

Vault: Judge's Initials _____ CJ/AJ Gymnast _____ School _____

Group 1 Flight	Group 2 Hdspd / Yamis		Group 3 Hdsp w/saltos	Group 4 Tsuk / 1/2 on	Group 5 RO-FF	Group 6 RO-FF w/tw on
<u>7.0</u> Straddle	<u>8.6</u> Hdsp 1/2 - Rep 1/4 - 1/4 Yami	<u>9.4</u> Hdsp - 1/1 Yami - 1/1 1/1 - Hdsp	<u>10.0</u> Hdsp - Front Tuck Hdsp - Front Pike Hdsp - 1/2 Back (Cuervo)	<u>9.6</u> Tuck Tsuk	<u>8.8</u> RO - Rep	<u>9.2</u> RO 1/2 - Hdsp
	<u>8.8</u> Hdsp - 1/2 Yami - 1/2	<u>9.6</u> Hdsp - 1 1/2 1/2 - 1 1/2 1/4 - 1 3/4 1/1 - 1/2	Hdsp onto board - Hdsp - Front Tuck	<u>9.8</u> Pike Tsuk	<u>9.0</u> RO - 1/2	<u>9.4</u> RO 1/2 - 1/2
	<u>9.0</u> 1/2 - 1/2 1/4 - 3/4	<u>10.0</u> Hdsp - 2/1 1/1 - 1/1 1/1 - 1 1/2 1/2 - 2/1	Hdsp onto board - Hdsp - Front Pike	<u>10.0</u> Tuck Tsuk 1/2 Pike Tsuk 1/2 Tuck Tsuk 1/1 Layout Tsuk 1/2 - 1/2 Front 1/4 - 1/4 Front 1/4 - 3/4 Front	<u>9.4</u> RO - 1/1	<u>9.6</u> RO 1/2 - 1/1 RO 1/1 - Rep
	<u>9.2</u> 1/2 - 1/1 1/4 - 1 1/4				<u>9.6</u> RO - 1 1/2 RO - Tuck	<u>9.8</u> RO 1/2 - 1 1/2 RO 1/1 - 1/2
					<u>9.8</u> RO - Pike	
					<u>10.0</u> RO - 2/1 RO - Tuck 1/1 RO - Layout RO - 1/2 Front RO - Back 1/2	<u>10.0</u> RO 1/2 - 2/1 RO 1/1 - 1/1 RO 1/2 - Frt Salto RO 1/1 - Salto



Vault No. 1	_____
Vault Value	_____
Deductions	_____
Neutral Ded.	_____
FINAL SCORE	_____

Vault No. 2	_____
Vault Value	_____
Deductions	_____
Neutral Ded.	_____
FINAL SCORE	_____

Uneven Bars: Judge's Initials _____ CJ/AJ Gymnast _____ School _____

SUMMARY SCORE SHEET

Event Requirements - 1.0				TALLY	
1. Sup release / flight (exclude dismt)	(0.2)	_____		Difficulty	_____
2. 360° circle to clear support (clear hip/stalder/sole)	(0.2)	_____		(3.0)	
3. Kip	(0.2)	_____		Event req.	_____
4. Inverted stretched element (within 20° or pass thru vertical)	(0.2)	_____		(1.0)	
5. Superior dismt	(0.2)	_____		Composition	_____
Composition - 0.6				(0.6)	
1. Variety of elements	(up to .2)	_____		Bonus	_____
2. Lack of 2 bar changes	(.1)	_____		(0.8)	
3. Lack of direction change	(.1)	_____		Execution	_____
4. Space / Levels	(up to .1)	_____		(4.6)	
5. Distribution	(up to .1)	_____		SUBTOTAL	_____
Bonus - 0.8					
1. (max .4) AHS - 2 diff, no fall/spot	(0.2 ea)	_____	_____	Neutral Ded	_____
2. (.2) HL BBS	(0.2)	_____		FINAL SCORE	_____
3. (max .2) LL BBS	(0.1 ea, Up to 0.2)	_____	_____	CJ Deduction	_____
2nd HL BBS	(0.2)	_____		(Deduct from Average)	
3rd AHS - diff, no fall/spot	(0.2)	_____			

NOTES

Balance Beam: Judge's Initials _____ CJ/AJ Gymnast _____ School _____

SUMMARY SCORE SHEET

Event Requirements - 1.0		TALLY	
1. 360° turn on 1 foot	(0.2) _____	Difficulty	_____
2. 1 acro flight element (on beam)	(0.2) _____	(3.0)	
3. Acro series of diff (on beam)	(0.2) _____	Event req.	_____
4. Dance series <u>or</u> mixed series of diff (on beam)	(0.2) _____	(1.0)	
5. Superior dismount	(0.2) _____	Composition	_____
Composition - 0.6		(0.6)	
1. Variety of acro and dance	(up to .2) _____	Bonus	_____
2. Quantity / level of acro vs dance	(up to .1) _____	(0.8)	
3. Acro in 2 directions	(up to .1) _____	Execution	_____
4. Level changes / Distribution	(up to .1) _____	(4.6)	
5. Artistry / Choreography	(up to .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) _____	(Deduct from Average)	
2nd HL BBS	(0.2) _____		
3rd AHS - diff, no fall/spot	(0.2) _____		

NOTES

Floor Ex: Judge's Initials _____ CJ/AJ Gymnast _____ School _____

SUMMARY SCORE SHEET

Event Requirements - 1.0				TALLY	
Acro	{	1. Salto with min of 180°	(0.2)	_____	
		2. 3 acro passes	(0.2)	_____	Difficulty
		3. Sup acro elem - in 3rd acro pass or as last acro elem	(0.2)	_____	(3.0)
Dance	{	4. Superior turn on 1 foot	(0.2)	_____	Event req.
		5. Dance passage	(0.2)	_____	(1.0)
Composition - 0.6					
		1. Variety of acro and dance	(up to .2)	_____	Composition
		2. Quantity / level of acro vs dance	(up to .1)	_____	(0.6)
		3. Acro in 2 directions	(up to .1)	_____	Bonus
		4. Use of FX area / Distribution	(up to .1)	_____	(0.8)
		5. Artistry / Choreography	(up to .1)	_____	Execution
					(4.6)
Bonus - 0.8					
		1. (max .4) AHS - 2 diff, no fall/spot	(0.2 ea)	_____	SUBTOTAL

		2. (.2) HL BBS	(0.2)	_____	Neutral Ded

		3. (max .2) LL BBS	(0.1 ea, Up to 0.2)	_____	FINAL SCORE
		2nd HL BBS	(0.2)	_____	_____
		3rd AHS - diff, no fall/spot	(0.2)	_____	CJ Deduction
					<i>(Deduct from Average)</i>

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