70	C	21.87	22.10	22.38	22.74	23.18	23.74	24.44	25.39	26.44	27.33	28.37	29.59	31.00	31.00	31.00	31.00	31.00	31.00	31.00	31.00
<b>Frames</b>			38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	