



BUILDING SKILLS PREP

TEAM:

STUNTS	MAX PTS	SCORE	JUDGE COMMENTS							
DIFFICULTY	3.6		For full points, 1 Elite skill performed by max and 2 level appropriate skills performed by most							
BASELINE BOOSTER	.4		DEGREE OF DIFFICULTY		PACE AND FLOW					
TECHNIQUE	5		Impeccable	Good -.2	TECHNIQUE DRIVERS		Average -.4	Needs Work -.6		
					Flyer	Body control				
						Flexibility of body positions				
						Motion placement				
							Base/ Support Persons	Uniformity among flyers		
						Body control				
						Stability of the stunt				
							Transitions	Tech in lifts and catches		
						Uniformity among groups				
						Entries				
							Timing and Synch	Dismounts		
								Control throughout		
				Timing of skills performed in groups or by the team at the same time						
PYRAMIDS										
DIFFICULTY	3.6		For full points, 3 different level appropriate skills. 1 structure performed by max and 1 performed by most							
BASELINE BOOSTER	.4		INCORP OF ELITE AND LEVEL APPROPRIATE SKILLS			PACE/FLOW OF SKILLS				
TECHNIQUE	5		Impeccable	Good -.2	TECHNIQUE DRIVERS		Average -.4	Needs Work -.6		
					Flyer	Body control				
						Flexibility of body positions				
						Motion placement				
							Base/ Support Persons	Uniformity among flyers		
						Body control				
						Stability of the stunt				
							Transitions	Tech in lifts and catches		
						Uniformity among groups				
						Entries				
							Timing and Synch	Dismounts		
								Control throughout		
				Timing of skills performed in groups or by the team at the same time						
BUILDING			LOW .5-.6	MOD .7-.8	HIGH .9-1	SPECIFIC DRIVERS				
CHOREOGRAPHY/ PRESENTATION	2					Variety of visual and creative elements in building skills/transitions				
						Confident performance/entertainment value during building skills and transitions				
TOTAL	20									