ROUTINE WORKSHEET: BEAM TOTAL

SKILL - BEAM 1	VALUE		EXEC	COMMENTS
Shoulder stand mount			.1	No stop
Back roll	M		.2	Grab roll & form
Full turn	M		.1	Overturn and correction
Tuck jump ½ (early turn)	S		.1 + .1	Not ¾, form and correction
Jump ½ straddle (non-recognize)	M		.1 + .1	Legs low and form, devalue
Cartwheel (stop)	M		.1+ .1	Form break & step
Cartwheel (no credit)			.1+.5	No credit with fall
Switch leg split (below 90 degree split) to stop	M		.2	Devalue to medium leap
Wolf jump	M		.1 +.1	Leg height and form issues
Back salto	S		.1 + .1	Steps and form
	TOTAL		**2.2**	

		VALUE	DED	COMMENTS:
DIFFICULTY	**(Total = 3.0)**	3.0	.80	Missing HS and Superior
EVENT REQUIREMENTS	**(Total = 1.0)**			
One foot turn – 360 degrees		.2		
Dance or mixed Series - On beam		.2	.20	
Acro flight element - On beam		.2	.20	RO
Acro Series – On Beam		.2	.20	HS to RO
Superior Dismount		.2		
COMPOSITION	**(Total = 1.0)**			
Variety of acro and dance		Up to .2	.15	Low level set
Quantity/level acro vs dance		Up to .1		
Acro in two different directions (B – F – S)		Up to .1	.05	Cartwheel yes, back roll non-acro
Level changes/distribution		Up to .1	.05	Possible deduction
Artistry/Choreography		Up to .1	.10	Basic set
EXECUTION	**(Total = 4.6)**	4.6	2.2	
BONUS	**(Total 0.8)**			
Advanced HS #1 AHS		.2	.20	
Advanced HS #2 AHS		.2	.20	
High Level– Back-to-back Superior (HS+HS or higher)**		.2	.20	
***Any Combination (up to .2 total)**				
Additional Advanced HS #3 AHS		.2		
2nd HL Back-to-back Superior (HS+HS or higher)**		.2		
Low level back-to-back #1 (S + S/HS/AHS)		.1	.10	
Low level back-to-back #2 (S + S/HS/AHS)		.1	.10	
**Note: on beam an AHS acro element directly connected (before or after) to a S acro element receives HL BBS		**10.0**		
			4.75	**SCORE = 5.25**

ROUTINE WORKSHEET: BEAM TOTAL

SKILL - BEAM 2	VALUE		EXEC	COMMENTS
Stoop on mount	M		.1	
Back roll	M		.2 + .1	Form and technique issues
Full turn	M		.1	Leg form to start turn
Switch leg leap (devalue) stop	M		.2 + .1	Leg height & form – devalue to medium
Split leap	M		.2	Leg low & form
Cartwheel	M		.2	Legs and line
Round-off - Fall			.1 + .5	Technique & form
Jump ¾ - Fall			.1 + .5	Form and fall
Stretch jump ½	M		.1	No pike credit
No HS			.3	No skill and form
Back salto	S		.2 + .1	Steps and form
	TOTAL		**3.1**	

		VALUE	DED	COMMENTS:
DIFFICULTY	**(Total = 3.0)**	3.0	1.30	
EVENT REQUIREMENTS	**(Total = 1.0)**			
One foot turn – 360 degrees		.2		
Dance or mixed Series - On beam		.2	.20	
Acro flight element - On beam		.2	.20	
Acro Series – On Beam		.2	.20	
Superior Dismount		.2		
COMPOSITION	**(Total = 1.0)**			
Variety of acro and dance		Up to .2	.15	Low level skills
Quantity/level acro vs dance		Up to .1	.05	All from stand except mount.
Acro in two different directions (B – F – S)		Up to .1	.05	Back roll issue
Level changes/distribution		Up to .1	.05	Limited
Artistry/Choreography		Up to .1	.10	Low level set
EXECUTION	**(Total = 4.6)**	4.6	3.10	
BONUS	**(Total 0.8)**			
Advanced HS #1 AHS		.2	.20	
Advanced HS #2 AHS		.2	.20	
High Level– Back-to-back Superior (HS+HS or higher)**		.2	.20	
***Any Combination (up to .2 total)**				
Additional Advanced HS #3 AHS		.2		
2nd HL Back-to-back Superior (HS+HS or higher)**		.2		
Low level back-to-back #1 (S + S/HS/AHS)		.1	.10	
Low level back-to-back #2 (S + S/HS/AHS)		.1	.10	
**Note: on beam an AHS acro element directly connected (before or after) to a S acro element receives HL BBS		**10.0**		
			6.20	**SCORE = 3.80**