



Nationals Outlaw/Pro Trick Technical point values
May 4, 2009

	Air Scale
1 Point	
Floater	A
Jump	A
Skidder	.5
Undertaker	A

2 Points	
Method Floater	A
Skidder Floater	.5
Air Back Roll	A
Air Front Roll	C
Wake Back Roll	A
Wake Front Roll	B
Air Gainer	A

3 Points	
Blender (Wrapped back side roll)	B
Smoke and Mirrors (Wrapped Gainer, land unwrapped)	B
Wake Gainer	A
Double Roll (sinker)	D

4 Points	
Flip-Flop (air front roll to air back roll)	D
Triple Roll (sinker)	D

5 Points	
Flip-Flop-Flip (air front flip to air back roll to air front roll)	D

8 points	
Wake Front Flip	A
Roll Combo (swoop)	D
Gainer Combo (swoop)	D

10 points	
Air Wrapped 360	C

12 points	
Front Flip Floater	A
Air Front Flip	B
Air Hand to Hand 360	C
Triple Gainer/Roll Combo (swoop)	D

14 points	
Wake Wrapped 360	C
Air Olé 360	C
Air 360-to-Wrap	C

16 points	
Ghetto Combo (360 to Roll Combo)	D

17 points	
Air handle pass Blind 360	D

18 points	
Roll (front or back) to Air Front Flip (sinker)	D
Gainer to Air Front Flip (sinker)	D

20 points	
Wake Front Flip to Air Roll (front or back)	D
Wake Hand To Hand 360 (frontside or backside)	C
Gainer to 360 (swoop)	D

21 points	
Wake Front Flip to Air Roll to Air Roll (front or back)	D

24 points	
Yin-Yang (Back Roll or Gainer to Air Front Flip swoop)	D
Front Flip to Front Flip (sinker)	D
Oreo / Moon Pie (Front Flip to Back / Front Roll to Front Flip sinker)	D

27 points	
Yin-Yin-Yang (Double Back Roll swoop or Double Gainer swoop to Air Front Flip)	D

35 points	
DoubleD (Double Gainer Dismount)	B
Triple Front Flip combo (sinker)	D

40 Points	
Ball & Chain (Air Back Roll & Wrapped BS 360)	C
Wrecking Ball (Front Roll and wrapped 360)	C
Glide	C
Olé Mobe	C

45 points	
Air Back Mobe (Air Back Roll & BS 360)	C
Flowbee / Air KGB (Air Gainer / Roll & Hand to Hand 360)	C
Wrapped KGB (Air Back Roll & Wrapped FS 360)	C
Ball and Chain or Wrecking Ball to roll combo (sinker)	D

48 points	
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Wrapped mobe combo to air front flip (sinker)	D
Handle-pass Mobe combo to air roll (sinker)	D

55 points	
Roll or gainer (swoop) to Mobe	D

60 points	
Moorebius (Wake Back Roll & BS 360)	C

70 points	
Air 720	C

Air Scales

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	A Score	B Score	C Score	D Score
1-33	0.000	0.000	0.000	0.000
34	0.000	0.000	0.351	0.351
35	0.000	0.000	0.441	0.476
36	0.000	0.513	0.554	0.645
37	0.000	0.645	0.696	0.875
38	0.301	0.810	0.875	1.186
39	0.408	1.018	1.099	1.608
40	0.554	1.280	1.381	2.181
41	0.751	1.608	1.736	2.741
42	1.018	2.021	2.181	3.444
43	1.280	2.540	2.741	4.328
44	1.608	2.957	3.444	5.439
45	1.873	3.444	4.394	6.333
46	2.181	4.011	5.439	7.375
47	2.540	4.670	6.333	8.588
48	2.957	5.439	7.375	10.000
49	3.444	6.333	8.588	10.000
50	4.011	7.375	10.000	10.000
51	4.670	8.588	10.000	10.000
52	5.439	10.000	10.000	10.000
53	6.333	10.000	10.000	10.000
54	7.375	10.000	10.000	10.000
55	8.588	10.000	10.000	10.000
56+	10.000	10.000	10.000	10.000

Weightings

For the Free ride and 3-trick events, the score for any given trick is calculated based upon the air, technical, and style components.

The weighting for each category is as follows:

	Air	Technical	Style
Outlaw	.5	.4	.2
Pro	.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 times the style weighting for the division. Add these three numbers together to get the total score for the trick.

Examples:

- A) An Outlaw rider gets 46 frames on a wake front flip with a style score of 2. The Air Score (based on the A Air Scale) is 2.181, the technical score is an 8. So, the overall trick score is calculated as $(2.181 * .5) + (8 * .4) + (2 * .2) = 1.091 + 3.2 + .4 = 4.691$
- B) A Pro rider hitting a 45 frame Ball and Chain with a style score of 4 would score a 4.394 for air (using the C scale), so the trick score would be $(4.394 * .5) + (40 * .3) + (4 * .2) = 2.197 + 12 + .8 = 14.997$.