<table>
<thead>
<tr>
<th>Level 3</th>
<th>Level 3</th>
</tr>
</thead>
</table>

### Body Difficulty - Max 1.5

- 5 Body Difficulties (0.1 & 0.2)
- Deductions: (-0.30 each)
  - *Over maximum
  - *Missing/Additional Diff

\[ \_ \times 1.5 = \_ \]

### Composition Difficulty -Max 1.5

- \_ \times 1.5 = \_

### TOTAL DIFFICULTY – Max 3.0

### Artistic Execution

- Variety in use of levels, directions of body movements, modalities of travelling – 0.2
- Variety and Use of Entire Floor

<table>
<thead>
<tr>
<th>Musicality</th>
<th>0.0</th>
<th>0.1</th>
<th>0.2</th>
<th>0.3</th>
<th>0.4</th>
<th>0.5</th>
<th>0.6</th>
<th>0.7</th>
<th>0.8</th>
<th>0.9</th>
<th>1.0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Expression</td>
<td>0.0</td>
<td>0.1</td>
<td>0.2</td>
<td>0.3</td>
<td>0.4</td>
<td>0.5</td>
<td>0.6</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

#### Deductions:
- *Absence of harmony with music at end (-0.5)
- *Unjustified start (-0.3)

### Technical Faults (8.0 max)

\[ 8.0 - \_ = \_ \]

### Total Execution

\[ \text{Max 10.00} \]