

FLOOR		FLOOR		FLOOR		FLOOR	0.1	0.2	FLOOR	Level 9	Level 10	
Composition Deductions		Execution Deductions		Execution Deductions		Connection Values			Special Requirements	VP		
Insufficient Use of Space (floor pattern)	→ 0.1	Insufficient Dynamics (thruout)	→0.2	Insuff. Height of Leaps, Jumps, Hops & Acro Fit. ea →0.2		Acro. Indirect (Aerials / Saltos)	A/B + A/B + C		2 Salto Series or 2 Direct Saltos	A = 0.1	3	3
More than 2 Wolf / Tuck Shapes	0.1	Insufficient Variation - Rhythm/Tempo (thruout)	→0.2	Insuff. Height of Acrobatic Saltos ea →0.3			A/B + A/B + D				B = 0.3	4
More than 2 Straddle Jump Shapes	0.1	Relaxed / Incorrect Footwork Non-VP (thruout)	→0.2	Legs Not Parallel to FX - Split or Straddle Pike ea →0.2			A/B+D		3 Different Saltos	C = 0.5	1	2
Lack of ("B") Turn on One Foot	0.2	Relax. / Incorr. Leg / Post., Insuff. Flex. (thruout)	→0.3	Insufficient Split on Elements ea →0.2			C+C	C+D			SR	0.5
		Artistry: Original Choreography (thruout)	→0.1	Trunk Movements to Control Acro Landings ea →0.2		Acro. Direct (Aerials / Saltos)	A+C	B+C	Dance Pass 2 Different Elements	SV	9.7	9.5
		Artistry: Reflects Personal Style (thruout)	→0.1	Insufficient Ext (Open) prior to Landings ea →0.3			B+B	C+C			Bonus	0.3
Dance – Not up to Comp Level	→ 0.2	Artistry: Quality of Expression (thruout)	→0.1	Music & Movement Poor Relationship (thruout)	→0.2		A+A+C	A/B+D	Group 1 only Direct or Indirect One - 180o Split LEAP	Bonus	OK without fall / spot	
Acro Saltos – Not up to Comp Level	→ 0.2	Concentration Pause (2 sec. +) into Acro Incorrect Rhythm during Direct Connections	each 0.1 ea →0.1	Music & Movement Non-Synchronization (thruout) ea →0.3		* Dance / Mixed	B+D	C+D			Level 9 - Bonus Max (1 Restricted) D/E = C	
Last Salto – Not up to Comp Level	→ 0.1	Feet apart on landing of leap/jump/hops ea →0.1		Music & Movement Not in Harmony ea →0.05		* No CV = Turn + Jump	C+C	C+D	Last Salto B - Salto (L9) C - Salto (L10)	Other Restricted Elements No VP 0.5 off SV		
		Turn VP not on High Releve ea →0.1		Music with Words or Absence of Music (CJ) 1.0 (CJ) 2.0		Mixed	(same / different)				Additional Bonus - Level 10 0.1 Bonus with 0.6 and E	

									Artistry - _____	Time: _____	S.V. _____
									Bonus + _____ Exec. - _____	SV	Ded. - _____
									Comp. - _____	Lv: _____	J1 Score _____
									A - _____	VP - _____	J2 Score _____
									B - _____	SR - _____	Average _____
									C - _____	RE - _____	Off Ave. - _____
									D + _____	CV+ _____	Score _____
									E + _____	DE+ _____	
									Artistry - _____	Time: _____	S.V. _____
									Bonus + _____ Exec. - _____	SV	Ded. - _____
									Comp. - _____	Lv: _____	J1 Score _____
									A - _____	VP - _____	J2 Score _____
									B - _____	SR - _____	Average _____
									C - _____	RE - _____	Off Ave. - _____
									D + _____	CV+ _____	Score _____
									E + _____	DE+ _____	