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|-------------------------|-----------------|-----------------|---|--|
| Connection Value | 0.1 | 0.2 | Level 10: 3A, 3B, 2C Start Value: 9.5 Level 9: 3A, 4B, 1C Start Value: 9.7 | Level 10: No Restrictions Level 9: Allowable D/E skills include any "B" or "C" root skills with 1/1 pirouette (award "C" for VP and CV) + Maximum 1 "D/E" restricted skill which receives "C" VP credit and can fulfill SR and receive CV Additional Restricted Skills = 0.5 deduction [from SV] + no SR, VP or CV awarded: consider in chronologic order |
| Level 10 | *C + C/D | D + D | | |
| Level 9 | **C + C | ***C + C | | |

*Both "C" elements must have flight or turn but If "C" connected to "D/E" then "C" not required to have flight/turn -or- If 2 "C" 3/6/7 skills connected do not need turn/flight to receive CV (*Both "C" 3/6/7 skills must be different)

****LEVEL 9:** If one or both "C" elements with no flight or turn reward 0.1 CV (*Both "C" skills must be different)

*****LEVEL 9:** If both "C" elements with flight or turn reward 0.2 CV

***LA Turn:** Direction change & LA turn cannot be in mount or dismount ***Dismount:** must be salto or hecht
 ***Lack Direction Change: NO Deduction**→2 skills with ½ or 1½ **OR** 1 skill with ½ or 1½ + 1 skill with 360°
0.05→1 skill with ½ or 1½ **OR** 1 skill with 360° turn **OR** 2 skills with 360° turn **0.1**→no skills with min ½ turn
 ***Release choice:** 2 "D" releases = no deduction, 1 "B" + 1 "C" release = 0.2 deduction

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| _____ VP | LEVEL 10 |
| _____ CV | |
| _____ DV | "C" Flight |
| _____ SV | 2 nd Different "B" Flight |
| Lack 2 bar changes (0.2) (L10) | "C" LA turn |
| *Release choice→0.2 (L10) | "C" Dismount |
| >1squat to HB (0.1 each) (L10) | LEVEL 9 |
| Dynamics→0.2 | |
| Distribution→0.1 | 2 bar changes |
| Variety of skills/connections→0.1 | "C" LA turn or flight |
| *Lack direction change→ 0.1 | "B" different flight |
| Balance btwn turns/flight→0.1 | "B" Dismount |
| Lack forward/backward circles and releases <u>0.05</u> | |
| _____ Execution/Amplitude | |
| Score: | |

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|--|--------------------------------------|
| _____ VP | LEVEL 10 |
| _____ CV | |
| _____ DV | "C" Flight |
| _____ SV | 2 nd Different "B" Flight |
| Lack 2 bar changes (0.2) (L10) | "C" LA turn |
| *Release choice→0.2 (L10) | "C" Dismount |
| >1squat to HB (0.1 each) (L10) | LEVEL 9 |
| Dynamics→0.2 | |
| Distribution→0.1 | 2 bar changes |
| Variety of skills/connections→0.1 | "C" LA turn or flight |
| *Lack direction change→ 0.1 | "B" different flight |
| Balance btwn turns/flight→0.1 | "B" Dismount |
| Lack forward/backward circles and releases <u>0.05</u> | |
| _____ Execution/Amplitude | |
| Score: | |

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| Connection Value | 0.1 | 0.2 | Level 10: 3A, 3B, 2C Start Value: 9.5 | Level 10: No Restrictions |
| Acro Flight (2 element) Level 9 Only: B+C the "C" may be salto or aerial | B + C "C" must be salto (no mount/dismount) | B + D/E C + C/D (excludes dismount) | Level 9: 3A, 4B, 1C Start Value: 9.7 **Dance Acro Combinations cannot receive CV if acro skill is dismount **Only acro saltos or flight elements may be used for CV combinations + <u>Composition</u> : Distribution→0.1 Single element dismount (deduct 0.05) | Level 9: Allowable D/E skills include any "D/E" Dance skills (award "C" for VP and CV) + Maximum 1 "D/E" restricted skill which receives "C" VP credit and can fulfill SR and receive CV <u>Additional Restricted Skills</u> = 0.5 deduction [from SV] + no SR, VP or CV awarded: consider in chronologic order |
| Acro Flight (3 element) | B + B + C | B+C+C or B+B+D | | *L10 Acro series: Both skills must be performed on beam and have flight -or- may perform "A" non-flight acro (group 7) +"E" acro flight. Acro series must have one skill minimum "C" with or without hand support. |
| 2 Dance Elements -or- Dance/Acro** | A + D B + C | B/C + D C+C | | *L10 Aerial or Salto Dismount: If "B" dismount must be directly connected to either: (1) an acro series with "C" acro element -or- (2) "C" dance or acro element |
| Dance Turns (on one foot) | A + C or C + A | | | |

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| # | _____ VP _____ CV _____ DV _____ SV Artistry→0.3 and Dynamics→0.2 Acro/Dance Balance→0.2 +Distribution→0.1 >2 wolf/tuck (0.1) or >2 straddle (0.1) Spatiality→0.1 Lack of Level Changes→0.1 Direction of choreography→0.1 Acro variety → 0.1 Acro element choice→0.2 No Dance Series (0.2) >2 pivot turns (0.1) >1 leap/jump to prone (0.1 each) No bkwd & fwd/sdwd Acro (0.1 each) If only in dismount (0.05) _____ Execution/Amplitude | LEVEL 10 _____ Acro Series with "C" _____ 180° Leap/Jump _____ Full Turn _____ "C" Dismount or "B" directly connected to any "C" |
| | Score: | LEVEL 9 _____ Acro Series _____ 180° Leap/Jump _____ Full Turn _____ "B" Salto Dismount |

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|---|--|--|
| # | _____ VP _____ CV _____ DV _____ SV Artistry→0.3 and Dynamics→0.2 Acro/Dance Balance→0.2 +Distribution→0.1 >2 wolf/tuck (0.1) or >2 straddle (0.1) Spatiality→0.1 Lack of Level Changes→0.1 Direction of choreography→0.1 Acro variety → 0.1 Acro element choice→0.2 No Dance Series (0.2) >2 pivot turns (0.1) >1 leap/jump to prone (0.1 each) No bkwd & fwd/sdwd Acro (0.1 each) If only in dismount (0.05) _____ Execution/Amplitude | LEVEL 10 _____ Acro Series with "C" _____ 180° Leap/Jump _____ Full Turn _____ "C" Dismount or "B" directly connected to any "C" |
| | Score: | LEVEL 9 _____ Acro Series _____ 180° Leap/Jump _____ Full Turn _____ "B" Salto Dismount |

JO FLOOR EXERCISE

VITALE 2016

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|-----------------------|---------------------------------|-----------------------------------|---|--------------------------------------|---|
| Connection Value | 0.1 | 0.2 | Level 10: 3A, 3B, 2C Level 9: 3A, 4B, 1C | Start Value: 9.5 Start Value: 9.7 | Level 10: No Restrictions Level 9: Allowable D/E skills include any "D/E" Dance skills (award "C" for VP and CV) + Maximum 1 "D/E" restricted skill which receives "C" VP credit and can fulfill SR and receive CV Additional Restricted Skills = Deduct 0.5 from SV + no SR, VP or CV awarded: consider chronologically Dance passage: minimum of 2 different Group 1 elements directly or indirectly connected one of which is a leap (one foot takeoff) requiring 180° split in side or cross position (fwd leg extended) Allows for running steps, small leaps, hops, chassés, assemblés or any turn between two dance elements. |
| Acro Indirect | A/B + A/B + C/D C+C or A/B+D | C + D/E | *Acro saltos or acro flight elements/aerials (no hand support) may be used for CV **NO CV for Turn Followed by a 2 foot Jump | | |
| Acro Direct | B + B or A + C A + A + C | B + C or C + C A+A+D or A/B +D | +Aerials and salto-like elements landing in sit, prone or split-sit cannot fulfill SR | | |
| Dance or Mixed Series | B+D or C+C D salto + A jump | C + D/E | | | |

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|--|---------------------|--|-----------------|---------------------|--------------------|---------------------|--------------------|----------------|---------------------|--------------------|---------------------|--------------------|
| # | _____ VP | <table border="1"> <tr><td>LEVEL 10</td></tr> <tr><td>2 salto pass/series</td></tr> <tr><td>3 different saltos</td></tr> <tr><td>Dance pass 180°leap</td></tr> <tr><td>"C" Salto Dismount</td></tr> <tr><td>LEVEL 9</td></tr> <tr><td>2 salto pass/series</td></tr> <tr><td>3 different saltos</td></tr> <tr><td>Dance pass 180°leap</td></tr> <tr><td>"B" Salto Dismount</td></tr> </table> | LEVEL 10 | 2 salto pass/series | 3 different saltos | Dance pass 180°leap | "C" Salto Dismount | LEVEL 9 | 2 salto pass/series | 3 different saltos | Dance pass 180°leap | "B" Salto Dismount |
| | LEVEL 10 | | | | | | | | | | | |
| | 2 salto pass/series | | | | | | | | | | | |
| | 3 different saltos | | | | | | | | | | | |
| | Dance pass 180°leap | | | | | | | | | | | |
| | "C" Salto Dismount | | | | | | | | | | | |
| | LEVEL 9 | | | | | | | | | | | |
| | 2 salto pass/series | | | | | | | | | | | |
| | 3 different saltos | | | | | | | | | | | |
| | Dance pass 180°leap | | | | | | | | | | | |
| "B" Salto Dismount | | | | | | | | | | | | |
| _____ CV _____ DV | | | | | | | | | | | | |
| _____ SV | | | | | | | | | | | | |
| Artistry→0.3 | | | | | | | | | | | | |
| Dynamics→0.2 | | | | | | | | | | | | |
| Acro/Dance Balance→0.2 | | | | | | | | | | | | |
| Distribution→0.1 | | | | | | | | | | | | |
| Space & Direction→0.1 each | | | | | | | | | | | | |
| Acro Choice→0.2 | | | | | | | | | | | | |
| >2 wolf/tuck (0.1) or >2 straddle (0.1) | | | | | | | | | | | | |
| >1 leap/jump to prone (0.1each) | | | | | | | | | | | | |
| Lack of "B" Turn (0.2) | | | | | | | | | | | | |
| Lack of "B" Salto (L9) 0.3 | | | | | | | | | | | | |
| Lack of "C" Salto (L10) 0.3 | | | | | | | | | | | | |
| No Salto/Aerial in 2 diff directions(0.1) backward and fwd or sideward | | | | | | | | | | | | |
| Execution/Amplitude | | | | | | | | | | | | |
| Score: | | | | | | | | | | | | |

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| | LEVEL 10 | | | | | | | | | | | |
| | 2 salto pass/series | | | | | | | | | | | |
| | 3 different saltos | | | | | | | | | | | |
| | Dance pass 180°leap | | | | | | | | | | | |
| | "C" Salto Dismount | | | | | | | | | | | |
| | LEVEL 9 | | | | | | | | | | | |
| | 2 salto pass/series | | | | | | | | | | | |
| | 3 different saltos | | | | | | | | | | | |
| | Dance pass 180°leap | | | | | | | | | | | |
| "B" Salto Dismount | | | | | | | | | | | | |
| _____ CV _____ DV | | | | | | | | | | | | |
| _____ SV | | | | | | | | | | | | |
| Artistry→0.3 | | | | | | | | | | | | |
| Dynamics→0.2 | | | | | | | | | | | | |
| Acro/Dance Balance→0.2 | | | | | | | | | | | | |
| Distribution→0.1 | | | | | | | | | | | | |
| Space & Direction→0.1 each | | | | | | | | | | | | |
| Acro Choice→0.2 | | | | | | | | | | | | |
| >2 wolf/tuck (0.1) or >2 straddle (0.1) | | | | | | | | | | | | |
| >1 leap/jump to prone (0.1each) | | | | | | | | | | | | |
| Lack of "B" Turn (0.2) | | | | | | | | | | | | |
| Lack of "B" Salto (L9) 0.3 | | | | | | | | | | | | |
| Lack of "C" Salto (L10) 0.3 | | | | | | | | | | | | |
| No Salto/Aerial in 2 diff directions(0.1) backward and fwd or sideward | | | | | | | | | | | | |
| Execution/Amplitude | | | | | | | | | | | | |
| Score: | | | | | | | | | | | | |

