3 layers
Master layer
The floor
The object
Cast shadows
Reflectivity (floor reflections)

//Shape node: in the attribute editor.

Mater and another master
Render stats
    Over ride with right click
    Visible in reflections and fractions
Make sure that that are off checked off

Used background material
The plain use the material but we lose the color it's just black.

In a Bach render layers it renders all layers

This is another way with mental Ray
Passes. Or objects
Diffuse
Diffuse material color
  New render pass
  And select the ones that are going to be used

This are other passes these passes are the best
Occlusion ok when it goes dark
Depths > luminous depths > surpass shader triangle and breake connection right click and lower the
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