



BUILDING SKILLS ELITE

TEAM:

STUNTS	MAX PTS	SCORE	JUDGE COMMENTS					
DIFFICULTY	3.6		For full points, 2 Elite skills performed by max and 2 elite skills performed by most OR 1 elite skill performed by max and 4 elite 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		
						Uniformity among flyers		
					Base/ Support Persons	Body control		
						Stability of the stunt		
						Tech in lifts and catches		
					Transitions	Uniformity among groups		
						Entries		
						Dismounts		
					Timing and Synch	Control throughout		
			Timing of skills performed in groups or by the team at the same time					
PYRAMIDS								
DIFFICULTY	3.6		For full points, 4 different level appropriate skills. 1 structures performed by max and 1 performed by max plus					
BASELINE BOOSTER	.4		PARTICIPATION/INVOLVEMENT		INCRP 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		
						Uniformity among flyers		
					Base/ Support Persons	Body control		
						Stability of the stunt		
						Tech in lifts and catches		
					Transitions	Uniformity among groups		
						Entries		
						Dismounts		
					Timing and Synch	Control throughout		
			Timing of skills performed in groups or by the team at the same time					
TOSSES/SHOW AND GO (L1)								
DIFFICULTY	2		For full points, Majority of the team performs a level appropriate toss rippled or synchronized in the same section					
TECHNIQUE	3		Impeccable	Good -.2	TECHNIQUE DRIVERS		Average -.4	Needs Work -.6
					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		
			BUILDING			LOW .5-6	MOD .7-8	HIGH .9-1
CHOREOGRAPHY/ PRESENTATION	2					Variety of visual and creative elements in building skills/transitions		
						Confident performance/entertainment value during building skills and transitions		
TOTAL	25							