## SUMMARY SCORE SHEET

### Event Requirements - 1.0
1. 360° turn on 1 foot (0.2)  
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 .1)  
2. Variety of dance (up to .1)  
3. Balance of acro vs dance (up to .1)  
4. Level of acro vs dance (up to .1)  
5. Isolated higher VP’s (up to .1)  
6. Same VP twice for difficulty (up to .1)  
7. Variety of connections (up to .1)  
8. >2 Dance shape (.1 ea)  
9. Use of levels (up to .1)  
10. Use of beam (up to .1)  
11. Direction changes (up to .1)  
12. Acro direction (up to .1)  
13. Artistry (up to .1)  
14. Distribution (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)  

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<td>Difficulty (3.0)</td>
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### NOTES
- Variety of acro (up to .1)  
- Variety of dance (up to .1)  
- Balance of acro vs dance (up to .1)  
- Level of acro vs dance (up to .1)  
- Isolated higher VP’s (up to .1)  
- Same VP twice for difficulty (.1)  
- Variety of connections (up to .1)  
- >2 Dance shape (.1 ea)  
- Use of levels (up to .1)  
- Use of beam (up to .1)  
- Direction changes (up to .1)  
- Acro direction (up to .1)  
- Artistry (up to .1)  
- Distribution (up to .1)  

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Balance Beam: Judge’s Initials  
CJ/AJ Gymnast  
School