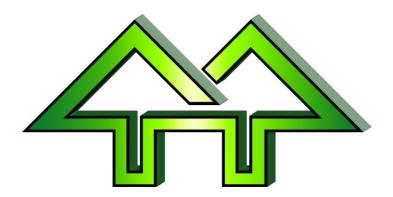
#### Instructions for

# **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
            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.

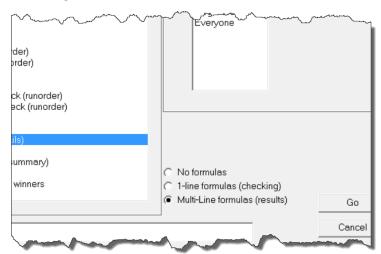
### 2.2 Use of Components in Slopestyle

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 Female/h 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 =====	Man	uv
1 1     	AA J. 1=1.0+2.0 J. 4=.9+.9+1	+1.0=4.0,	J. 2=	5+1	5+1	. 5=3	.5, 3		10.40 8+.8+2		bi 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	Gр ====	Rep	J. 1	J.2	J.3	J. 4	J.5	Judge =====	M;	
1 1 AA	м1	7	2:0 2:0 1:0  =4.0	+1.5 +1.5	> <del>7.</del> 8 ≥2<0	+.9 +1.8	$+1.0 \\ +1.0$	3.4		

