

**SUMMARY SCORE SHEET**

		TALLY
<b>Event Requirements - 1.0</b>		
1. Sup release / flight (exclude dismt)	(0.2) _____	<b>Difficulty (3.0)</b> _____
2. 1 direction change (exclude mt/dismt)	(0.2) _____	
3. Kip	(0.2) _____	<b>Event req. (1.0)</b> _____
4. Inverted stretched element (within 20° or pass thru vertical)	(0.2) _____	
5. Superior dismt	(0.2) _____	<b>Composition (1.0)</b> _____
<b>Composition - 1.0</b> Consider the following:		<b>Bonus (0.8)</b> _____
1. Both fwd/bwd circles (.05) _____	6. 2 Bar changes (up to .1) _____	<b>Execution (4.2)</b> _____
2. Same connections (.05) _____	7. Uncharacteristic (.1 ea) _____	
3. Choice of elements (up to .3) _____	8. Creativity (up to .1) _____	<b>SUBTOTAL</b> _____
4. Same VP twice for Diff. (.1) _____	9. Distributiion (up to .1) _____	Neutral Ded _____
5. Space/levels (up to .1) _____		<b>FINAL SCORE</b> _____
<b>Bonus - 0.8</b>		CJ Deduction _____ <i>(Deduct from Average)</i>
1. <b>(max .4)</b> AHS - 2 diff, no fall/spot (0.2 ea) _____		
2. <b>(.2)</b> HL BBS (0.2) _____		
3. <b>(max .2)</b> LL BBS (0.1 ea, Up to 0.2) _____		
2nd HL BBS (0.2) _____		
3rd AHS - diff, no fall/spot (0.2) _____		

**NOTES**