EVENT: UNEVEN BARS JDG NAME:		CJ/AJ	Composition (0.7 tot	<u>al)</u>		
School:		Gymn #:	Variety in choice of elements	s/conn (up to 0.3)	DIFF	
			Spacing/Direction:			(3.0)
			~all spaces/levels	(up to 0.1)	COMP	
			~lack of two bar changes	(.05 ea, up to 0.1)] -	(0.7)
			Choreography	(up to 0.1)	E/R	
			Distribution:	(dp to 0.1)	1 -	(1.0)
				: 4144 (+= 0.4)	E/A	
			~dist of VP/maintain level of	diff (up to 0.1)	E/A -	(4.5)
					DONILIO	(,
			F/A /// E + a + a	E/D /1 0 total)	BONUS	(0.0)
			E/A (4.5 total)	E/R (1.0 total)	NEU	(8.0)
			Exec Falls		INEU -	
					TOTAL	
			Bonus (0.8 total) AHS #1 .2	UPB (0.2 ea) Kip	TOTAL DED	
			AHS #2 .2	Supr Rel/Flight	-	
			HL BBS #1 .2	1 Dir Change Vert/Handstand	FINAL	
			Any combo (up to .2 max):	Dismount Sup	SCORE	
			AHS #3 .2		_	
			2nd HL BBS .2		CJ	
			LL BBS #1 .1		DED	
	Falls:	Time:	LL BBS #2 .1		(from avg)	
EVENT: UNEVEN BARS JDG NAME:		CJ/AJ	Composition (0.7 tot	<u>al)</u>		
School:		Gymn #:	Variety in choice of elements	s/conn (up to 0.3)	DIFF	
			Spacing/Direction:			(3.0)
			~all spaces/levels	(up to 0.1)	COMP	
			~lack of two bar changes	(.05 ea, up to 0.1)		(0.7)
			Choreography	(up to 0.1)	E/R	
			Distribution:	(-	1 -	(1.0)
			~dist of VP/maintain level of	diff (up to 0.1)	E/A	
			-dist of VF/IIIalittalif level of	(up to 0.1)	-	(4.5)
					DONILIO	· -,
			E/A	E/B	BONUS	(0.9)
			E/A	<u>E/R</u>	NEU	(8.0)
			Exec Falls		INEU -	
				LIBB (0.0)	TOTAL	
			Bonus (0.8 total) AHS #1 .2	UPB (0.2 ea) Kip	TOTAL DED	
			AHS #2 .2	Supr Rel/Flight	-	
			HL BBS #1 .2	1 Dir Change Vert/Handstand	FINAL	
			Any combo (up to .2 max):	Dismount Sup	SCORE	
			AHS #3 .2			
			2nd HL BBS .2		CJ	
			LL BBS #1 .1		DED _	
	Falls:	Time:	LL BBS #2 .1		(from avg)	
EVENT: UNEVEN BARS JDG NAME:		CJ/AJ	Composition (0.7 tot	<u>al)</u>		
School:	 	Gymn #:	Variety in choice of elements	s/conn (up to 0.3)	DIFF	
			Spacing/Direction:			(3.0)
			~all spaces/levels	(up to 0.1)	COMP	
			~lack of two bar changes	(.05 ea, up to 0.1)		(0.7)
			Choreography	(up to 0.1)	E/R	
			Distribution:] -	(1.0)
			~dist of VP/maintain level of	diff (up to 0.1)	E/A	
			alot of vi /maintain lovel of	(ap to 011)	1 -	(4.5)
					BONUS	
			E/A	E/R	-	(0.8)
			Exec	<u>L/N</u>	NEU	(0.0)
			Falls		-	
			Ponus (0.9 total)	LIDE (0.2 oa)	TOTAL	
			Bonus (0.8 total) AHS #1 .2	UPB (0.2 ea) Kip	TOTAL DED	
			AHS #2 .2	Supr Rel/Flight	- -	
			HL BBS #1 .2	1 Dir Change Vert/Handstand	FINAL	
			Any combo (up to .2 max):	Dismount Sup	SCORE	
			AHS #3 .2		_	
			2nd HL BBS .2		CJ	
			LL BBS #1 .1		DED _	
	Falls:	Time:	LL BBS #2 .1		(from avg)	