




Bib#	Name	Jump	L	M	Fore	Q1	Q2	F1	F2	F3	Judge 1		
Technical Take-Off - max 1.0												Air	
Average						Bad							
1.0	0.9	0.8	0.7	0.6	0.5	0.4	0.3	0.2	0.1				
Height and Distance - max 1.0												Air	
Average						Bad							
1.0	0.9	0.8	0.7	0.6	0.5	0.4	0.3	0.2	0.1				
Form - max score 5.0												Form	
- Timing			- Form Breaks			Comments							
Form Break per flip													
	Min.	Med.	Maj.										
Single	0.1 - 1.2	1.3 - 2.5	2.6 - 5.0										
Double	0.1 - 0.6	0.7 - 1.2	1.3 - 2.5										
Triple	0.1 - 0.4	0.5 - 0.8	0.9 - 1.7										
Landing - max 3.0												Landing	
Excellent landing	Good balance with little compression	No touch of hand(s); LIGHT imbalance or Hard compression on landing or ski away	No body contact but hand(s) dragging; Hard compression with / or MODERATE imbalance	Light back slap or punch front with no body-snow contact; severe turn to 45 degrees or more to landing hill; Turn around on landing hill with no fall or touch; SEVERE imbalance	Landing with immediate body contact; Hard back slap or punch front with snow contact back to skis; Severe over or under rotation	Minimal weight on skis; sliding on back or side no return to skies; Immediate crash	No weight on skis						
3.0	2.6 - 2.9	2.1 - 2.5	1.6 - 2.0	1.1 - 1.5	0.6 - 1.0	0.1 - 0.5	0.0						
5 Judges Format revised 9/18										F I S		Total Score	


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Bib#	Name	Jump					L	M	Fore	Q1	Q2	F1	F2	F3	Judge <b>2</b>	
Technical Take-Off - max 1.0															Air	
					Average			Bad								
1.0	0.9	0.8	0.7	0.6	0.5	0.4	0.3	0.2	0.1							
Height and Distance - max 1.0															Form	
					Average			Bad								
1.0	0.9	0.8	0.7	0.6	0.5	0.4	0.3	0.2	0.1							
Form - max score 5.0															Landing	
- Timing				- Form Breaks				Comments								
				Form Break per flip												
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3.0	2.6 - 2.9	2.1 - 2.5	1.6 - 2.0	1.1 - 1.5	0.6 - 1.0	0.1 - 0.5	0.0									
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Bib#	Name	Jump					L	M	Fore	Q1	Q2	F1	F2	F3	Judge <b>2</b>	
Technical Take-Off - max 1.0															Air	
					Average			Bad								
1.0	0.9	0.8	0.7	0.6	0.5	0.4	0.3	0.2	0.1							
Height and Distance - max 1.0															Form	
					Average			Bad								
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Bib#	Name	Jump	L	M	Fore	Q1	Q2	F1	F2	F3	Judge 3	
Technical Take-Off - max 1.0												Air
Average						Bad						
1.0	0.9	0.8	0.7	0.6	0.5	0.4	0.3	0.2	0.1			
Height and Distance - max 1.0												Form
Average						Bad						
1.0	0.9	0.8	0.7	0.6	0.5	0.4	0.3	0.2	0.1			
Form - max score 5.0												Landing
- Timing		- Form Breaks				Comments						
Form Break per flip												
		Min.	Med.	Maj.								
Single		0.1 - 1.2	1.3 - 2.5	2.6 - 5.0								
Double		0.1 - 0.6	0.7 - 1.2	1.3 - 2.5								
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Bib#	Name	Jump	L	M	Fore	Q1	Q2	F1	F2	F3		Judge <b>4</b>																								
<b>Technical Take-Off - max 1.0</b>													Air																							
Average						Bad																														
1.0	0.9	0.8	0.7	0.6	0.5	0.4	0.3	0.2	0.1																											
<b>Height and Distance - max 1.0</b>																																				
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