ROUTINE WORKSHEET: FLOOR TOTAL

SKILL - FLOOR 1	VALUE		EXEC	COMMENTS
Stuff			.1	Push off the floor - form
RO-BHS-BHS tuck salto	S + S		.1-.1-.2	Break on FFs, low and form on Salto
Dive roll	M		.1	Piked roll
Double turn + Jump 1/1 tuck	HS+S		.1+.2	Form on turn, inc turn, landing & form jump
Split leap + wolf jump	M+M		.1+.2	Short split, low and leg down on wolf
Walk			.1	Balance check
Front HS stepout – RO-BHS	M+M		.1+.1	Form on both skills
RO-BHS-BHS-stretch jump	S		.1+.1	Form on BHS-BHS
Shusanova drop	M		.1	Form on drop
	TOTAL		**1.8**	

	VALUE	DED	COMMENTS:
DIFFICULTY (Total = 3.0)	3.0	0.0	
EVENT REQUIREMENTS (Total = 1.0)			
One turn on one foot (S or higher)	.2		
Dance Passage 2 different Group One elements (S & leap)	.2		
Acro 180 degree twist	.2	.20	
Three Acro passes	.2		
Superior Acro Dismount	.2		
COMPOSITION (Total = 0.6)			
Variety of Acro & Dance	Up to .2	.10	
Quantity/level acro vs dance	Up to .1		
Acro in two different directions (B – F – S)	Up to .1		
Artistry (Quality of Movement/Originality)	Up to .1	.10	
Use of FX area & distribution	Up to.1		
EXECUTION (Total = 4.6)	4.6	1.8	
BONUS (Total 0.8)			
Advanced HS #1 AHS	.2	.20	
Advanced HS #2 AHS	.2	.20	
High Level– Back-to-back Superior (HS+HS or higher)**	.2	.20	
*Any Combination (up to .2 total)			
Additional Advanced HS #3 AHS	.2		
2nd HL Back-to-back Superior (HS+HS or higher)**	.2		
Low level back-to-back #1 (S + S/HS/AHS)	.1		
Low level back-to-back #2 (S + S/HS/AHS)	.1		
**Note: on Floor an AHS acro element directly connected (before or after) to a S salto receives HL BBS	**10.0**		
		2.8	**SCORE = 7.2**

ROUTINE WORKSHEET: FLOOR TOTAL

SKILL - FLOOR 2	VALUE		EXEC	COMMENTS
Wolf jump 1&1/2 (devalue	HS		.2	Change to jump 1&1/2
RO + Back salto full	M + HS		.1+.1 +.1	Low, leg form, landing steps
Headspring	M			
Double turn + jump tuck 1&1/2	HS + HS		.1 + .1	Form on turn, step on jump
Switch leg leap-step-side split	S + NR		.1 + .3	Short split on SLL, no credit on side leap, And no dance series
Front salto stepout – RO – BHS- stretch jump	S + M		.2 + .2	Low salto, form on stepout, form BHS
Back extension roll	M		.1	Feet apart
RO + BHS+BHS + back salto	S + S		.1+.1	Low & step on landing
General stuff			.1	Form issues
	TOTAL		**1.9**	

	VALUE	DED	COMMENTS:
DIFFICULTY (Total = 3.0)	3.0	0.0	
EVENT REQUIREMENTS (Total = 1.0)			
One turn on one foot (S or higher)	.2		
Dance Passage 2 different Group One elements (S & leap)	.2	.20	
Acro 180 degree twist	.2		
Three Acro passes	.2		
Superior Acro Dismount	.2		
COMPOSITION (Total = 0.6)			
Variety of Acro & Dance	Up to .2	.10	
Quantity/level acro vs dance	Up to .1		
Acro in two different directions (B – F – S)	Up to .1		
Artistry (Quality of Movement/Originality)	Up to .1	.10	
Use of FX area & distribution	Up to.1		
EXECUTION (Total = 4.2)	4.2	1.90	
BONUS (Total 0.8)			
Advanced HS #1 AHS	.2	.20	
Advanced HS #2 AHS	.2	.20	
High Level– Back-to-back Superior (HS+HS or higher)**	.2		
*Any Combination (up to .2 total)			
Additional Advanced HS #3 AHS	.2		
2nd HL Back-to-back Superior (HS+HS or higher)**	.2		
Low level back-to-back #1 (S + S/HS/AHS)	.1		
Low level back-to-back #2 (S + S/HS/AHS)	.1	.1	
**Note: on Floor an AHS acro element directly connected (before or after) to a S salto receives HL BBS	**10.0**	**2.8**	
			SCORE = 7.20

ROUTINE WORKSHEET: FLOOR TOTAL

SKILL - FLOOR 3	VALUE		EXEC	COMMENTS
Switch leg leap	S		.05	Short split
Pause to jump tuck 1&1/2	HS		.1	Form
RO + BHS + pike back	M+S		.1+.2	Step on landing
Full turn	M		.1	Fall off
Aerial cartwheel	S		.1	Small step
Front HS to RO+BHS+BHS	M + S		.1 +.1	Break on FHS
Roll to headspring	M		.1	Landing & Form
Tuck jump full + Wolf 1/1*			.2 +.2	Poor form on both skills, leg tuck on wolf, devalued to medium leaps
RO + BHS+BHS + back salto	S + S		.25	Landing issue
*Meets leap for series req.				
	TOTAL		**1.60**	

	VALUE	DED	COMMENTS:
DIFFICULTY (Total = 3.0)	3.0	0.0	
EVENT REQUIREMENTS (Total = 1.0)			
One turn on one foot (S or higher)	.2		Single turn
Dance Passage 2 different Group One elements (S & leap)	.2		
Acro 180 degree twist	.2	.20	Missing
Three Acro passes	.2		
Superior Acro Dismount	.2		
COMPOSITION (Total = 0.6)			
Variety of Acro & Dance	Up to .2	.10	Basic floor set
Quantity/level acro vs dance	Up to .1		
Acro in two different directions (B – F – S)	Up to .1		
Artistry (Quality of Movement/Originality)	Up to .1	.10	
Use of FX area & distribution	Up to.1		
EXECUTION (Total = 4.6)	4.6	1.60	
BONUS (Total 0.8)			
Advanced HS #1 AHS	.2	.20	
Advanced HS #2 AHS	.2	.20	
High Level– Back-to-back Superior (HS+HS or higher)**	.2	.20	
*Any Combination (up to .2 total)			
Additional Advanced HS #3 AHS	.2		
2nd HL Back-to-back Superior (HS+HS or higher)**	.2		
Low level back-to-back #1 (S + S/HS/AHS)	.1		
Low level back-to-back #2 (S + S/HS/AHS)	.1	.10	
**Note: on Floor an AHS acro element directly connected (before or after) to a S salto receives HL BBS	**10.0**	**2.70**	
			SCORE = 7.30