

## ACRODUNK BIO

Acrobatic slam dunking began in 1980, long before the members of the High "Impact" Squad & ACRODUNK began leaving their mark in the 90's and 2000's.

The dunks that had been done in the 1980's were cool and garnered much respect from everyone that came later but when Jerry L. Burrell, Eli Akin, Bryan Keith Brown, Sadiki Fuller and Byron Thomas were born into the dunk world, EVERYTHING CHANGED.

In 1992, Jerry L. Burrell began dunking for the Houston Rockets as their mascot, Booster and later as TURBO.

After seeing how kids responded to him performing acrobatic skills in costume, Jerry began looking for potential performers to join him and become a team of Sports Super Heroes.

He was able to recruit Keith, Sadiki, Eli and Byron and they became the High "Impact" Squad. The name was quite significant to each of them because they were passionate about performing and inspiring others

Their mission: To inspire and motivate young people through entertainment.

They began training.

Their focus:

To create spectacular entertainment that nobody on the planet since the beginning of time had ever witnessed.

The motto they used to motivate and inspire themselves was "The Dawn Of A New Age!"

### INNOVATIONS

The terms "Acrodunk", "Acrodunkers" & "Acrodunking" were coined by Jerry L. Burrell in 1993. These words were created to mark the distinction between what other athletes were doing and what Jerry and later The High "Impact" Squad was doing.

The word ACRODUNK was created to separate the past from the future of acrobatic slam dunking and set our team apart from everyone else.

The High "Impact" Squad & ACRODUNK revolutionized what is possible in the sport with the following innovations:

- Performing with 3 or more trampolines
- Dunks flipping from one trampoline to another
- The cartwheel dunk following a front flip without a trampoline
- Trampolines set at greater distances from the basketball goal
- Dunks with 1, 2 & 3 ball transfers
- From a pass, finishing dunks with multiple ball transfers
- Passing the ball after multiple flips and twists
- Dropping from the rafters into swinging rappel dunks
- Dunk shows that were real contests judged by the audience
- Dunk shows choreographed to the beat of the music
- Incorporating full size trampolines and more

## ACRODUNK BIO

Most of the dunks and passes that are performed around the world today were created and performed first by members of ACRODUNK and The High "Impact" Squad.

ACRODUNK began as a branch of the High "Impact" Squad, meeting the need of clients who wanted a more traditional, non-costumed version of high flying entertainment.

Both the High "Impact" Squad and ACRODUNK continue to amaze audiences. Our most recent creation HERODUNK is a combination of elements of both the High "Impact" Squad and ACRODUNK.

### EDUTAINMENT

Over the years, team members have developed timeless methods of connecting with and inspiring school aged audiences which we still use today.

Eduainment is how we described it and it lives on through our efforts in schools throughout the US.

ACRODUNK continues to set trends and remains cutting edge today with the development and/or integration of:

- The Tower of Power
- SpringFree trampolines
- Xtreme Dunking Battlezone (XDB)
- DUNK LAB
- DUNK NINJA
- HERODUNK
- SLAM! Academy
- Popular stage style shows
  - INVICTUS!
  - REVOLUTION!
  - TRIUMPH!

