

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																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											
Triple				0.1 - 0.4	0.5 - 0.8	0.9 - 1.7											
Landing - max 3.0																Total Score	
Excellent landing		Good balance with little compression		Light imbalance or hard compression on landing or while skiing away. Momentary touch of hands if in front of body or off to the side in front of toe piece		No body contact but hand(s) dragging or touching the snow anywhere behind the toe piece; Hard compression with / or Moderate imbalance		Light backslap 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			
F I S																Total Score	
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Height and Distance - max 1.0					Average					Bad						
1.0		0.9	0.8	0.7	0.6	0.5	0.4	0.3		0.2	0.1			Form		
Form - max score 5.0					- Form Breaks					Comments						
- Timing				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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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				
										F I S		Total Score				
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Bib#	Name				Jump		L	M	Fore	Q1	Q2	F1	F2	F3	Judge 2												
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																											
				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																											
- Timing			- Form Breaks			Comments																					
			Form Break per flip			<table><tr><td></td><td>Min.</td><td>Med.</td><td>Maj.</td></tr><tr><td>Single</td><td>0.1 - 1.2</td><td>1.3 - 2.5</td><td>2.6 - 5.0</td></tr><tr><td>Double</td><td>0.1 - 0.6</td><td>0.7 - 1.2</td><td>1.3 - 2.5</td></tr><tr><td>Triple</td><td>0.1 - 0.4</td><td>0.5 - 0.8</td><td>0.9 - 1.7</td></tr></table>					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
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							Total Score																				
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Bib#	Name			Jump		L	M	Fore	Q1	Q2	F1	F2	F3	Judge 2															
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																				
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	Min.	Med.	Maj.																										
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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																						
FIS											Total Score																		
5 Judges Format revised 9/26																													

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																			
				Average				Bad											
1.0	0.9	0.8	0.7	0.6	0.5	0.4	0.3	0.2	0.1										
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			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												
																	Total Score		

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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									
				Average				Bad										
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									
				Average				Bad										
Form - max score 5.0																		Landing
- Timing			- Form Breaks					Comments										
			Form Break per flip															

5 Judges Format revised 9/26

Bib#	Name				Jump		L	M	Fore	Q1	Q2	F1	F2	F3		Judge	4
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																	
				Average				Bad								Form	
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																	
- Timing				- Form Breaks				Comments									
				Form break per flip												Landing	
Landing - max 3.0																	
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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										
															Total Score		

FIS

5 Judges Format revised 9/26

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Bib#	Name				Jump		L	M	Fore	Q1	Q2	F1	F2	F3		Judge	4
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								
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1.0	0.9	0.8	0.7	0.6	0.5	0.4	0.3	0.2	0.1								
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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										
															Total Score		

FIS

3 Judges Format revised 9/26

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Bib#	Name				Jump			L	M	Fore	Q1	Q2	F1	F2	F3		Judge	5															
Technical Take-Off - max 1.0					Average					Bad								Air															
1.0	0.9	0.8	0.7	0.6	0.5	0.4	0.3	0.2	0.1																								
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