

Freestyle tricks with base scores

UNHOOK / WAKESTYLE

Basics		
		Base score
Raley	R	0.5
Frontroll	FR	1
Double Frontroll	2FR	2.5
Backroll	BR	1
Double Backroll	2BR	2.5
Hinterberger	H	1.5
Double Hinterberger	2H	3
S-bend	SB	1.5
Double S-bend	2SB	3

Toeside Basics (popping from toeside)		
		Base score
Toeside Raley	TSR	2
Toeside Frontroll	TSFR	3,5
Toeside Double Frontroll	TS2FR	4,5
Toeside Backroll	TSBR	3,5
Toeside Double Backroll	TS2BR	4,5

Flat spins (frontside / backside)		
		Base score
FS 180	FS1	0.5
BS 180	BS	1.5
FS/BS 360	FS3 / BS3	3
FS 540	FS5	5
BS 540	BS5	6

Raleys (frontside)		
		Base score
Krypt (Raley to toeside)	K	0.7
Raley to wrapped	R2W	3
313	313	5
315	315	6
317	317	8-10

Frontrolls (frontside)		
		Base score
Frontroll to toeside	FR2TS	1.5
Frontroll to wrapped	FR2W	3.5
Slim Chance	SLIM	6
Slim 5	SLIM5	7
Slim 7	SLIM7	8-10

Backrolls (frontside)		
		Base score
Backroll to toeside	BR2TS	1.5
Backroll to wrapped	BR2W	3
Backmobe	BM	5
Backmobe 5	BM5	7
Backmobe 7	BM7	8-10

S-bends (frontside)		
		Base score
Vulcan (SB to toeside)	V	2
S-bend to wrapped	SB2W	4
S-Mobe	SM	6
S-Mobe 5	SM5	7
S-Mobe 7	SM7	8-10

Hinterbergers (frontside)		
		Base score
Hinterberger to toeside	H2TS	2
Hinterberger to wrapped	H2W	3
Hinterberger frontside 3	HFS3	5
Hinterberger frontside 5	HFS5	7

Raleys (backside)		
		Base score
Raley to blind	R2B	2.5
Blind Judge	BJ	4
Backside 313	BS313	5.5
Backside 315	BS315	7
Backside 317	BS317	8-10

Frontrolls (backside)		
		Base score
Frontroll to blind	FR2B	3
Frontroll to blind with pass	FR2BP	4.5
Front Blind Mobe	FB	6
Front Blind 5	FB5	8
Front Blind 7	FB7	8-10

Backrolls (backside)		
		Base score
Back to blind	B2B	3
Back to blind with pass	B2BP	4.5
KGB	KGB	6
KGB 5	KGB5	7
KGB 7	KGB7	8-10

S-bends (backside)		
		Base score
S-bend to blind	SB2B	3.5
S-bend to blind with pass	SB2BP	4.5
Heart Attack	HA	6
Heart Attack 5	HA5	7
Heart Attack 7	HA7	8-10

Hinterbergers (backside)		
		Base score
Hinterberger to blind	H2B	3.5
Hinterberger backside 3	HBS3	6
Hinterberger backside 5	HBS5	7

HOOKED / OLD SCHOOL / BIG AIR

Basic jumps		
		Base score
Jump	HBR	0.1 - 1.5
Hooked Raley	HR	0.5
Kiteloop	HKL	0.5 - 5
Downloop	HDL	0.5 - 5
landing to toeside		plus 0.5
landing to blind		plus 1

Backrolls		
		Base score
Backroll	HBR	0.5
Backroll to TS	HBR2TS	1
F16 (Backroll with kiteloop)	HF16	2.5
Double Backroll	2HBR	2

Frontrolls		
		Base score
Frontroll	HFR	0.5
Frontroll to blind	HFR2B	1
Frontroll with kiteloop	HFRWKL	3
Double Frontroll	2HBR	2

SLIDER

Slides	
	Base score
50/50	1
BS Boardslide (body facing forward)	1.5
FS Boardslide (body facing backward)	2
Toeside out	plus 0.5
Blind out	plus 1
Wrapped out	plus 1.5
FS/BS 360 handlepass out	plus 2
FS/BS 360 andlepass on slide	2

NOTES

- * Everyone has **7 attempts** (1 attempt - maximum 1 minute)
- * **4 best scoring tricks are counted**. Tricks must be from different categories
- * **Mandatory condition:** 1 trick from **flat**, 1 trick from the **kicker**, 1 trick on the **slider** will be counted. The 4th trick is **free**, can be from any category.
- * These trick scores are base scores which means execution, power, height, speed and style will add or deduct points
- * Grabs will add style points to the trick (maximum +1 point)
- * Landing with buttcheck will result losing half of the trick score
- * Ski tricks will not have toeside elements as the stance is different from the snowboard