FLOOR Composition Deductions	
Insufficient Use of Space (floor pattern)	→ 0.1
More than 2 Wolf / Tuck Shapes	0.1
More than 2 Straddle Jump Shapes	0.1
Lack of ("B") Turn on One Foot	0.2
Dance – Not up to Comp Level	→ 0.2
Acro Saltos – Not up to Comp Level	→ 0.2
Last Salto – Not up to Comp Level	→ 0.1
Lack Forw / Side & Back Salto / Aerial	0.1
Lack of Minimum 3 ("A") Saltos (L 8)	0.3
Lack of ("B") Salto – not Last Salto (L 9)	0.3
Lack of ("C") Salto – not Last Salto (L10)	0.3

FLOOR Execution Deductions		
Insufficient Dynamics	*(thruout)*	→0.2
Insufficient Variation - Rhythm/Tempo	*(thruout)*	→0.2
Relaxed / Incorrect Footwork Non-VP	*(thruout)*	→0.2
Relax. / Incorr. Leg / Post., Insuff. Flex.	*(thruout)*	→0.3
Artistry: Original Choreography	*(thruout)*	→0.1
Artistry: Reflects Personal Style	*(thruout)*	→0.1
Artistry: Quality of Expression	*(thruout)*	→0.1
Concentration Pause (2 sec. +) into Acro		*each 0.1*
Incorrect Rhythm during Direct Connections		*ea →0.1*
Feet apart on landing of leap/jump/hops		*ea →0.1*
Turn VP not on High Releve		*ea →0.1*
Lack of Precision in Dance Elements		*ea →0.1*
Incorrect Body Position / Alignment in Dance Elem		*ea →0.1*

FLOOR Execution Deductions		
Insuff. Height of Leaps, Jumps, Hops & Acro Flt.		*ea →0.2*
Insuff. Height of Acrobatic Saltos		*ea →0.3*
Legs Not Parallel to FX - Split or Straddle Pike		*ea →0.2*
Insufficient Split on Elements		*ea →0.2*
Trunk Movements to Control Acro Landings		*ea →0.2*
Insufficient Ext (Open) prior to Landings		*ea →0.3*
Music & Movement Poor Relationship	*(thruout)*	→0.2
Music & Movement Non-Synchronization	*(thruout)*	→0.3
Music & Movement Not in Harmony		*each .05*
Music & Movement Not Ended with Music		*0.1*
Coach on the Floor		*(CJ) 0.5*
Music with Words or Absence of Music		*(CJ) 1.0*
Exercise Less Than 30 Seconds		*(CJ) 2.0*

FLOOR Connection Values	0.1	0.2
Acro. Indirect *(Aerials / Saltos)*	A/B + A/B + C	
	A/B + A/B + D	
	A/B+D	
	C+C	C+D
Acro. Direct *(Aerials / Saltos)*	A+C	B+C
	B+B	C+C
		A/B+D
	A+A+C	A+A+D
*** Dance / Mixed**	B+D	
** No CV = Turn + Jump*	C+C	C+D
	(same / different)	
Mixed	Salto D+A Jump	

FLOOR Special Requirements
2 Salto Pass or
2 Direct Saltos
3 Different
Saltos
Dance Pass
2 Different Elements
Group 1 only
Direct or Indirect
One - 180o Split LEAP
Last Salto
B *- Salto (L9)*
C *- Salto (L10)*

VP	Level 9	Level 10
A = 0.1	3	3
B = 0.3	4	3
C = 0.5	1	2
SR	0.5	0.5
SV	**9.7**	**9.5**
Bonus	0.3	0.5
Bonus	OK without fall / spot	

Level 9 - Bonus
Max (1 Restricted) D/E = C

Other Restricted Elements
No VP 0.5 off SV

Additional Bonus - Level 10
0.1 Bonus with 0.6 and E

Artistry - _____ Time: _____ S.V. _____

Bonus + _____ Exec. - _____ SV Lv: Ded. - _____

Comp. - _____ J1 Score _____

A - _____ VP - _____ J2 Score _____

B - _____ SR - _____

C - _____ RE - _____ Average _____

D +_____ CV+ _____ Off Ave. - _____

E +_____ DE+ _____ Score _____

Artistry - _____ Time: _____ S.V. _____

Bonus + _____ Exec. - _____ SV Lv: Ded. - _____

Comp. - _____ J1 Score _____

A - _____ VP - _____ J2 Score _____

B - _____ SR - _____

C - _____ RE - _____ Average _____

D +_____ CV+ _____ Off Ave. - _____

E +_____ DE+ _____ Score _____

Artistry - _____ Time: _____ S.V. _____

Bonus + _____ Exec. - _____ SV Lv: Ded. - _____

Comp. - _____ J1 Score _____

A - _____ VP - _____ J2 Score _____

B - _____ SR - _____

C - _____ RE - _____ Average _____

D +_____ CV+ _____ Off Ave. - _____

E +_____ DE+ _____ Score _____