DCE BUILDING SCORE SHEET

AG

Item #	Team Name:		Division:		Team size:	

RANGE	DRIVERS	COMMENTS	SCORE
STUNT DIFFICULTY — HIGH	-Degree of difficulty -Percent of team participation -Combination of skills (level and non-level appropriate) -Pace of skills performed		
HIGH — 4 different level appropriate skills performed by Most of the team, 2 of which are Elite level appropriate			**5**

	DRIVERS		SCORE
STUNT TECHNIQUE	-Top Person -Bases/Spotters -Transitions/Dismounts -Obvious Mistakes -Synchronization		
A team's ability to execute Stunts with excellent precision and form.			**5**

	DRIVERS		SCORE
STUNT CREATIVITY	This includes level and non-level appropriate skills.		
Stunt skills incorporate visual, unique or innovative ideas. This includes level and non-level appropriate skills.			**2.5**

RANGE	DRIVERS		SCORE
PYRAMID DIFFICULTY — BELOW	-Degree of difficulty -Percent of team participation -Combination of skills (level and non-level appropriate) -Pace of skills performed		
BELOW — Skills performed do not meet Low range requirement			**5**

	DRIVERS		SCORE
PYRAMID TECHNIQUE	-Top Person -Bases/Spotters -Transitions/Dismounts -Obvious Mistakes -Synchronization		
A team's ability to execute Pyramids with excellent precision and form.			**5**

	DRIVERS		SCORE
PYRAMID CREATIVITY	This includes level and non-level appropriate skills.		
Pyramid skills incorporate visual, unique or innovative ideas. This includes level and non-level appropriate skills.			**2.5**

TOTAL
0
25