

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

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



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

	TALLY
Event Requirements - 1.0	
1. Sup release / flight (exclude dismt) (0.2) _____	Difficulty (3.0) _____ Event req. (1.0) _____ Composition (1.0) _____ Bonus (0.8) _____ Execution (4.2) _____ SUBTOTAL _____ Neutral Ded _____ FINAL SCORE _____ CJ Deduction _____ <i>(Deduct from Average)</i>
2. 1 direction change (exclude mt/dismt) (0.2) _____	
3. Kip (0.2) _____	
4. Inverted stretched element (within 20° or pass thru vertical) (0.2) _____	
5. Superior dismt (0.2) _____	
Composition - 1.0 Consider the following:	
1. Both fwd/bwd circles (.05) _____	
2. Same connections (.05) _____	
3. Choice of elements (up to .3) _____	
4. Same VP twice for Diff. (.1) _____	
5. Space/levels (up to .1) _____	
6. 2 Bar changes (up to .1) _____	
7. Uncharacteristic (.1 ea) _____	
8. Creativity (up to .1) _____	
9. Distributiion (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) _____	

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 elem (on beam)	(0.2) _____	(3.0)	
3. Acro series of diff (on beam)	(0.2) _____	Event req.	_____
4. Dance series of diff (on beam)	(0.2) _____	(1.0)	
5. Superior dismt	(0.2) _____	Composition	_____
		(1.0)	
		Bonus	_____
		(0.8)	
		Execution	_____
		(4.2)	
		SUBTOTAL	_____
		Neutral Ded	_____
		FINAL SCORE	_____
		CJ Deduction	_____
		<i>(Deduct from Average)</i>	

Composition - 1.0 Consider the following:

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

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) _____	Difficulty (3.0) _____
	2. 3 acro passes (0.2) _____	
	3. Sup acro elem - in 3rd acro pass or as last acro elem (0.2) _____	
Dance {	4. Superior turn on 1 foot (0.2) _____	Event req. (1.0) _____
	5. Dance passage (0.2) _____	
Composition - 1.0 Consider the following:		Composition (1.0) _____
1. Variety of acro (up to .15) _____	6. Use of FX area (up to .1) _____	Bonus (0.8) _____
2. Variety of dance (up to .15) _____	7. Acro direction (.1) _____	
3. Balance- acro vs dance (up to .1) _____	8. Artistry (up to .1) _____	Execution (4.2) _____
4. Level- acro vs dance (up to .1) _____	9. Distribution (up to .1) _____	
5. Variety of connections (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) _____		
3. (max .2) LL BBS (0.1 ea, Up to 0.2) _____		
2nd HL BBS (0.2) _____		CJ Deduction _____
3rd AHS - diff, no fall/spot (0.2) _____		<i>(Deduct from Average)</i>

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