

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) _____		
3. Kip	(0.2) _____		
4. Inverted stretched element (within 20° or pass thru vertical)	(0.2) _____		
5. Superior dismt	(0.2) _____		
Composition - 1.0 Consider the following:		Event req. (1.0)	_____
1. Both fwd/bwd circles (.05) _____	6. 2 Bar changes (up to .1) _____	Composition (1.0)	_____
2. Same connections (.05) _____	7. Uncharacteristic (.1 ea) _____	Bonus (0.8)	_____
3. Choice of elements (up to .3) _____	8. Creativity (up to .1) _____	Execution (4.2)	_____
4. Same VP twice for Diff. (.1) _____	9. Distributiion (up to .1) _____	SUBTOTAL	_____
5. Space/levels (up to .1) _____		Neutral Ded	_____
Bonus - 0.8		FINAL SCORE	_____
1. (max .4) AHS - 2 diff, no fall/spot (0.2 ea)	_____	CJ Deduction	_____
2. (.2) HL BBS (0.2)	_____	<i>(Deduct from Average)</i>	
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