

Scoring and Meets

Hard · 16 × 16 · 18 words · every direction, backwards too

I	E	T	E	A	M	F	I	N	A	L	N	Q	P	I	E
Y	R	O	S	L	U	P	M	O	C	N	U	O	B	I	F
H	A	L	A	N	O	I	T	P	O	A	D	L	O	I	R
I	O	L	E	E	D	H	G	M	L	I	J	A	G	S	H
O	U	O	L	O	R	N	T	I	U	U	I	N	N	S	S
Y	S	O	I	A	A	T	F	M	D	P	D	I	I	C	L
B	T	H	T	T	R	I	U	G	E	E	E	F	D	I	A
D	N	L	E	P	C	O	E	A	R	R	D	S	N	P	N
O	R	S	U	A	W	S	U	O	N	F	U	U	A	M	I
T	T	F	T	C	P	E	U	N	I	E	C	T	L	Y	F
I	S	I	E	A	I	T	E	N	D	C	T	A	K	L	T
H	O	T	N	O	I	F	S	I	L	T	I	R	C	O	L
N	T	E	F	N	U	I	F	C	E	T	O	A	U	R	U
U	L	R	E	E	N	F	B	I	M	E	N	P	T	D	A
A	Y	R	T	S	I	T	R	A	D	N	E	P	S	E	V
P	L	S	N	O	I	T	U	C	E	X	E	A	T	U	D

- ☐ EXECUTION
- ☐ DIFFICULTY
- ☐ DEDUCTION
- ☐ ARTISTRY
- ☐ ALL AROUND
- ☐ TEAM FINAL

- ☐ QUALIFICATION
- ☐ PERFECT TEN
- ☐ JUDGES PANEL
- ☐ STUCK LANDING
- ☐ COMPULSORY
- ☐ OPTIONAL

- ☐ ELITE
- ☐ OLYMPICS
- ☐ PODIUM
- ☐ VAULT FINAL
- ☐ APPARATUS FINAL
- ☐ ROUTINE

Scoring and Meets: answer key

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