

SUMMARY SCORE SHEET

Event Requirements - 1.0 1. 360° turn on 1 foot (0.2) _____ 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) _____		<p align="center">TALLY</p> 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>
Composition - 1.0 Consider the following: 1. Variety of acro (up to .15) _____ 6. Use entire beam (up to .1) _____ 2. Variety of dance (up to .15) _____ 7. Acro direction (up to .1) _____ 3. Balance- acro vs dance (up to .1) _____ 8. Artistry (up to .1) _____ 4. Level- acro vs dance (up to .1) _____ 9. Distribution (up to .1) _____ 5. Variety of connections (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) _____		

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