



## Start here

- Instructions:**
1. Make a copy of the calculator to score your freestyle. Click File > Make a copy. Do NOT "Save" a copy this will save it in the wrong format (.xlsx) and will make the calculator incompatible with our systems
  2. Select each attempted trick from the drop down list  
If you can't find a trick, please search for it on our Tricktionary on ProWhooper.com or use the search functionality to the right of the calculator  
For KWAD tricks, select the trick by name
  3. Select the appropriate trick execution for each respective trick

Trick Execution	Point adjustment	Explanation
CLEAN	100%	Complete trick as described
SLOPPY	65%	Completed the trick without bumps, ground taps, or crashes, but lacks constant loop motion, execution is too segmented or sloppy, etc.
MISSED	0%	Incomplete trick that does not result in contact or accidental completion of another trick (Example: missed gate, missed target, or step required to complete trick)
BUMP	50%	Complete trick with contact, but without disarming. (If contact without disarm occurs while failing to complete a trick, input as "Trick: Between tricks", "Execution: Bump")
CRASH	0%	Incomplete trick with contact and disarm

Click here for the OutdoorTricktionary: [Outdoor Tricktionary](#)

Click here if you're flying outside: [Outdoor Calculator](#)

Rank	View Frequency	Net Points
1	100%	1000
2	95%	950
3	90%	900
4	85%	850
5	80%	800
6	75%	750
7	70%	700
8	65%	650
9	60%	600
10	55%	550
11	50%	500
12	45%	450
13	40%	400
14	35%	350
15	30%	300
16	25%	250
17	20%	200
18	15%	150
19	10%	100
20	5%	50
21	0%	0
22	0%	0
23	0%	0
24	0%	0
25	0%	0
26	0%	0
27	0%	0
28	0%	0
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94	0%	0
95	0%	0
96	0%	0
97	0%	0
98	0%	0
99	0%	0
100	0%	0

What are we looking at?  
 Lesson 2: Dodge  
 Lesson 2: Flip, Roll, New Spin, Vanny Roll, Inverted The Spin  
 Lesson 2: Spin 6, Crook, Inverted Downed One  
 Lesson 3: Mowick Loop, Beginner Party, Long Edge, Monkey Ball, Cinnamon Roll

Search Trick: \_\_\_\_\_  
 Check to add  
 Mowick Loop

Check out our visual dictionary at:  
<https://www.youtube.com/watch?v=...>

- Roll** - K
- Crab** - M
- Monkey Party** - A
- Long Edge** - D

#	Category	Trick	Difficulty	Points	Description
15	Powerloop	Powerloop	Beginner	200	Start by flying beneath an object and gradually increase throttle while pitching back to fly over the object until you're fully inverted. Cut the throttle while maintaining to pitch back. Gradually apply throttle again and level out as you pass back under the object to complete the loop.
16	Powerloop	Inverted 360 Powerloop	Beginner	400	Start a Powerloop and when reaching the peak, perform a 360° yaw spin while inverted. Afterwards, continue to complete the remaining part of the Powerloop.
17	Powerloop	Mowick Loop	Beginner	400	Fly beneath the object, apply throttle, and gradually pitch backward. Fly over the object while gradually reducing throttle. Then pass back under the object, all while maintaining a forward looking orientation throughout the maneuver.
18	Mowick Loop	Basic Loop	Advanced	400	Perform a Mowick loop, and at the peak, execute a 180° Pitch Roll Rollback Loop. Then descend and complete the loop.
19	Mowick Loop	Snake Loop	Beginner	400	Perform a Mowick loop and during the loop, execute a 180° Pitch roll to invert. Follow this with a 360° yaw spin, and finally, complete the loop to conclude the trick.
20	Jump Hoping	Slide Loop	Beginner	200	Approach the object, initiate a 90° yaw spin as you pass beneath it, then gradually increase throttle and roll toward the object to fly over it while inverted. Cut the throttle while maintaining the roll. Gradually reintroduce throttle and level out as you pass back under the object to complete the loop.
45	Wall Trick	Loop Tap	Intermediate	400	To begin, fly beneath an object at an angle of 45° or less. Apply a bit of throttle and simultaneously perform a 90° Roll and a 45° pitch back, creating you to execute a sliding tap on the leading backward. Immediately follow this with a 180° Pitch back and smoothly roll your airplane to fly away from the wall, completing the trick.

Final	
1000 Score	2500
1000 Score	2500
Total Score	2500

Check to Reset

What are we learning in this?

- Lesson 2: Digits
- Lesson 2: Skip, Add, Subtract, Multiply, Divide, Inverted the Sign
- Lesson 2: Skip 5, Double, Inverted Double, One
- Lesson 2: Master's Loop, Before Party, Long Skip, Money Ball, Cinnamon Roll

Search Title:

Check to add  
Master's Loop

Calculator as of date:

Check out our visual dictionary at:  
<https://www.ck12.org/visual-dictionary/>

#	Title	Yield Location	Net Points	#	Category	Track	Difficulty	Points	Explanation
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Final	
1000 Score	2500
1000 Score	2500
Total Score	2500

Check to Reset

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Search Title:

Check to add  
Master's Loop

Calculator as of date:

Check out our visual dictionary at:  
<https://www.dynamilis.com/vd/1000/>

#	Title	Yield Location	Net Points	#	Category	Track	Difficulty	Points	Explanation
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Final	
1000 Score	2500
1000 Score	2500
Total Score	2500

Check to Reset

What are we learning in this?

- Lesson 2: Digits
- Lesson 2: Skip, Add, Subtract, Multiply, Divide, Inverted the Sign
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Search Tips:

Check to add  
 Search Loop

Calculator as of date:

Check out our visual dictionary at: <https://www.ck12.org/visual-dictionary/>

#	Task	Task Location	Hot Points	#	Category	Task	Difficulty	Points	Explanation
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Final	
1000 Score	2500
1000 Score	2500
Total Score	2500

Check to Reset

What are we learning in this?

- Lesson 2: Digits
- Lesson 2: Skip, Add, Subtract, Multiply, Divide, Inverted the Sign
- Lesson 2: Skip, Add, Subtract, Multiply, Divide, Inverted the Sign
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Search Topic:

Check to add  
 Search Loop

Calculator as of date:

Check out our visual Vocabulary at:  
<https://www.dynamilis.com/vl/1000/>

#	Topic	Topic Location	Test Points	#	Category	Topic	Difficulty	Points	Explanation
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