

SCORSTIK makes it possible for you to instantly record your impression of every movement you see in a gymnastics performance without taking your eyes off the gymnast. And as you record, SCORSTIK automatically evaluates every detail for you, giving you absolute numerical accuracy when scoring under the international Code of Points. SCORSTIK requires you to "think" with your fingers and it takes practice, but once you acquire the skill you will find SCORSTIK invaluable for analysis and scoring.

DIRECTIONS

Remove SCORSTIK carefully. Place fingers on *edges* of SCORSTIK in positions indicated. (Right fore-finger need not be placed until right thumb has completed its run.) Record DIFFICULTY "parts" and PENALTIES as you see them by sliding fingers sideways across teeth *away* from center of SCORSTIK. Each tooth represents one DIFFICULTY "part" or a PENALTY of 0.1. Following each tooth is a notch in which is printed the correct evaluation for that part or penalty. In the event a second run across PENALTY teeth is necessary, the *inner* numbers are correct evaluations. When performance is completed, add together all numbers printed in notches where your fingers rest. The total is your score.

BASIC RULES

DIFFICULTY "parts" are "tricks". Six "A" parts (principal), four "B" parts (difficult) and one "C" part (superior) are required for *maximum* DIFFICULTY value of 3.4. A fifth "B" part *cannot* be credited *unless* it substitutes for a missing "C" part or takes the lesser value of a missing "A" part. SCORSTIK's "B" and "C" parts without value are used for World Finals only. PENALTIES are assessed for *every* fault in *execution* and *combination*. They range from 0.1 to 1.0 (one to ten teeth) according to degree. Consult Code of Points or a qualified expert for details.

SCORSTIK
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 CHET PHILLIPS

2 1 0.6 "C" PARTS	6 5 4 3 2 1 (2.0) 1.6 1.2 0.8 0.4 "B" PARTS	L. SMALL FINGER	L. FORE-FINGER	R. FORE-FINGER	11 12 13 14 15 16 17 18 19 20 5.6 5.5 5.4 5.3 5.2 5.1 5.0 4.9 4.8 4.7 4.6 3.6 3.5 3.4 3.3 3.2 3.1 3.0 2.9 2.8 2.7 2.6
DIFFICULTY					
"A" PARTS					
1.2 1.0 0.8 0.6 0.4 0.2 6 5 4 3 2 1					
LEFT THUMB					
RIGHT THUMB					
4.6 4.5 4.4 4.3 4.2 4.1 4.0 3.9 3.8 3.7 3.6 6.6 6.5 6.4 6.3 6.2 6.1 6.0 5.9 5.8 5.7 5.6 1 2 3 4 5 6 7 8 9 10					
PENALTIES					

SCORSTIK

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