## 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 .15)  
2. Variety of dance (up to .15)  
3. Balance- acro vs dance (up to .1)  
4. Level- acro vs dance (up to .1)  
5. Variety of connections (up to .1)  
6. Use entire beam (up to .1)  
7. Acro direction (up to .1)  
8. Artistry (up to .1)  
9. 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)  

### TALLY
- **Difficulty** (3.0)  
- **Event req.** (1.0)  
- **Composition** (1.0)  
- **Bonus** (0.8)  
- **Execution** (4.2)  

### Neutral Ded

### FINAL SCORE

### CJ Deduction
*(Deduct from Average)*

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**NOTES**

- Consider the following:
  1. Variety of acro (up to .15)
  2. Variety of dance (up to .15)
  3. Balance- acro vs dance (up to .1)
  4. Level- acro vs dance (up to .1)
  5. Variety of connections (up to .1)
  6. Use entire beam (up to .1)
  7. Acro direction (up to .1)
  8. Artistry (up to .1)
  9. Distribution (up to .1)