

**SUMMARY SCORE SHEET**

	<b>TALLY</b>
<b>Event Requirements - 1.0</b>	
1. 360° turn on 1 foot (0.2) _____	<b>Difficulty (3.0)</b> _____ <b>Event req. (1.0)</b> _____ <b>Composition (1.0)</b> _____ <b>Bonus (0.8)</b> _____ <b>Execution (4.2)</b> _____  <b>SUBTOTAL</b> _____  Neutral Ded _____  <b>FINAL SCORE</b> _____  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) _____	
<b>Composition - 1.0</b> Consider the following:	
1. Variety of acro (up to .15) _____	<b>Difficulty (3.0)</b> _____ <b>Event req. (1.0)</b> _____ <b>Composition (1.0)</b> _____ <b>Bonus (0.8)</b> _____ <b>Execution (4.2)</b> _____  <b>SUBTOTAL</b> _____  Neutral Ded _____  <b>FINAL SCORE</b> _____  CJ Deduction _____ <i>(Deduct from Average)</i>
2. Variety of dance (up to .15) _____	
3. Balance- acro vs dance (up to .1) _____	
4. Level- acro vs dance (up to .1) _____	
5. Variety of connections (up to .1) _____	
6. Use entire beam (up to .1) _____	
7. Acro direction (up to .1) _____	
8. Artistry (up to .1) _____	
9. Distribution (up to .1) _____	
<b>Bonus - 0.8</b>	
1. <b>(max .4)</b> AHS - 2 diff, no fall/spot (0.2 ea) _____	<b>Difficulty (3.0)</b> _____ <b>Event req. (1.0)</b> _____ <b>Composition (1.0)</b> _____ <b>Bonus (0.8)</b> _____ <b>Execution (4.2)</b> _____  <b>SUBTOTAL</b> _____  Neutral Ded _____  <b>FINAL SCORE</b> _____  CJ Deduction _____ <i>(Deduct from Average)</i>
2. <b>(.2)</b> HL BBS (0.2) _____	
3. <b>(max .2)</b> LL BBS (0.1 ea, Up to 0.2) _____	
2nd HL BBS (0.2) _____	
3rd AHS - diff, no fall/spot (0.2) _____	

**NOTES**