Here’s the exact mapping used in the app.

Inputs

CARVER scores on a chosen scale S in {5, 10}:
C, A, R (Recuperability), V, E, Rz.

Steps

1) Compute interim CARVER means on scale S
- $L_S = \mathrm{round}\big((A + V + Rz)/3\big)$
- $I_S = \mathrm{round}\big((C + E + R)/3\big)$

2) Normalize each to a 1 to 5 Likelihood–Impact scale
- $L = \mathrm{clamp}_{1..5}\big(\mathrm{round}(L_S \times 5/S)\big)$
- $I = \mathrm{clamp}_{1..5}\big(\mathrm{round}(I_S \times 5/S)\big)$

3) Product and tier (used by the matrix)
- $v = L \times I$
- Tier from thresholds: Low $\le$ low, Moderate $\le$ mod, High $\le$ high, else Critical.

Notes
- Recuperability R increases Impact, so higher R drives I upward.
- When S = 5 the normalization step preserves the same value since $5/5 = 1$.
- When S = 10 the normalization linearly maps 1 to 10 into 1 to 5.

Quick example (S = 10)

A = 7, V = 8, Rz = 6 → $L_S = \mathrm{round}(7) \to 7 \to L = \mathrm{round}(7 \times 5/10) = 4$
C = 8, E = 7, R = 6 → $I_S = \mathrm{round}(7) \to 7 \to I = \mathrm{round}(7 \times 5/10) = 4$
So $v = 4 \times 4 = 16$.