



# BUILDING SKILLS ELITE/REC

**TEAM:**

<b>STUNTS</b>	<b>MAX POINTS</b>	<b>SCORE</b>	<b>JUDGE COMMENTS</b>						
<b>DIFFICULTY</b>	<b>3.6</b>								
<b>TECHNIQUE</b>	<b>5</b>		Needs work	Average	DRIVERS		Good	Impeccable	
					Flyer	Body control			
						Uniform flexibility			
						Motion placement			
						Uniformity among flyers			
					Base/ Support Persons	Body control			
						Stability of the stunt			
						Tech in lifts and catches			
					Transitions	Entries			
						Dismounts			
						Control throughout			
					Timing and Synch	Timing of skills performed in groups or by the team at the same time			
<b>DRIVERS</b>	<b>.4</b>								
<b>PYRAMIDS</b>									
<b>DIFFICULTY</b>	<b>3.4</b>								
<b>TECHNIQUE</b>	<b>5</b>		Needs work	Average	DRIVERS		Good	Impeccable	
					Flyer	Body control			
						Uniform flexibility			
						Motion placement			
						Uniformity among flyers			
					Base/ Support Persons	Body control			
						Stability of the stunt			
						Tech in lifts and catches			
					Transitions	Entries			
						Dismounts			
						Control throughout			
					Timing and Synch	Timing of skills performed in groups or by the team at the same time			
<b>DRIVERS</b>	<b>.6</b>								
<b>TOSSES</b>									
<b>DIFFICULTY</b>	<b>2</b>								
<b>TECHNIQUE</b>	<b>3</b>		Needs work	Average	DRIVERS		Good	Impeccable	
					Flyer	Body control			
						Consistent execution of skill/trick			
						Legs straight/ toes pointed			
						Arm placement			
					Timing	Timing of skills performed in groups or by the team at the same time			
					Base/ Support Persons	Use of arms/legs to throw together			
						Solid stance			
						Controlled			
					Height	Cradle			
						Distance between flyers feet and support persons hands			
			<b>BUILDING OVERALL MASTERY</b>	<b>2</b>				Variety of visual and creative elements in building skills/transitions	
		Confident performance/entertainment value during building skills and transitions							
<b>TOTAL</b>	<b>25</b>								