HIGH SCHOOL ROUTINE CREATION

BEAM

ROUTINE (in order)	
Difficulty	Skill Name (Individual)

REQUIREMENTS (1.0)		
☑		
☐	360 Turn on 1 foot	0.2
☐	Acro Flight Element	0.2
☐	Acro Series	0.2
☐	Dance Series	0.2
☐	Superior Dismount	0.2
	TOTAL	

DIFFICULTY (3.0)			
#		Required	Values
	Advanced High Superiors	1 AHS or HS at 0.3	
	High Superiors	1 AHS or HS at 0.3	
	Superiors	3 at 0.5 each	
	Mediums	5 at 0.3 each	
		TOTAL	

NOTES

BONUS (0.8)		
Category	Skill or Connection	Value
AHS 0.2		
AHS 0.2		
AHS 0.2		
HLBBS 0.2		
HLBBS 0.2		
LLBBS 0.1		
LLBBS 0.1		
	TOTAL	

High Level Back to Back Superior
HS+HS, AHS+HS, AHS+AHS
Low Level Back to Back Superior
S+S, S+HS, S+AHS

FINAL TALLY	
	REQUIREMENTS (1.0)
	DIFFICULTY (3.0)
1.0	COMPOSITION (1.0)
	BONUS (0.8)
4.2	EXECUTION (4.2)
	START VALUE (SV)