

Judges Comments

Training Meet #2

Dec.3rd / Lower Mainland

Level 1

Blossom

Best Parts:

- Basic Design
- Splits (but could be flatter)

Needs Work:

- Transition from sub dbles to split
- Close to a correct vertical line
- Even tempo opening and closing

Sailboat Alt

Best Parts:

- Back layout
- No travelling (Good Job!)

Needs Work:

- Sail boat positions many pulled into chest
- Extension in knees, toes, chest and head (don't look at toes)

Ballet leg single

Best Parts:

- Attempt at extension but incorrect position of leg

Needs Work:

- Correct the sailboat so they can correct the ballet position
- Extension in knees, toes and chest

Bent Knee Vertical join as sink

Best Parts:

- Design of figure

Needs Work:

- Vertical alignment
- Try different way of getting into figure

Level 2

Ballet Leg Single

Best Parts:

- Layout
- Beginning and end
- Design of figure

Needs Work:

- Stability
- Sculling to stabilize and add height

Neptunous

Best Parts:

- 90 pike

Needs Work:

- Pull downs
- Crane
- Vertical line

Front walkover 2nd half

Best Parts:

- Split position relatively even

Needs Work:

- Surface arch (flexibility)
- Show back layout at end

Barracuda

Best Parts:

- Best figure
- Clean drops from hips
- Legs vertical

Needs Work:

- Hold and show positions
- Need to know end
- Tuck out to show end

Level 3

Back walkover to split position

Needs Work:

- Dolphin start
- Split position

Porpoise

Best Parts:

- Design
- Tempo
- Lift: did not over pike too much

Needs Work

- Height
- Vertical descent-head position

Kip

Best Parts:

- tempo
- vertical decent (although head slightly out of line)

Needs work

- Tuck Position
- Lift to vertical

Subalina

Best Parts:

- Pull downs most hit 90

Needs Work:

- Show sub ballet leg before cat rotation
- Learn figures before competition

Level 4

Porpoise

Best Part:

- Timing

Needs Work:

- Front layout
- Pull down
- Do not rise after lift
- Over piked

Back Walkover

Best Parts:

- Pike

Needs Work

- Split position
- Back layouts
- Hips replace head and vice versa,
- Travel
- Back arch

Albatross

Best Parts:

- Roll Over

Needs work

- Instability in twist
- Maintaining height in join
- Sinking on back

Heron

Best Parts:

- Design
- Front pike position

Needs Work:

- sub double position
- vertical descent
- descent needs to be same tempo as thrust

Level 5

IBIS

Best Part:

- height in fishtail (although should be crane)

Needs Work:

- Ballet legs
- Extension
- Rotation
- Control/stability
- Lift and descent

****Get basics correct****

1st half of Gaviata to vertical

Best Parts:

- Front layout

Needs Work

- Over piking or under piking to sub dbles
- Hips not replacing head in pull down
- rotation

Barracuda

Best Parts:

- Good control in vertical thrust & descent.
- Height and timing

Needs work

- Tighter pikes
- Too deep

Kip Split

Best Parts:

- Tub to inverted tuck (but get chin tucked in too)

Needs Work:

- Show vertical
- Improve control in lift

Age Group 13-15

Back walkover

Best Parts:

- Not bad extension
- Last half better than first half

Needs Work:

- On the spot
- Surface arches
- First leg needs to be higher (not up and down in levels)
- Split position: no design

Albatross

Best Parts:

- Lift to bent knee good
- ½ twist

Needs Work:

- Not many dolphin pull downs shown
- Pike position (over piking)
- Extension of leg draw to vertical and loss of line when sinking

Porpoise

Best Parts:

- Front pike Position

Needs Work:

- Over piking when lifting
- Lift
- Vertical sink

Heron

Best Parts:

- Timing of thrust and sink

Needs work:

- Pike to sub dbles: travel
- Arch in thrust
- Off vertical line

Age Group 16-18 / Junior (DD 1.0)

Porpoise full twist

Best Parts:

- Stability and control in lift
- Uniform motion

Needs Work:

- Height
- Over piking
- Travel in twist and lack of stability
- Front layouts need to be on surface

Flying fish

Best Parts:

- Thrust was rapid
- Most in vertical lines
- Rapid when supposed to be rapid

Needs Work:

- Maintaining height on join after FF
- On their backs when sinking
- Back pikes not tight enough and too low under surface

Knight

Best Parts:

- Good height
- Vertical line in bent knee
- Twist
- Good trans from ballet leg to knight

Needs Work:

- Stability of vert leg when initiating the downward movement to knight
- Too much travel
- Sailboats higher

Catalina Twirl

Best Parts:

- Ballet legs

Needs Work:

- Height on vertical joins...too much loss of height
- Not many "Y" positions
- Twirls not rapid
- More height on sailboats