

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) _____	Event req. (1.0)	_____
4. Inverted stretched vert. element (handstand)	(0.2) _____		
5. Superior dismt	(0.2) _____		
Composition - 1.0 Consider the following:		Composition (1.0)	_____
1. Both fwd/bwd circles (.05)	7. Using space/levels (up to .1)	Bonus (0.8)	_____
2. Same connections (.05)	8. 2 bar changes (.05 ea)	Execution (4.2)	_____
3. Balance of groups (up to .2)	9. Uncharacteristic (.1 ea)		
4. Variations of same element (up to .1)	10. Creativity (up to .1)		
5. High VP to low VP (up to .1)	11. Distributiion (up to .1)		
6. Same VP twice for difficulty (.1)		SUBTOTAL	_____
Bonus - 0.8		Neutral Ded	_____
1. (max .4) AHS - 2 diff, no fall/spot (0.2 ea)	_____	FINAL SCORE	_____
2. (.2) HL BBS (0.2)	_____	CJ Deduction	_____
3. (max .2) LL BBS (0.1 ea, Up to 0.2)	_____	<i>(Deduct from Average)</i>	
2nd HL BBS (0.2)	_____		
3rd AHS - diff, no fall/spot (0.2)	_____		

NOTES