

SUMMARY SCORE SHEET

Event Requirements - 1.0		TALLY	
1. 360° turn on 1 foot	(0.2) _____	Difficulty	_____
2. 1 acro flight elem (on beam)	(0.2) _____	(3.0)	
3. Acro series of diff (on beam)	(0.2) _____	Event req.	_____
4. Dance series of diff (on beam)	(0.2) _____	(1.0)	
5. Superior dismt	(0.2) _____	Composition	_____
Composition - 0.8		(0.8)	
1. Variety in choice of elements & connections	(up to 0.3) _____	Bonus	_____
2. Spacing / Direction (up to 0.2)		(0.8)	
all spaces / levels	(up to 0.1) _____	Execution	_____
acro in 2 diff dir: bwd & fwd or swd (.05 if dsmt only)	(up to 0.1) _____	(4.4)	
3. Original Choreography / Artistry (up to 0.2)		SUBTOTAL	_____
orig / creativity	(up to 0.1) _____	Neutral Ded	_____
quality of movement	(up to 0.1) _____	FINAL SCORE	_____
4. Distribution (up to 0.1)		CJ Deduction	_____
dist of VP & maintain level of diff	(up to 0.1) _____	<i>(Deduct from Average)</i>	
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) _____		

NOTES

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Event Requirements - 1.0		TALLY	
1. Sup release / flight (exclude dismt)	(0.2) _____	Difficulty	_____
2. one direction change (exclude mt/dismt)	(0.2) _____	(3.0)	
3. Kip	(0.2) _____	Event req.	_____
4. Inverted stretched vert. element (handstand)	(0.2) _____	(1.0)	
5. Superior dismt	(0.2) _____	Composition	_____
Composition - 0.8		(0.8)	
1. Variety in choice of elements	(up to 0.3) _____	Bonus	_____
2. Spacing / Direction	(up to 0.2)	(0.8)	
all spaces / levels	(up to 0.1) _____	Execution	_____
lack of 2 bar changes	(.05 ea, up to 0.1) _____	(4.4)	
3. Original Choreography	(up to 0.2)	SUBTOTAL	_____
orig / creativity	(up to 0.1) _____	Neutral Ded	_____
uncharacteristic element	(up to 0.1) _____	FINAL SCORE	_____
4. Distribution	(up to 0.1)	CJ Deduction	_____
dist of VP & maintain level of diff	(up to 0.1) _____	<i>(Deduct from Average)</i>	
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) _____		

NOTES

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

SUMMARY SCORE SHEET

Event Requirements - 1.0		TALLY	
Acro	1. Salto with min of 180° (0.2) _____	Difficulty (3.0)	_____
	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) _____	Event req. (1.0)	_____
	5. dance series of 2 diff Grp 1 elements (0.2) _____		
Composition - 0.8		Composition (0.8)	_____
1.	Variety in choice of elements & connections (up to 0.3) _____	Bonus (0.8)	_____
2.	Spacing / Direction (up to 0.2) all spaces / levels (up to 0.1) _____ acro in 2 diff dir: bwd & fwd or swd (0.1) _____		
3.	Original Choreography / Artistry (up to 0.2) orig / creativity (up to 0.1) _____ quality of movement (up to 0.1) _____	Execution (4.4)	_____
4.	Distribution (up to 0.1) dist of VP & maintain level of diff (up to 0.1) _____		
Bonus - 0.8		SUBTOTAL	_____
1.	(max .4) AHS - 2 diff, no fall/spot (0.2 ea) _____	Neutral Ded	_____
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)	_____

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
7.0 Squat Straddle	8.6 Hdsp 1/2 - Rep 1/4 - 1/4 Yami	9.4 Hdsp - 1/1 Yami - 1/1 1/1 - Hdsp	10.0 Hdsp - Front Tuck Hdsp - Front Pike Hdsp - 1/2 Back (Cuervo)	9.6 Tuck Tsuk	8.6 RO - Rep	9.2 RO 1/2 - Hdsp
	8.8 Hdsp - 1/2 Yami - 1/2	9.6 Hdsp - 1 1/2 1/2 - 1 1/2 1/4 - 1 3/4 1/1 - 1/2	Hdsp onto board - Hdsp - Front Tuck	9.8 Tuck Tsuk 1/2 Pike Tsuk	8.8 RO - 1/2	9.4 RO 1/2 - 1/2
	9.0 1/2 - 1/2 1/4 - 3/4	9.8 1/1 - 1/1	Hdsp onto board - Hdsp - Front Pike	10.0 Pike Tsuk 1/2 Tuck Tsuk 1/1 Layout Tsuk	9.4 RO - 1/1	9.6 RO 1/2 - 1/1 RO 1/1 - Rep
	9.2 1/2 - 1/1 1/4 - 1 1/4	10.0 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	9.6 RO - 1 1/2 RO - Tuck	9.8 RO 1/2 - 1 1/2 RO 1/1 - 1/2
					9.8 RO - Pike	10.0 RO 1/2 - 2/1 RO 1/1 - 1/1
					10.0 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	_____