

SUMMARY SCORE SHEET

	TALLY
Event Requirements - 1.0	
1. 360° turn on 1 foot (0.2) _____	Difficulty (3.0) _____ Event req. (1.0) _____ Composition (1.0) _____ Bonus (0.8) _____ Execution (4.2) _____ SUBTOTAL _____ Neutral Ded _____ FINAL SCORE _____ CJ Deduction _____ <i>(Deduct from Average)</i>
2. 1 acro flight elem (on beam) (0.2) _____	
3. Acro series of diff (on beam) (0.2) _____	
4. Dance series of diff (on beam) (0.2) _____	
5. Superior dismt (0.2) _____	
Composition - 1.0 Consider the following:	
1. Variety of acro (up to .1) 8. >2 Dance shape (.1 ea)	
2. Variety of dance (up to .1) 9. Use of levels (up to .1)	
3. Balance of acro vs dance (up to .1) 10. Use of beam (up to .1)	
4. Level of acro vs dance (up to .1) 11. Direction changes (up to .1)	
5. Isolated higher VP's (up to .1) 12. Acro direction (up to .1)	
6. Same VP twice for difficulty (.1) 13. Artistry (up to .1)	
7. Variety of connections (up to .1) 14. Distribution (up to .1)	
Bonus - 0.8	
1. (max .4) AHS - 2 diff, no fall/spot (0.2 ea) _____	
2. (.2) HL BBS (0.2) _____	
3. (max .2) LL BBS (0.1 ea, Up to 0.2) _____	
2nd HL BBS (0.2) _____	
3rd AHS - diff, no fall/spot (0.2) _____	

NOTES