

**Judges Comments**  
**Island Regional Meet & Island Recreational Meet**  
**April 9, 2011**

**12 & under**

**Ballet Leg Single (DD 1.6)**

Best Parts:

- layouts
- lift to b.leg
- on the spot

Needs Work:

- lowering of b.leg
- showing layouts longer

**Walkover Front (DD 2.1)**

Best Parts:

- Front layout
- Split
- Most attempted accurate ending (head replaced hips)

Needs Work:

- Accurate front pike pull down
- Flexibility on surface arch & Split

**Somersub (DD 2.0)**

Needs Work:

- Design
- Proper alignment in Sub B.leg
- Slow down and think about positions

**Kipnus (315) (DD 1.6)**

Best Parts:

- Draw (although sometimes not far enough)
- "Some" were competent in the 6's
- 

Needs Work:

- Draw to tuck
- Establishing bent knee Position simultaneous with unroll
- Vertical position- get toes under hips

**13-15 Novice**

**Back Walkover to Split Position (DD 1.0)**

Needs Work:

- All positions need extension and precision
- Move in transition to surface arch
- We don't judge sculling but figure is impossible without proper sculling

**Porpoise (DD 1.0)**

Best Parts:

- Good attempt at not over piking
- Good attempt at forward motion in pull down

Needs Work:

- More work on pull down with weaker swimmers (marks 3-4)
- Height in Vertical

**Albatross roll to bent knee ½ Twist (DD 1.0)**

Best Parts:

- Bent knee position

Needs Work:

- Dolphin start
- Twist height and stability
- Extension

**2<sup>nd</sup> half of Catalina reverse starting from Crane Position (DD 1.0)**

**Ability level with this figure varies from Unsatisfactory to competent. Judges felt some were not ready for this figure**

Needs Work:

- Lowering of ballet leg
- Thigh perpendicular
- Rotation height
- Crane NOT fishtail

## **16 & over Novice**

### **Kip Split (DD 1.0)**

Best Parts:

- Extension
- Vert position
- Control in split drop

Needs Work:

- Steady height
- Timing and control throughout

### **1<sup>st</sup> half to Catalina to crane pos (DD 1.0)**

Best Parts:

- layouts

Needs Work:

- rotation incorrect (Start earlier right as face goes under)
- many were doing a knight back
- extension

### **Ibis (DD 1.0)**

Best Parts:

- design
- legs in 90
- no fishtails 😊

Needs Work:

- extension
- on the spot
- too much travel

### **Barracuda (DD 1.0)**

Best Parts:

- thrust on vertical line
- on the spot
- height was a "6" level

Needs Work:

- tighter barracuda pikes
- extension

## **Star 1&2**

### **Sailboat Alternate (DD 1.0)**

Best Parts:

- layouts

Needs Work:

- scull properly
- thighs perpendicular

### **Somersault Back Tuck (DD 1.0)**

Best Parts:

- rotation in somersault

Needs Work:

- tighter surface tucks (not tub)
- 1<sup>st</sup> layout
- Timing in draw

### **5 Meters Head First Scull (DD 1.0)**

Needs Work:

- Need to scull properly
- Most were just scooping water
- Too many had chins tucked in

### **Front Layout (DD 1.0)**

Needs Work:

- Body positions – feet together no arch
- Sculling should be smooth

## **Star 3&4**

### **Split Position (DD 1.0)**

Needs Work:

- Vertical line (needs to be even)
- flexibility

### **Front Pike Pulldown (DD 1.0)**

Best Parts:

- front layouts
- 90 degree angles

Needs Work:

- Forward movement

## **Star 5&6**

### **Ballet Leg Single (DD 1.0)**

Best Parts:

- Layout and lift to b.leg

Needs Work:

- Lowering b.leg to sailboat
- Feet together in layouts

### **1<sup>st</sup> half of Kipnus (DD 1.0)**

Best Parts:

- Layouts to tuck

Needs Work:

- Extension
- Height

### **Neptunus (DD 1.0)**

Best Parts:

- Front pike pull down

Needs Work:

- Height
- Crane NOT fishtail
- extension

### **Blossom (DD 1.0)**

Best Parts:

- Join to vertical

Needs Work:

- Design of submerged double B.leg
- Transition from Sub doubles to split
- Extension