

Bib#	Name	M	W	Elim	Final	1	
		Turn Evaluation - MOGULS					
				Excellent	4.6 - 5.0		
		<input type="checkbox"/> Fall Line		Very Good	4.1 - 4.5		
		<input type="checkbox"/> Carving		Good	3.6 - 4.0		
		<input type="checkbox"/> Absorp. Extension		Above Average	3.1 - 3.5		
		<input type="checkbox"/> Upper Body		Competent	2.6 - 3.0		
				Below Average	2.1 - 2.5		
		Time		Poor	1.1 - 2.0		
				Very Poor	0.1 - 1.0		
		Deduction					
		0.1 - 0.5	Light touch, no stop				
		0.6 - 0.7	Medium touch, no stop				
		0.8 - 1.0	Hard touch, Sig. Sliding, front roll no stop				
		1.1 - 1.4	Complete fall, Slide to near stop				
		1.5	Any complete stop				
				Total Score			

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Bib#	Name	M	W	Elim	Final	2	
		Turn Evaluation - MOGULS					
				Excellent	4.6 - 5.0		
		<input type="checkbox"/> Fall Line		Very Good	4.1 - 4.5		
		<input type="checkbox"/> Carving		Good	3.6 - 4.0		
		<input type="checkbox"/> Absorp. Extension		Above Average	3.1 - 3.5		
		<input type="checkbox"/> Upper Body		Competent	2.6 - 3.0		
				Below Average	2.1 - 2.5		
				Poor	1.1 - 2.0		
				Very Poor	0.1 - 1.0		
		Deduction					
		0.1 - 0.5	Light touch, no stop				
		0.6 - 0.7	Medium touch, no stop				
		0.8 - 1.0	Hard touch, Sig. Sliding, front roll no stop				
		1.1 - 1.4	Complete fall, Slide to near stop				
		1.5	Any complete stop				
				Total Score			

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Bib#	Name	M	W	Elim	Final	3	
		Turn Evaluation - MOGULS					
				Excellent	4.6 - 5.0		
		<input type="checkbox"/> Fall Line		Very Good	4.1 - 4.5		
		<input type="checkbox"/> Carving		Good	3.6 - 4.0		
		<input type="checkbox"/> Absorp. Extension		Above Average	3.1 - 3.5		
		<input type="checkbox"/> Upper Body		Competent	2.6 - 3.0		
				Below Average	2.1 - 2.5		
				Poor	1.1 - 2.0		
				Very Poor	0.1 - 1.0		
		Deduction					
		0.1 - 0.5	Light touch, no stop				
		0.6 - 0.7	Medium touch, no stop				
		0.8 - 1.0	Hard touch, Sig. Sliding, front roll no stop				
		1.1 - 1.4	Complete fall, Slide to near stop				
		1.5	Any complete stop				
				Total Score			

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Bib#	Name	M	W	Elim	Final	4
		Turn Evaluation - MOGULS				
				Excellent	4.6 - 5.0	
		<input type="checkbox"/> Fall Line		Very Good	4.1 - 4.5	
		<input type="checkbox"/> Carving		Good	3.6 - 4.0	
		<input type="checkbox"/> Absorp. Extension		Above Average	3.1 - 3.5	
		<input type="checkbox"/> Upper Body		Competent	2.6 - 3.0	
				Below Average	2.1 - 2.5	
				Poor	1.1 - 2.0	
				Very Poor	0.1 - 1.0	
		Deduction				
		0.1 - 0.5	Light touch, no stop			
		0.6 - 0.7	Medium touch, no stop			
		0.8 - 1.0	Hard touch, Sig. Sliding, front roll no stop			
		1.1 - 1.4	Complete fall, Slide to near stop			
		1.5	Any complete stop			
					Total Score	

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Bib#	Name	M	W	Elim	Final	5
		Turn Evaluation - MOGULS				
				Excellent	4.6 - 5.0	
		<input type="checkbox"/> Fall Line		Very Good	4.1 - 4.5	
		<input type="checkbox"/> Carving		Good	3.6 - 4.0	
		<input type="checkbox"/> Absorp. Extension		Above Average	3.1 - 3.5	
		<input type="checkbox"/> Upper Body		Competent	2.6 - 3.0	
				Below Average	2.1 - 2.5	
				Poor	1.1 - 2.0	
				Very Poor	0.1 - 1.0	
		Deduction				
		0.1 - 0.5	Light touch, no stop			
		0.6 - 0.7	Medium touch, no stop			
		0.8 - 1.0	Hard touch, Sig. Sliding, front roll no stop			
		1.1 - 1.4	Complete fall, Slide to near stop			
		1.5	Any complete stop			
					Total Score	

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Bib#			Name										M	W	Elim	Final	6							
Very poor jump				Poor jump					Average jump					Good jump					Excellent jump					
0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0	1.1	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0	2.1	2.2	2.3	2.4	2.5
Quality • athleticism displayed • control • balance, and • continuity of motion. Air (Height and Distance) Spontaneity	Traditional Uprights	K - Kosak					Modifiers / Inverted Flips / Rotations	1=180/3=360/5/7/9/10					Off Axis	Group A Dspin / loopfull (only on 720)					Jump 1		Score 1			
		M - Mule Kick						F = full / H = half (twist)						Group B Cork / Misty / Bio										
		S - Spread Eagle						- = switch TO / Land						Group C Rodeo / Flatspin										
		D - Daffy						L= lay / T= tuck / P= Free Pos						Loop I= Loop										
		L - Leg Cross/Uncross						f = front / b = back																
		Z - Zudnik						p= Position																
		T - Twister						G= Tweaked grab																
		Y - Back Scratcher						g = Held grab																
		X - Iron Cross																						



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Bib#			Name										M	W	Elim	Final	7							
Very poor jump				Poor jump					Average jump					Good jump					Excellent jump					
0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0	1.1	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0	2.1	2.2	2.3	2.4	2.5
Quality • athleticism displayed • control • balance, and • continuity of motion. Air (Height and Distance) Spontaneity	Traditional Uprights	K - Kosak					Modifiers / Inverted Flips / Rotations	1=180/3=360/5/7/9/10					Off Axis	Group A Dspin / loopfull (only on 720)					Jump 1		Score 1			
		M - Mule Kick						F = full / H = half (twist)						Group B Cork / Misty / Bio										
		S - Spread Eagle						- = switch TO / Land						Group C Rodeo / Flatspin										
		D - Daffy						L= lay / T= tuck / P= Free Pos						Loop I= Loop										
		L - Leg Cross/Uncross						f = front / b = back																
		Z - Zudnik						p= Position																
		T - Twister						G= Tweaked grab																
		Y - Back Scratcher						g = Held grab																
		X - Iron Cross																						



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