

SUMMARY SCORE SHEET

Event Requirements - 1.0		TALLY		
1. Sup release / flight (exclude dismt)	(0.2) _____	Difficulty (3.0)	_____	
2. 1 direction change (exclude mt/dismt)	(0.2) _____		Event req. (1.0)	_____
3. Kip	(0.2) _____			_____
4. Inverted stretched vert. element (handstand)	(0.2) _____		Composition (1.0)	_____
5. Superior dismt	(0.2) _____			_____
Composition - 1.0 Consider the following:		Bonus (0.8)	_____	
1. Both fwd/bwd circles (.05)	7. Using space/levels (up to .1)	Execution (4.2)	_____	
2. Same connections (.05)	8. 2 bar changes (.05 ea)		_____	
3. Balance of groups (up to .2)	9. Uncharacteristic (.1 ea)		_____	
4. Variations of same element (up to .1)	10. Creativity (up to .1)		_____	
5. High VP to low VP (up to .1)	11. Distributiion (up to .1)		_____	
6. Same VP twice for difficulty (.1)			_____	
Bonus - 0.8		SUBTOTAL	_____	
1. (max .4) AHS - 2 diff, no fall/spot (0.2 ea)	_____	Neutral Ded	_____	
2. (.2) HL BBS (0.2)	_____	FINAL SCORE	_____	
3. (max .2) LL BBS (0.1 ea, Up to 0.2)	_____	CJ Deduction	_____	
2nd HL BBS (0.2)	_____	<i>(Deduct from Average)</i>		
3rd AHS - diff, no fall/spot (0.2)	_____			

NOTES