

CBTF Level B Short Program Pilot

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Purpose & Objective

Concept

Short Program is structured from required elements that are derived from 5 categories of twirls (spins, stationary complex, travelling complex, rolls and contact material) which must be strictly performed as prescribed. It is performed to a standard musical selection and the elements must be performed on specific counts.

When the WBTF introduced Short Program, it was a Seniors-only event that replaced Compulsory Moves in the Freestyle competition. They have recently introduced a Junior version of the Short Program, and it has now replaced Compulsory Moves for Junior.

With Compulsory Moves now gone from the A Level, this seems like a natural time to consider introducing a form of Short Program to our B level Freestyle athletes. It would form a natural progression from the SDP Gold Pin through B Level Freestyle and into A Level Freestyle. This Pilot Project will test that idea, using the B Level Compulsory Moves as the basis for the B Level Short Program Required Elements, modified to accommodate the music and to provide a natural progression to the A Level movements.

Philosophy Statement

Short Program for Juveniles & Junior introduces the foundation of skills that are needed for the Short Program for Seniors & Collegiate. When executing the 8 Required Elements, technique of body and baton are expected to be correct. Music is a factor in that athletes must execute the elements on specific counts of the music.

Short Program for Seniors & Collegiate lays the foundation of skills needed for the Freestyle Program when focusing on qualities such as musical interpretation, and composition and performance. When executing the 8 Required Elements and also during the Accessory Material, technique of body and baton are expected to be correct. Musicality is a factor developing rhythmic variation, use of accents, conforming to the style of the music, and musical phrasing. Design concepts of staging, logic, contrast and dynamics are introduced.

Primary Focus

- It is mandatory that the execution of the required elements be as prescribed, in the same order and with the prescribed start and end positions.
- Prime consideration will be given to the Technique of body and baton during the execution of eight required elements derived from the three Modes of Twirling (aerials, rolls and contact material).
- The Short Program Required Elements must be performed at specific points in the music.
 - In the Juvenile/Junior divisions, athletes will have an approximate 8 count break between elements, at which point they will return to the center of the floor.
 - In the Senior/Collegiate divisions, Short Program requires the additional responsibilities of conforming to the Music and displaying performance skills and develops musical interpretation, simultaneous responsibility, movement in space, staging, and continuity. These factors will be considered in the Composition & Performance scores.

Eligibility and Music

Men and Women will perform to different musical selections.

The Junior and Senior age divisions use the same music selection.

General Rules

- a) All Required Elements must be performed as prescribed, including the prescribed start and end positions.
- b) While executing Required Elements, the baton must rotate in standard direction of twirl.
- c) Short Program will use between 1/3 and 1/2 of the competition floor.

- d) All Required Elements must begin on count #1, but may end before the 8-count phrase is finished, depending on the athlete's proficiency.
- e) If the required element is completed in less than 8 counts:
 - In the Juvenile/Junior divisions, the athlete will stop and wait for the next required element to begin on Count 1.
 - In the Senior/Collegiate divisions, the athlete may continue with Accessory Material (refer to the section at the end of the Required Element descriptions).
- f) Facial expressions while executing Required Elements are acceptable and will be expected to match the music.

Costuming

Athletes in Level B Short Program have the same costuming requirements as athletes in Level B Compulsory Moves.

Required Element Descriptions

(Differences from the corresponding Level B Compulsory Move are highlighted in yellow)

Element 1 – Travel Complex: Chassé-Step-Hop in Retiré

This is a new element, based on Forward Motion II. This element can be done starting the RF or starting with the LF.

Left Foot	Right Foot
Starting Position	
<ul style="list-style-type: none"> Arms in low “V” RF tendu devant, facing Corner 2 Baton in RH (TTB) 	<ul style="list-style-type: none"> Arms in low “V” LF tendu devant, facing Corner 1 Baton in RH (TTB)
Entrance	
<ul style="list-style-type: none"> Extend L arm to the side at shoulder level, R arm forward at shoulder level, with a reverse vertical Figure 8 during the chassé R Chassé R: Step RF, gallop LF, step RF. Travel forward - the Gallop is performed in a down, up, down motion showing 3rd or 5th position in air on the “and” count 	<ul style="list-style-type: none"> Extend L arm to the side at shoulder level, R arm forward at shoulder level, with a reverse vertical Figure 8 during the chassé L Chassé L: Step LF, gallop RF, step LF. Travel forward - the Gallop is performed in a down, up, down motion showing 3rd or 5th position in air on the “and” count
Nucleus	
<ul style="list-style-type: none"> Step L: Reach out with the ball of the foot - not the heel Hop on LF with RF in Retiré. Spring into the air - show a stretched foot in the air - raised foot is in high retiré position (side of R foot is at side of L knee). Swing arms in opposition during the hop, with a single reverse loop. 	<ul style="list-style-type: none"> Step R: Reach out with the ball of the foot - not the heel Hop on RF with LF in Retiré. Spring into the air - show a stretched foot in the air - raised foot is in high retiré position (side of L foot is at side of R knee). Swing arms in opposition during the hop, with a single reverse loop.
Exit	
<ul style="list-style-type: none"> Land on the LF, RF step forward into 4th position plié 	<ul style="list-style-type: none"> Land on the RF, LF step forward into 4th position plié
Ending Position	
<ul style="list-style-type: none"> 4th position plié, with RF forward L arm forward and above the shoulder, R arm behind and below the shoulder. The L arm and R arm should form a straight line from LH fingertip to RH fingertip. 	<ul style="list-style-type: none"> 4th position plié, with LF forward R arm forward and above the shoulder, L arm behind and below the shoulder. The R arm and L arm should form a straight line from RH fingertip to LH fingertip.

Element 2 - RH Vertical Thumb Toss, ½ Turn Left, LH Blind Catch

This is based on the Level B Compulsory #11.

Starting Position

- Arms in low "V"
- RF tendu devant, facing Wall 5
- Baton in RH (TTB)

Entrance

- RH Figure 8 Flourish Whip combination (extending R arm on Flourish, bending arm and hiding whip behind back)
- Step forward with RF on RH Flourish-Whip, pull LF into RF to 5th position relevé; L arm extended at shoulder level to L side
- Step forward on R toe into 4th position relevé
- Head, shoulders and hips are square to the front

Nucleus

- RH Thumb Toss from center of B and body (1-2 revolutions) while extending RF to the front
- Push off with ball of RF to complete a 1/2 turn to face the back
- Both hands placed at sides of hips, palms against body, fingers together in downward position
- Slide RL back to execute a LL lunge in 4th position facing back
- LH blind catch (LH above LS close to L ear, L arm bent, last eye contact with B is off RS) center B
- RH remains on hip

Exit

- MHP while turning R to face front
- Figure 8 Flourish (extending RA on Flourish) while stepping on RF to R side, L arm extended to form a "V"

Ending Position

- Arms in a high "V"
- LF tendu to the side
- Facing Wall 5

Element 3 – Double Elbow Roll, R Arm Layout

This is based on the Level B Compulsory #7.

Starting Position

- Arms in low “V”
- Feet in RF tendu devant, facing Wall 5
- Baton in RH (TTB)

Entrance

- RH Figure 8 Flourish (extending R arm on Flourish)
- Step forward with RF on RH Flourish-Whip, pull LF into RF to 5th position relevé; L arm extended at shoulder level to L side
- Head, shoulders and hips are square to the front

Nucleus

- Athlete remains in 5th position relevé during the double elbow roll
- Continue circling B clockwise under L arm which is bent and lifted parallel to floor, fingertips touching the RS
- Double elbow roll into R arm layout (must be between Corner 1 and Wall 8) while stepping RF to R side. LH on hip.

Exit

- Continue turning R by stepping LF to R side, swinging R arm down at the back
- Complete turn by stepping RF to R side with RH Figure 8 Flourish (extending R arm on Flourish)
- Close LF into RF while placing B behind back in a MHP position

Ending Position

- RH (TTB), MHP position behind back
- Feet together, facing Wall 5

Element 4 – 1 ½ Continuous Back Neck Rolls

This is based on the Level B Compulsory #8.

Starting Position

NOTE: The video voice-over is incorrect. The start position is with the LF tendu devant facing Corner 2 (the voiceover indicates RF).

- Arms in low "V"
- LF tendu devant, facing Corner 2
- Baton in RH (TTB)

Entrance

- RH swings out horizontally from the R side to center front of body at shoulder level
- L arm extended at shoulder level to L side
- Center body RH Horiz. Wrist Twirl at shoulder level
- Center body RH Horiz. Figure 8 (loop "under" at waist level and "over" head)
- Head, shoulders and hips face Corner 2

Nucleus

- All steps during roll are in relevé,
- Step with LF to Corner 2 while placing B on L side of neck
- 1½ continuous flat neck rolls (starting from L side of neck, to R side of neck, to L side of neck, to R side of neck)
- Footwork done in an arc, arms extended back at sides, all steps during roll are in relevé
- Hold B palm down with the LH at RS, extend R arm at R side, parallel to floor at shoulder level
- Finish in 2nd position relevé

Exit

- None

Ending Position

- Baton in LH palm down at R shoulder with R arm parallel to floor
- Feet in 2nd position relevé, facing Wall 7

Element 5 – LH Horizontal Toss, ½ Turn R, Catch RH On Back

This is based on the Level B Compulsory #15.

Starting Position

NOTE: The video voice-over is incorrect. The start position is with the baton in front – there is no pass before the LH Horiz Figure 8.

- Baton LH (TTB), held at centre of body with bent elbow at shoulder height
- R Arm extended at shoulder level to R side, parallel to floor
- LF tendu devant, facing Wall 5

Entrance

- Center body LH Horiz. Figure 8 (loop "over" head and "under" at waist level)
- Step forward on LH Flourish-Whip, pull RF into LF to 5th position relevé; R arm extended at shoulder level to L side
- R arm remains extended at shoulder level to R side, parallel to floor
- Head, shoulders and hips are square to the front

Nucleus

- Extend LF forward while executing a LH Horiz. Toss (2-3 revolutions) center body and B
- Place both hands on hips (wrist straight and fingers together)
- ½ turn to the R
- Push LL back to finish in a RL lunge in 4th position facing back
- Catch B in RH, center body and center back
- L arm extended forward (diagonally upward)

Exit

- Step on LF turning R to face front while executing a Vert. Flourish (extending R arm on Flourish)
- Step R on RF

Ending Position

- RH (TTB or TTT), arms in high "V"
- LF tendu to the side, facing Wall 5

Element 6a – Vertical Contact Series

This is based on the Level B Compulsory #1.

Starting Position

- Arms in low “V”
- RF tendu devant, facing Wall 6
- Baton in RH (TTB)

Entrance

- Raise L arm to shoulder height at side of body, Raise R arm to shoulder height in front of body, RH reverse Figure 8 while stepping back with RF through 1st position using whole foot, to 4th position lunge derriere

Nucleus

- L arm remains at shoulder height extended at side of body throughout element
- Fingers 1-2 reverse pull over head (LS to RS) while shifting weight to a RL lunge in 2nd position facing front
- Fingers 2-1 on the inside of the R arm below hip level at the back while turning R on ball of RF and crossing LF in front of RF when facing the back. Head and torso pulled up. Continue turning R by pivoting on balls of both feet.
- Step out with RF into R lunge in 2nd position facing front
- Fingers 1-8 with the R arm extended in the athletes’ “1 o’clock” position

Exit

- Catch baton into full hand grip

Ending Position

- Hold the R lunge in 2nd position facing Wall 5
- Hold the R arm extended in the athletes’ “1 o’clock” position, L arm extended to L side parallel to floor
- Baton in RH (TTB)

Element 6B – Horizontal Contact Series

This is based on the Level B Compulsory #4.

Starting Position

- LH (TTB), MHP behind back
- Feet together, facing Wall 5

Entrance

- RH swings out horizontally from the R side to center front of body at shoulder level
- MHP in front at chest (elbows bent and over top of B)
- Center body LH Horiz. Figure 8 (loop "over" head and "under" at waist level)
- R arm is extended to side throughout entire compulsory move (wrist straight and fingers together)
- Head, shoulders and hips are square to the front throughout the entire compulsory move

Nucleus

- Lift B upwards, shifting weight to LF (flat foot), placing RF tightly against the L ankle in the spin position with the R toe touching the floor, Fingers 1-8 with hand directly over head

Exit

- Catch baton into full hand grip

Ending Position

- Baton in LH (TTB), overhead
- L arm extended to L side
- LF flat on floor, RF held tightly against the L ankle in the spin position with the R toe touching the floor and the R heel lifted

Element 7 – Stationary Complex: Reverse Illusion

This is a new element, based on the Level A Short Program Element 7. This element can be done on either the R leg or the L leg. This element is **bodywork only** – there is no toss with this element.

Left Foot	Right Foot
Starting Position	
<ul style="list-style-type: none"> Arms in low “V” RF tendu devant, facing Wall 5 Baton in RH (TTB) 	<ul style="list-style-type: none"> Arms in low “V” LF tendu devant, facing Wall 5 Baton in RH (TTB)
Entrance	
<ul style="list-style-type: none"> Vertical RH Whip-Figure 8 Flourish combination (hiding whip behind back and extending R arm on Flourish, bending arm) Step forward on RH Flourish-Whip, pull LF into RF to 5th position relevé; L arm extended at shoulder level to L side Head, shoulders and hips are square to the front 	<ul style="list-style-type: none"> Vertical RH Whip-Figure 8 Flourish combination (hiding whip behind back and extending R arm on Flourish, bending arm) Step forward on RH Flourish-Whip, pull RF into LF to 5th position relevé; L arm extended at shoulder level to L side Head, shoulders and hips are square to the front
Nucleus	
<ul style="list-style-type: none"> R reverse illusion – arms extended in low “V” 	<ul style="list-style-type: none"> L reverse illusion – arms extended in low “V”
Exit	
<ul style="list-style-type: none"> Finish illusion in 5th position relevé 	<ul style="list-style-type: none"> Finish illusion in 5th position relevé
Ending Position	
<ul style="list-style-type: none"> 5th position relevé, with RF forward, facing Wall 5 Arms in low “V” Baton in RH (TTB) 	<ul style="list-style-type: none"> 5th position relevé, with LF forward, facing Wall 5 Arms in low “V” Baton in RH (TTB)

Element 8 – RH Vertical Thumb Toss, 1 Spin L, Catch LH

This is based on the Level B Compulsory #9.

Starting Position

- Arms in low “V”
- RF tendu devant, facing Wall 5
- Baton in RH (TTB)

Entrance

- RH Figure 8 Flourish Whip combination (extending R arm on Flourish, bending arm and hiding whip behind back)
- Step forward on RH Flourish-Whip, pull LF into RF to 5th position relevé; L arm extended at shoulder level to L side
- Step forward on R toe into 4th position relevé
- Head, shoulders and hips are square to the front

Nucleus

- RH Thumb Toss from center of B and body (2-3 revolutions) while extending RF to the front
- Push off with ball of RF to complete a one (1) spin (RF placed tightly against L ankle in the spin position) to the L
- Both hands on hips during spin (wrists straight and fingers together)
- Catch B in LH center B and body while stepping forward on the RF and sliding the LF back into a RL lunge in 4th position facing front
- RH remains on hip

Exit

- Follow through from catch by shifting weight to LF and spinning L (pulling RF in to L ankle in the spin position), LH Figure 8 Flourish (extending L arm on Flourish) at the back
- Step R onto RF into tendu L with L arm in low “V” and RH remaining on hip

Ending Position

- L arm in low “V”, RH remains on hip
- LF tendu to the side
- Facing Wall 5

Accessory Material (Senior and Collegiate Divisions only)

As with the Level A Senior Short Program, which has connecting moves in the music space between the Required Elements, the Level B Short Program for Senior and Collegiate athletes will also have connecting moves (Accessory Material). These should not be elaborate or complicated, they should simply connect the elements at a B level of composition and allow the athlete to demonstrate their performance skills.

Accessory material is the material executed between required elements and it is limited to:

1. Those twirls in the contact material mode (flips*, swings, wraps, full hand, fingers, and dead stick material)
2. Body/dance moves
3. The prescribed acrobatic movements.
4. Hand rolls, and other single element rolls* will be allowed.

* Definition of Vertical flip: will be any release (RH/LH) where the centre of the baton, at its greatest height, is never higher than an arm's length above the head OR a 1 revolution flip at any height.

* Definition of Horizontal flip: when the baton (RH/LH) rotates no more than 1 1/2 revolutions in a horizontal pattern in any plane.

* Single element rolls: A single element roll is when the baton rolls on only one part of the body with one or less revolutions of the baton. No continuous or repetitive rolls apply.

Some examples of single element rolls are:

- arm roll
- hand roll
- leg roll
- Elbow roll
- single elbow pop
- 1/2 angel roll
- 1/2 fishtail
- shoulder wrap (roll)
- waist wrap (roll)
- neck wrap (roll)

Some examples of rolls not allowed are:

- whole fishtails
- full angel rolls

All dance movements are allowed.

Acrobatic moves that are allowed include: cartwheels (1 or 2 hands), illusions, walkovers (1 or 2 hands, front or back), splits and floor rolls, and handstands.

All other acrobatic movements are not allowed such as: aerial gymnastic moves.

Judging Notes

Only WBTF Master Judges are eligible to judge the Level B Short Program during this Pilot Phase.

As with the WBTF Level A Short Program:

- the existing Compulsory judging system will be used as a basis to judge the Required Elements
- the existing Freestyle judging system will be used as a basis to judge the Composition & Performance captions

WBTF Compulsory Moves and Short Program Elements are all judged using a Degree of Proficiency model – sometimes referred to as a the ‘Success Rate’. That approach is easily applied to the Level B Short Program elements – even though they are slightly different from the element they are based on (Level B Compulsory, Forward Motion II, or Level A Short Program), the judge will assess the proficiency of the movement performed against the expectation from the written description, and score according to the degree of success achieved.

- Utilizing the build-up process in analyzing an athlete's level of proficiency, violations are then deducted from a possible score of 10.
- The more skills an athlete exhibits correctly and the better the skills are executed, the higher his/her level of proficiency is - thus the higher the score should be.
- Other factors which need to be considered include smoothness, strength, flexibility, control and discipline.
- Reasons for deficiencies could be caused by the demand of the move itself.
- The level of tolerance is dependent on the degree of demand.
- The age of the athlete can make a difference in their development of control and discipline and maturity of movement. Body structure (i.e. size, length of limbs, shoulder width, weight) may cause other problems.
- All errors are not equal. One must evaluate the cause of the technical deficiency. The judge's tolerance for an error that is instantaneous to the performance should be much higher than one that is caused by technical deficiencies.

Since the Level B Element 1 is completely new, judges should assess that Element according to the following main focus items:

- Elevation on the hop
- ‘Clean’ position in the air – athlete should hit their pose quickly and then hold throughout the flight
- Control on the landing

WBTF Degree of Proficiency Scoring Scale

Success Rate	Range	Sub-Range	Score Range
80-100%	Superior	High	9.8 – 10.0
		Mid	9.4 – 9.7
		Low	9.1 – 9.3
60-80%	Excellent	High	8.4 – 9.0
		Mid	7.7 – 8.3
		Low	7.1 – 7.6
40-60%	Good	High	6.1 – 7.0
		Mid	5.3 – 6.0
		Low	4.6 – 5.2
20-40%	Average	High	3.8 – 4.5
		Mid	2.9 – 3.7
		Low	2.1 – 2.8
0-20%	Fair	High	1.4 – 2.0
		Mid	0.7 – 1.3
		Low	0.0 – 0.6

ERRORS: Mistakes or anything that happens which is not planned, such as breaks, slips, loss of balance, fall, etc. Errors are taken into consideration when evaluating the athlete's proficiency in the build-up score. Consider the Success Rate.

Specific Deductions:

- Performing the wrong Element: Score for that Element would be 0.0
- Drops
 - Dropping on the entrance - Total Score would be up to a maximum of .5 point.
 - Dropping within the nucleus - Total Score must be lowered 2 points from the initial proficiency evaluation.
 - Dropping on the exit - Total Score must be lowered .5 point from the initial proficiency evaluation.
- Omitting fingers, rolls or spins in nucleus.—2.0
- Adding fingers, roll or spins within nucleus—1.0
- Aerial Compulsories
 - Spinning in the wrong direction – score of 0.0 (incorrect compulsory)
 - Omitting spins – 2.0 (equal to a drop)
 - Adding spins – 1.0
 - Incorrect catch – 2.0 (equal to a drop)
- Roll Compulsories
 - Incomplete rolls – 2.0 (equal to a drop)
 - Adding a roll – 1.0
- Finger Compulsories
 - Omitting fingers – 2.0 (equal to a drop)
 - Adding fingers, most likely on 2 fingers – 1.0 (true violation, not as prescribed)

Drops/Errors:

- The existing Compulsory violation definition will be used to assess drops and other errors in the Required Elements.
- In the Required Elements the judge will only judge to the point at which the athlete has completed the Element (i.e. where the drop occurred or the roll was stopped) and the judge will consider the violations and errors the same as they would in Compulsories.
- All drops (in Required Elements or Accessory Material) will be considered in the Performance caption score by evaluating the drop in relation to how it affected the performance.

Prohibited Material:

- A 2.0 penalty will be deducted from the 25% Short Program score each time that the athlete performs prohibited Accessory Material.

Contact Material Series:

- The Vertical Series (6A) and the Horizontal Series (6B) are each judged independently. Each will receive a score (out of 10) from the judge. As a tabulation process, the scores for 6A and 6B are averaged into a single Contact Material score (out of 10).
- The entire Series is considered to be the nucleus, and is judged accordingly.
- If there is a drop in either contact material series, the athlete may continue and the judge must determine how much material was completed and how successful they were.
- A 2.0 penalty, for each drop, will be deducted from the score for that series.
- If there are missed fingers or any other violation they will be assessed as they would be in Compulsories.

Other Considerations:

- There will be a minimum score of 0.5 for an attempt of the correct Required Element.
- There is no specific penalty for a fall anywhere in the program – any falls will be considered in the Performance caption.

Timing/Music Errors:

- Each Required Elements must begin on the first count of the musical phrase as outlined in the Short Program description. The speed and skill level of the athlete will determine the time it takes them to complete the move. There is no minimum amount of count that the move must be completed.
- Any timing problems with the music will be considered in performance.

Sample Scoresheets

Separate scoresheets will be used for Juvenile/Junior and Senior/Collegiate Level B Short Program, as the Juvenile/Junior athletes do not receive scores in the Composition or Performance captions.

The Juvenile/Junior Level B Short Program scoresheet will be adapted from the existing Junior Short Program scoresheet and posted on the CBTF.CA website in the WBTF Events section of the [Competition Score Sheet CD](#).

The Senior/Collegiate Level B Short Program scoresheet will be adapted from the existing Senior Short Program scoresheet and posted on the CBTF.CA website in the WBTF Events section of the [Competition Score Sheet CD](#).

Tabulation Notes

Tabulation of Short Program score is slightly different for the Juvenile/Junior divisions than for the Senior/Collegiate divisions, because the Senior/Collegiate divisions have the additional Composition and Performance captions.

In all cases, the final Level B Short Program score is a score out of 25.0.

Juvenile/Junior Tabulation Steps

(Note: This is the same tabulation procedure that applies to the Level A Junior Short Program)

1. The Junior Short Program score is comprised of 8 Required Element scores, each out of 10.0, less any deductions.
2. The judge will submit 9 Required Element scores – the scores for 6A-Vertical Contact Series and 6B-Horizontal Contact Series must first be averaged to create a score for Element 6-Contact Material.
3. The 8 element scores (the calculated Element 6 plus the other 7 elements) are added together to create the Gross Short Program Score.
4. The Gross Short Program Score is divided by 80 and multiplied by 25 to create the Gross Short Program Percentage Score.
5. Any Count 1 Violations (0.1 per element) are deducted from the Gross Short Program Percentage Score to create the Net Short Program Percentage Score.
6. If the Net Short Program Percentage Score is 0 or less, report 0 as the Final Short Program Percentage Score.
7. If the Final Short Program Percentage Score is above 0, report that number as the Final Short Program Percentage Score.

Senior/Collegiate Tabulation Steps

(Note: This is the same tabulation procedure that applies to the Level A Senior Short Program)

1. The Senior Short Program score is comprised of 8 Required Element scores plus the Composition and Performance Caption scores, each out of 10.0, less any deductions.
2. The judge will submit 9 Required Element scores – the scores for 6A-Vertical Contact Series and 6B-Horizontal Contact Series must first be averaged to create a score for Element 6-Contact Material.
3. The 8 element scores (the calculated Element 6 plus the other 7 elements) and the Composition and Performance caption scores are added together to create the Gross Short Program Score.
4. The Gross Short Program Score is divided by 100 and multiplied by 25 to create the Gross Short Program Percentage Score.
5. Any Count 1 Violations (0.1 per element) and any Accessory Material Violations (2.0 per infraction) are deducted from the Gross Short Program Percentage Score to create the Net Short Program Percentage Score.
6. If the Net Short Program Percentage Score is 0 or less, report 0 as the Final Short Program Percentage Score.
7. If the Final Short Program Percentage Score is above 0, report that number as the Final Short Program Percentage Score.

Qualification Requirements for 2020 Canadian Winner/Championship

As this is a Pilot Program only, the Level B Short Program **will not** be used at the 2020 Canadian Winner/Championship. At the 2020 Canadian Winner/Championship, Level B freestyle athletes will compete with the Level B Compulsory Moves – the Compulsory Set in use at Canadians will be selected by random draw and announced no later than May 1, 2020.

Level B Freestyle athletes have a minimum score requirement, in order to qualify for competition at the 2020 Canadian Winner/Championship. Provinces participating in the Level B Short Program Pilot must run the Freestyle competition at their Provincial Winner/Championship using the Level B Compulsory Move + Freestyle calculation.

The province may choose to run Level B Short Program at their Provincial Winner/Championship competition, but it will be treated as an Open event. They **may not** substitute an athlete's Level B Short Program score for their Level B Compulsory Moves score in order to determine qualification for Canadians.

In essence, qualification for the Level B Freestyle competition for the 2020 Canadian Winner/Championship is unaffected by this Pilot Program. In order to qualify, athletes must achieve the defined minimum score with their combined Level B Compulsory Moves and Level B Freestyle scores.