

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 .15) _____	Subtotal _____ Neutral Ded _____ Final Score _____ 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) _____	
Bonus - 0.8	
1. (max .4) AHS - 2 diff, no fall/spot (0.2 ea) _____	Final Score _____ CJ Deduction _____ <i>(Deduct from Average)</i>
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

Floor Ex: Judge's Initials _____ CJ/AJ Gymnast _____ School _____

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Event Requirements - 1.0		TALLY			
Acro	1. Salto with min of 180°	(0.2)	_____		
	2. 3 acro passes	(0.2)	_____		
	3. Sup acro elem - in 3rd acro pass or as last acro elem	(0.2)	_____		
Dance	4. Sup lp / jp / turn on 1 foot	(0.2)	_____		
	5. Dance series of 2 diff Grp 1 elements	(0.2)	_____		
Composition - 1.0 Consider the following:					
1. Variety of acro	(up to .15)	_____	6. Use of FX area	(up to .1)	_____
2. Variety of dance	(up to .15)	_____	7. Acro direction	(.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)	_____		
			Difficulty	(3.0)	_____
			Event req.	(1.0)	_____
			Composition	(1.0)	_____
			Bonus	(0.8)	_____
			Execution	(4.2)	_____
			SUBTOTAL		_____
			Neutral Ded		_____
			FINAL SCORE		_____
			CJ Deduction		_____
			(Deduct from Average)		

NOTES

Vault: Judge's Initials _____ CJ/AJ Gymnast _____ School _____

Group 1 Flight	Group 2 Hdsps / Yamis		Group 3 Hdsp w/saltos	Group 4 Tsuk / 1/2 on	Group 5 RO-FF	Group 6 RO-FF w/tw on
<u>7.0</u> Squat Straddle	<u>8.6</u> Hdsp 1/2 - Rep 1/4 - 1/4 Yami	<u>9.4</u> Hdsp - 1/1 Yami - 1/1 1/1 - Hdsp	<u>10.0</u> Hdsp - Front Tuck Hdsp - Front Pike Hdsp - 1/2 Back (Cuervo)	<u>9.6</u> Tuck Tsuk	<u>8.6</u> RO - Rep	<u>9.2</u> RO 1/2 - Hdsp
	<u>8.8</u> Hdsp - 1/2 Yami - 1/2	<u>9.6</u> Hdsp - 1 1/2 1/2 - 1 1/2 1/4 - 1 3/4 1/1 - 1/2	Hdsp onto board - Hdsp - Front Tuck	<u>9.8</u> Tuck Tsuk 1/2 Pike Tsuk	<u>8.8</u> RO - 1/2	<u>9.4</u> RO 1/2 - 1/2
	<u>9.0</u> 1/2 - 1/2 1/4 - 3/4	<u>9.8</u> 1/1 - 1/1	Hdsp onto board - Hdsp - Front Pike	<u>10.0</u> Pike Tsuk 1/2 Tuck Tsuk 1/1 Layout Tsuk	<u>9.4</u> RO - 1/1	<u>9.6</u> RO 1/2 - 1/1 RO 1/1 - Rep
	<u>9.2</u> 1/2 - 1/1 1/4 - 1 1/4	<u>10.0</u> Hdsp - 2/1 1/1 - 1 1/2 1/2 - 2/1		1/2 - 1/2 Front 1/4 - 1/4 Front 1/4 - 3/4 Front	<u>9.6</u> RO - 1 1/2 RO - Tuck	<u>9.8</u> RO 1/2 - 1 1/2 RO 1/1 - 1/2
					<u>9.8</u> RO - Pike	<u>10.0</u> RO 1/2 - 2/1 RO 1/1 - 1/1 RO 1/2 - Frt Salto RO 1/1 - Salto
					<u>10.0</u> RO - 2/1 RO - Tuck 1/1 RO - Layout RO - 1/2 Front	



Vault No. 1	_____
Vault Value	_____
Deductions	_____
Neutral Ded.	_____
FINAL SCORE	_____

Vault No. 2	_____
Vault Value	_____
Deductions	_____
Neutral Ded.	_____
FINAL SCORE	_____

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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 element (within 20° or pass thru vertical)	(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) _____	6. 2 Bar changes (up to .1) _____		Execution (4.2)	_____
2. Same connections (.05) _____	7. Uncharacteristic (.1 ea) _____	SUBTOTAL		_____
3. Choice of elements (up to .3) _____	8. Creativity (up to .1) _____		_____	
4. Same VP twice for Diff. (.1) _____	9. Distributiion (up to .1) _____		_____	
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 <i>(Deduct from Average)</i>		_____
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