

Advanced Technical 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 45. 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	41	42	43	44	45
2 Points																					
Air Jump (entire front and rear blade must clear water. No wake)	2	J		0.60	0.60	0.60	0.90	0.90	0.90	1.05	1.20	1.35	1.50	1.80	2.10	2.40	2.70	3.00	3.30	3.60	3.60
3 Points																					
Double Wake Jump (ski leaves wake and foil lands at or past the 2nd wake)	3	J		0.90	0.90	0.90	1.20	1.20	1.20	1.35	1.50	1.65	1.80	2.10	2.40	2.70	3.00	3.30	3.60	3.90	3.90
Typewriter (wake/mid/wide jump w/ min. four handle passes in typing motion)	3	J		0.90	0.90	0.90	1.20	1.20	1.20	1.35	1.50	1.65	1.80	2.10	2.40	2.70	3.00	3.30	3.60	3.90	3.90
Stiffy (board horizontal to water w/ bottom towards boat)	3	J		0.90	0.90	0.90	1.20	1.20	1.20	1.35	1.50	1.65	1.80	2.10	2.40	2.70	3.00	3.30	3.60	3.90	3.90
Flying Chicken (wide, flap arms min. 3 times w/ audible bird sound)	3	J		0.90	0.90	0.90	1.20	1.20	1.20	1.35	1.50	1.65	1.80	2.10	2.40	2.70	3.00	3.30	3.60	3.90	3.90
Seat Grab (grab seat side and pull up)	3	J		0.90	0.90	0.90	1.20	1.20	1.20	1.35	1.50	1.65	1.80	2.10	2.40	2.70	3.00	3.30	3.60	3.90	3.90
Fashion Air (free hand above head and back, silly face optional)	3	J		0.90	0.90	0.90	1.20	1.20	1.20	1.35	1.50	1.65	1.80	2.10	2.40	2.70	3.00	3.30	3.60	3.90	3.90
Quiver (nose of board rises and falls a min of 3 times in air)	3	J		0.90	0.90	0.90	1.20	1.20	1.20	1.35	1.50	1.65	1.80	2.10	2.40	2.70	3.00	3.30	3.60	3.90	3.90
3.5 Points																					
Tower Grab (grab any part of tower except seat)	3.5	J		1.05	1.05	1.05	1.35	1.35	1.35	1.50	1.65	1.80	1.95	2.25	2.55	2.85	3.15	3.45	3.75	4.05	4.05
McThruster (wake/mid/wide; tip drop w/ hips forward and shoulders back)	3.5	J		1.05	1.05	1.05	1.35	1.35	1.35	1.50	1.65	1.80	1.95	2.25	2.55	2.85	3.15	3.45	3.75	4.05	4.05

4 Points		
Wake Wrap (2 wake jump with mid-air wrap)	4	J
Floater (jump w/ two hand handle release and recovery)	4	J
Tailgrab (right hand right rail grab near tower base or Left hand grabs Left...)	4	J
Method Air (either hand grabs board edge between tower and feet)	4	J
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	J
Shifty (wide, board spins into boat, then rev. direction for landing)	4	J
Swinging Door (wrapped air jump to floater while unwrapping)	4	J
Cordova	4	J
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	J
Back At Cha (wide, board & head spin away from boat and back)	4.5	J
Spinner Floater (floater w/ min. 360 handle rotation)	4.5	J
Nose Grab (grab nose of board w/ either hand in air)	4.5	J
Double Wake Cross Skidder (skid crossing both	4.5	3

	1.20	1.20	1.20	1.50	1.50	1.50	1.65	1.80	1.95	2.10	2.40	2.70	3.00	3.30	3.60	3.90	4.20	4.20
	1.20	1.20	1.20	1.50	1.50	1.50	1.65	1.80	1.95	2.10	2.40	2.70	3.00	3.30	3.60	3.90	4.20	4.20
	1.20	1.20	1.20	1.50	1.50	1.50	1.65	1.80	1.95	2.10	2.40	2.70	3.00	3.30	3.60	3.90	4.20	4.20
	1.20	1.20	1.20	1.50	1.50	1.50	1.65	1.80	1.95	2.10	2.40	2.70	3.00	3.30	3.60	3.90	4.20	4.20
	2.10	2.10	2.10	2.10	2.10	2.10	2.10	2.10	2.10	2.10	2.10	2.10	2.10	2.10	2.10	2.10	2.10	2.10
	1.20	1.20	1.20	1.50	1.50	1.50	1.65	1.80	1.95	2.10	2.40	2.70	3.00	3.30	3.60	3.90	4.20	4.20
	1.20	1.20	1.20	1.50	1.50	1.50	1.65	1.80	1.95	2.10	2.40	2.70	3.00	3.30	3.60	3.90	4.20	4.20
	1.20	1.20	1.20	1.50	1.50	1.50	1.65	1.80	1.95	2.10	2.40	2.70	3.00	3.30	3.60	3.90	4.20	4.20
	1.20	1.20	1.20	1.50	1.50	1.50	1.65	1.80	1.95	2.10	2.40	2.70	3.00	3.30	3.60	3.90	4.20	4.20
	2.10	2.10	2.10	2.10	2.10	2.10	2.10	2.10	2.10	2.10	2.10	2.10	2.10	2.10	2.10	2.10	2.10	2.10
Frames	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
	1.35	1.35	1.35	1.65	1.65	1.65	1.80	1.95	2.10	2.25	2.55	2.85	3.15	3.45	3.75	4.05	4.35	4.35
	1.35	1.35	1.35	1.65	1.65	1.65	1.80	1.95	2.10	2.25	2.55	2.85	3.15	3.45	3.75	4.05	4.35	4.35
	1.35	1.35	1.35	1.65	1.65	1.65	1.80	1.95	2.10	2.25	2.55	2.85	3.15	3.45	3.75	4.05	4.35	4.35
	1.35	1.35	1.35	1.65	1.65	1.65	1.80	1.95	2.10	2.25	2.55	2.85	3.15	3.45	3.75	4.05	4.35	4.35
	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25

wakes)		
Skidder Wake Jump (double wake jump while skidding, land in skidder)	4.5	J
Lazy Boy (floater w/ both hands simultaneously touching head)	4.5	J
Double Seat Grab Floater (simultaneously grab both sides of seat w/ floater)	4.5	J
Air Wrap (air jump, wrap in mid air, land wrapped)	4.5	J
5 Points		
Method Floater (either hand grabs board edge between tower and feet, other hand visibly off handle)	5	J
Skidder Floater (skidder w/ two hand handle release and recovery)	5	3
Strut Grab (either hand grabs foil strut)	5	J
Back At Cha 180 (wide, board and head spin away 180 degrees from boat and back)	5	J
Shifty 180 (wide, board spins 180 degrees into boat, then rev. direction for landing)	5	J
6 Points		
Method - Lazy Boy Floater	6	J
Strut Grab	6	J
Nancy Floater (both hands grabs board edges between tower and feet)	6	J
8 Points		
Start Roll	8	J
Air Back Roll	8	J

	1.35	1.35	1.35	1.65	1.65	1.65	1.80	1.95	2.10	2.25	2.55	2.85	3.15	3.45	3.75	4.05	4.35	4.35
	1.35	1.35	1.35	1.65	1.65	1.65	1.80	1.95	2.10	2.25	2.55	2.85	3.15	3.45	3.75	4.05	4.35	4.35
	1.35	1.35	1.35	1.65	1.65	1.65	1.80	1.95	2.10	2.25	2.55	2.85	3.15	3.45	3.75	4.05	4.35	4.35
	1.35	1.35	1.35	1.65	1.65	1.65	1.80	1.95	2.10	2.25	2.55	2.85	3.15	3.45	3.75	4.05	4.35	4.35
Frames	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
	1.50	1.50	1.50	1.80	1.80	1.80	1.95	2.10	2.25	2.40	2.70	3.00	3.30	3.60	3.90	4.20	4.50	4.50
	2.40	2.40	2.40	2.40	2.40	2.40	2.40	2.40	2.40	2.40	2.40	2.40	2.40	2.40	2.40	2.40	2.40	2.40
	1.50	1.50	1.50	1.80	1.80	1.80	1.95	2.10	2.25	2.40	2.70	3.00	3.30	3.60	3.90	4.20	4.50	4.50
	1.50	1.50	1.50	1.80	1.80	1.80	1.95	2.10	2.25	2.40	2.70	3.00	3.30	3.60	3.90	4.20	4.50	4.50
	1.80	1.80	1.80	2.10	2.10	2.10	2.25	2.40	2.55	2.70	3.00	3.30	3.60	3.90	4.20	4.50	4.80	4.80
	1.80	1.80	1.80	2.10	2.10	2.10	2.25	2.40	2.55	2.70	3.00	3.30	3.60	3.90	4.20	4.50	4.80	4.80
	1.80	1.80	1.80	2.10	2.10	2.10	2.25	2.40	2.55	2.70	3.00	3.30	3.60	3.90	4.20	4.50	4.80	4.80
	2.40	2.40	2.40	2.70	2.70	2.70	2.85	3.00	3.15	3.30	3.60	3.90	4.20	4.50	4.80	5.10	5.40	5.40
	2.40	2.40	2.40	2.70	2.70	2.70	2.85	3.00	3.15	3.30	3.60	3.90	4.20	4.50	4.80	5.10	5.40	5.40

Air Front Roll	8	J	2.40	2.40	2.40	2.70	2.70	2.70	2.85	3.00	3.15	3.30	3.60	3.90	4.20	4.50	4.80	5.10	5.40	5.40
Wake Back Roll	8	J	2.40	2.40	2.40	2.70	2.70	2.70	2.85	3.00	3.15	3.30	3.60	3.90	4.20	4.50	4.80	5.10	5.40	5.40
Wake Front Roll	8	J	2.40	2.40	2.40	2.70	2.70	2.70	2.85	3.00	3.15	3.30	3.60	3.90	4.20	4.50	4.80	5.10	5.40	5.40
Air Gainer	8	J	2.40	2.40	2.40	2.70	2.70	2.70	2.85	3.00	3.15	3.30	3.60	3.90	4.20	4.50	4.80	5.10	5.40	5.40
10 Points																				
Blender (Wrapped back side roll)	10	J	3.00	3.00	3.00	3.30	3.30	3.30	3.45	3.60	3.75	3.90	4.20	4.50	4.80	5.10	5.40	5.70	6.00	6.00
Smoke and Mirrors (Wrapped Gainer, land unwrapped)	10	J	3.00	3.00	3.00	3.30	3.30	3.30	3.45	3.60	3.75	3.90	4.20	4.50	4.80	5.10	5.40	5.70	6.00	6.00
Wake Gainer	10	J	3.00	3.00	3.00	3.30	3.30	3.30	3.45	3.60	3.75	3.90	4.20	4.50	4.80	5.10	5.40	5.70	6.00	6.00
Double Wake Jump to Sinker Roll (back roll or front roll)	10	M	3.45	3.60	3.75	3.90	4.20	4.50	4.80	5.10	5.40	5.70	6.00	6.00	6.00	6.00	6.00	6.00	6.00	6.00
Roll to Skidder	10	J	3.00	3.00	3.00	3.30	3.30	3.30	3.45	3.60	3.75	3.90	4.20	4.50	4.80	5.10	5.40	5.70	6.00	6.00
14 points																				
Double Roll (sinker)	14	M	4.65	4.80	4.95	5.10	5.40	5.70	6.00	6.30	6.60	6.90	7.20	7.20	7.20	7.20	7.20	7.20	7.20	7.20
17 Points																				
Flip-Flop (air front roll to air back roll)	17	M	5.55	5.70	5.85	6.00	6.30	6.60	6.90	7.20	7.50	7.80	8.10	8.10	8.10	8.10	8.10	8.10	8.10	8.10
Triple Roll (sinker)	17	M	5.55	5.70	5.85	6.00	6.30	6.60	6.90	7.20	7.50	7.80	8.10	8.10	8.10	8.10	8.10	8.10	8.10	8.10
20 points																				
Air Wrapped Blind 360	20	L	6.30	6.30	6.45	6.60	6.75	6.90	7.20	7.50	7.80	8.10	8.40	8.70	9.00	9.00	9.00	9.00	9.00	9.00
22 points																				
Roll Combo (swoop)	22	M	7.05	7.20	7.35	7.50	7.80	8.10	8.40	8.70	9.00	9.30	9.60	9.60	9.60	9.60	9.60	9.60	9.60	9.60
Gainer Combo (swoop)	22	M	7.05	7.20	7.35	7.50	7.80	8.10	8.40	8.70	9.00	9.30	9.60	9.60	9.60	9.60	9.60	9.60	9.60	9.60
28 points																				
Air Hand to Hand 360	28	L	8.70	8.70	8.85	9.00	9.15	9.30	9.60	9.90	10.20	10.50	10.80	11.10	11.40	11.40	11.40	11.40	11.40	11.40
Wake Front Flip	28	J	8.40	8.40	8.40	8.70	8.70	8.70	8.85	9.00	9.15	9.30	9.60	9.90	10.20	10.50	10.80	11.10	11.40	11.40
34 points																				
Air handle pass Blind 360	34	M	10.65	10.80	10.95	11.10	11.40	11.70	12.00	12.30	12.60	12.90	13.20	13.20	13.20	13.20	13.20	13.20	13.20	13.20
Air Front Flip	34	K	10.20	10.50	10.50	10.50	10.65	10.80	10.95	11.10	11.40	11.70	12.00	12.30	12.60	12.90	13.20	13.20	13.20	13.20

Frames

28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45

Air Ole 360 (air 360 with no handle pass – rope passes over head)	34	L
Air 360-to-Wrap (air 360 landing in wrapped position)	34	L
40 points		
Front Flip Floater	40	J

	10.50	10.50	10.65	10.80	10.95	11.10	11.40	11.70	12.00	12.30	12.60	12.90	13.20	13.20	13.20	13.20	13.20	13.20	
	10.50	10.50	10.65	10.80	10.95	11.10	11.40	11.70	12.00	12.30	12.60	12.90	13.20	13.20	13.20	13.20	13.20	13.20	13.20
	12.00	12.00	12.00	12.30	12.30	12.30	12.45	12.60	12.75	12.90	13.20	13.50	13.80	14.10	14.40	14.70	15.00	15.00	15.00
Frames	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	45