Balance Beam: Judge's Initials CJ/AJ GymnastSchoolSchool	alance Beam: Judge's Initials	CJ/AJ Gymnast	School
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SUMMARY SCORE SHEET				
Event Requirements - 1.2 1. 360° turn on 1 foot 2. 1 acro flight elem (on beam) 3. Acro series of diff (may include mt or dsmt) 4. Dance series of diff (on beam) 5. Dn/acro or acro/dn series of diff (on beam) 6. Superior dismt	(0.2) (0.2) (0.2) (0.2) (0.2) (0.2)	TALLY Difficulty (3.0) Event req. (1.2) Composition		
Composition - 0.8 1. Variety in choice of elements 2. Spacing / Direction (up to 0.2) all spaces / levels acro in 2 diff dir: bwd & fwd or swd 3. Original Choreography / Artistry (up to 0.2) orig / creativity quality of movement 4. Distribution (up to 0.1) dist of VP & maintain level of diff	(up to 0.3) (up to 0.1) (0.1) (up to 0.1) (up to 0.1)	(0.8) Bonus (0.8) Execution (4.2) SUBTOTAL Neutral Ded		
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)	TES	FINAL SCORE CJ Deduction (Deduct from Average)		

neven Bars: Judge's InitialsCJ/	AJ Gymnast _		School
	SUMM	ARY SCORE SHEET	
Event Requirements - 1.2			TALLY
 Sup release / flight (exclude dismt) 		(0.2)	IALLY
2. LA tw / tn, min. 180° (exclude mt/d	smt)	(0.2) (0.2)	Difficulty
3. 2 elements on each bar		(0.2) (0.2) (0.2)	(3.0)
4. Kip		(0.2)	Event req.
5. Inverted stretched vert. element (ha	ndstand)	(0.2)	(1.2)
6. Superior dismt		(0.2)	Composition
			(0.8)
Composition - 0.8		(- 1 - 0 0)	Bonus
Variety in choice of elements Special (Picartical	(to 0.0)	(up to 0.3)	(0.8)
2. Spacing / Direction	(up to 0.2)	(to 0.4)	, ,
all spaces / levels		(up to 0.1)	Execution
insuf dir change & bar change	(up to 0.2)	(.05 ea, up to 0.1)	(4.2)
3. Original Choreography	(up to 0.2)	(up to 0.1)	
orig / creativity uncharacteristic element		(up to 0.1) (up to 0.1)	SUBTOTAL
4. Distribution	(up to 0.1)	(up to 0.1)	
dist of VP & maintain level of di		(up to 0.1)	Neutral Ded
- dist of vi & maintain level of di		(up to 0.1)	Neutral Deu
Bonus - 0.8			FINAL COORE
1. (max .4) AHS - 2 diff, no fall/spot	(0.2	ea)	FINAL SCORE
2. (.2) HL BBS	•	0.2)	
3. (max .2) LL BBS (CJ Deduction
2nd HL BBS		0.2)	(Deduct from Average)
3rd AHS - diff, no fall/spo).2)	

NOTES

Floor Ex:	Judge's Initials C	J/AJ	Gymnast	School	

SUMMARY SCORE SHEET				
Event Requirements - 1.2 1. Salto with min of 180°	(0.2)	TALLY		
Acro { 2. 3 acro passes 3. Sup acro elem - in 3rd acro pass or as last acro	(0.2) elem (0.2)	Difficulty (3.0)		
Dance 4. 1 sup lp / jp / tn on 1 foot 5. 1 dance series of 2 VP of diff shapes 6. Dn/acro or acro/dn series of diff	(0.2) (0.2) (0.2) (0.2)	Event req (1.2)		
Composition - 0.8	(0.2)	Composition (0.8)		
 Variety in choice of elements Spacing / Direction (up to 0.2) 	(up to 0.3)	Bonus (0.8)		
all spaces / levels acro in 2 diff dir: bwd & fwd or swd 3. Original Choreography / Artistry (up to 0.2)	(up to 0.1) (0.1)	Execution (4.2)		
orig / creativity quality of movement 4. Distribution (up to 0.1)	(up to 0.1) (up to 0.1)	SUBTOTAL		
dist of VP & maintain level of diff	(up to 0.1)	Neutral Ded		
Bonus - 0.8 1. (max .4) AHS - 2 diff, no fall/spot (0.2 ea) 2. (.2) HL BBS (0.2)		FINAL SCORE		
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)		CJ Deduction (Deduct from Average)		
NO	TES	<u> </u>		

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

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

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