

**SUMMARY SCORE SHEET**

<b>Event Requirements - 1.0</b>		<b>TALLY</b>	
1. 360° turn on 1 foot	(0.2) _____	<b>Difficulty</b>	_____
2. 1 acro flight elem (on beam)	(0.2) _____	<b>(3.0)</b>	
3. Acro series of diff (on beam)	(0.2) _____	<b>Event req.</b>	_____
4. Dance series of diff (on beam)	(0.2) _____	<b>(1.0)</b>	
5. Superior dismt	(0.2) _____	<b>Composition</b>	_____
<b>Composition - 1.0</b> Consider the following:		<b>(1.0)</b>	
1. Variety of acro (up to .15) _____	6. Use entire beam (up to .1) _____	<b>Bonus</b>	_____
2. Variety of dance (up to .15) _____	7. Acro direction (up to .1) _____	<b>(0.8)</b>	
3. Balance- acro vs dance (up to .1) _____	8. Artistry (up to .1) _____	<b>Execution</b>	_____
4. Level- acro vs dance (up to .1) _____	9. Distribution (up to .1) _____	<b>(4.2)</b>	
5. Variety of connections (up to .1) _____		<b>SUBTOTAL</b>	_____
<b>Bonus - 0.8</b>		Neutral Ded	_____
1. <b>(max .4)</b> AHS - 2 diff, no fall/spot (0.2 ea) _____		<b>FINAL SCORE</b>	_____
2. <b>(.2)</b> HL BBS (0.2) _____		CJ Deduction	_____
3. <b>(max .2)</b> 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**