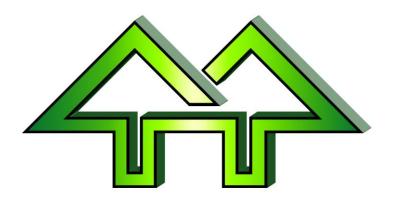
Instructions for

Using Formulas in Winfree

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1 **Using Formulas**

1.1 Introduction

Formulas (or "formulae" if you're an English major) can be entered wherever a score can be entered. For example, scores could be:

5.6 -.6 Mogul turns and line of 5.6, with deductions of .6
 1.1 + 3.4 + 1.7 Overall aerial scoring for Height and Distance of 1.1, Form of 3.4, and Landing of 1.7

Same aerial scoring as above, but by sub-components (Takeoff, etc.)

1.2 Helping the judges with Math

Optionally, the judges might want help with math. If not, don't worry about this and skip to Section 2 of this document.

If they do, you can offer to do all the math for them

5.6 -.2 - .4 Mogul turns and line of 5.6, with deductions of .2 and .4
1.1 + 3.4 + 1.7 Overall aerial scoring for Air of 1.1, Form of 3.4, and Landing of 1.7
1.0+0.1 + Same aerial scoring as above, but by sub-components (Takeoff, etc.)
1.5+1.5+1.4-1.0 +
1.0+.7

This means that judges never need to do arithmetic, increasing the speed of on-hill scoring and reducing the chance of math errors.

1.3 Parenthesis

Parentheses are optional. They are the standard math format, and are used to make it clearer which numbers go with which "components". For example

```
5.6 + (-.2 -.4) Mogul turns and line of 5.6, with deductions of .2 and .4
5.6 - (.2 + .4) Mogul turns and line of 5.6, with deductions of .2 and .4 (same as above)
Overall aerial scoring for
(1.0+0.1) + Air (Takeoff of 1.0, Height/Distance of 0.1), plus
(1.5+1.5+1.4-1.0) + Form (Positions of 1.5, 1.5, and 1,4, with a deduction of 1.0)
Landing (Touchdown of 1.0, Exit of .7)
```

When you enter scores without parenthesis, such in the examples above, Winfree automatically changes them to the clearer parenthesized format shown in Section 1.2.



2 Scoring

2.1 Use of Components in Aerials and Moguls

The total score calculation in **FIS** aerials and moguls uses the components for Moguls and Aerials, rather than the total for each judge. This is only true for Moguls when there are 4 or more, or Aerials when there are 6 or more judges. As a result, **you** <u>must</u> enter each component in this case.

There are 2 components in moguls:

Turns and Line Basic score

Deductions All reductions in basic score (optional)

There are 3 components in aerials:

Air Score for Air (including Takeoff and Height/Distance)
 Form Score for all Air (including all Positions and a deduction)
 Landing Score for Landing (including Touchdown and Exit)

In FIS moguls and aerials, you must enter the correct number of components:

- For FIS aerials, there must be exactly 3 components (e.g., "1.7+2.5+1.7"). Anything else will
 produce an error.
- For FIS moguls, there must be exactly 1 component if there are no deductions (e.g., "4.5") and exactly 2 components when there are deductions (e.g., "4.5-1.2". Anything else will produce an error.

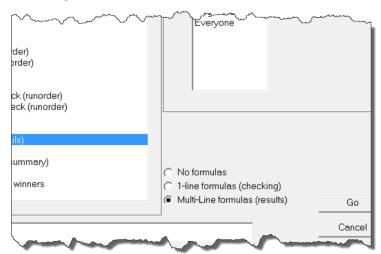
2.2 Use of Components in Slopestyle

Components can use used in Slopestyle to give a score to each feature (e.g., "12+6+22+17" for 4 features. This allows the competitors to see how they scored on each feature, how the judges rated them, and the feature totals.



2.3 Listings

There are 3 listings:



"No formulas" will produce a listing similar to those in the past, with only judges' totals. This produces less paper, but does not allow the judges or competitors see the components.

Aerials Run 1 Run Date: Oct 27, 201
Female/Male (By Score) Time: 3:17 pm
Formulas Formulas

No Bib Name Gp Rep J.1 J.2 J.3 J.4 J.5 Judge Manuvr



"1-Line formulas" will put the formulas in a single line below each result. This can be handy for checking.

Aerials Run 1 Female/Male Formulas	Run (By Score) Formulas				Date: Oct 27, 201 Time: 3:15 pm						
No Bib Name	Gp == ==	Rep	J.1	J. 2	J.3 ===	J.4 ===	J.5	Judge =====	Mar	uvr	
1 AA J. 1=1.0+2.0+1.0= J. 4=.9+.9+1.8=3.	-4 .0,	J. 2=	5+1	5+1	5=3.	5, 3		10.40 8+.8+2		bL 6,	

""Multi-Line formulas" will put one component per line, with high and lows deleted.

Aerials Run 1 Female/Male Formulas	Run (By Score) Formulas						Date: Oct 27, 2016 Time: 3:14 pm				
No Bib Name	Gp = ==	Rep	J. 1	J.2	J.3	J. 4	J.5	Judge =====	M;		
1 1 AA	М11	7	>1-0 >2-0 >1-0 =4.0	+1.5 +1.5	>≠-8 >≥2<0	+.9 +1.8	+1.0 +1.0	3.4			

