AASCF Group Stunt & Partner Stunt Scoring Breakdown

Revised 29th February 2024 (V2)
Changes to 2023 in Red

GENERAL DISCRIPTION OF GROUP, PARTNER & ASSISTED PARTNER STUNTS:

- Time Limit – 1:00
- All stunt divisions follow IASF Rules. Exception: *CheerAbility divisions follow ACSA CheerAbility & DanceAbility – General Scoring & Rules – Division Rules.*
- Routines have a maximum score of 100.
- In order to qualify for AASCF Nationals, Group/Partner Stunts must place in the top 5 of each division AND earn a score of 75 or higher at the AASCF Virtual Stunt Nationals Qualifier.

STUNT DIFFICULTY
STUNT DIFFICULTY OF BASES AND TOPS (30 pts)
SKILL ABILITY – The number of *Level Appropriate stunts and Elite Level Appropriate stunts performed. Rubric ranges will denote number required to qualify for a specific subrange.
*LEVEL APPROPRIATE SKILLS – Having skills with the difficulty for the level being performed. Familiarize yourself with the AASCF All Star Scoring Guide on the Level Appropriate Skills and Elite Level Appropriate Skills for each level.
*COED LEVEL APPROPRIATE SKILLS – Skills listed in the AASCF All Star Scoring Guide and Coed Quantity Charts will be rewarded as Level Appropriate in the Partner Stunt and Assisted Partner Stunt Divisions.

DRIVERS TO DETERMINE SCORE WITHIN RANGE
- Degree of difficulty
- Combination of skills (level and non-level appropriate)
- Pace of skills performed
- Connection of skills performed

Important to Note:
1. Group Stunt, Partner Stunt and Assisted Partner Stunt each follow a different rubric.
2. Pyramids and tosses will NOT be rewarded in stunt difficulty.
3. Teams that do not qualify for the BELOW subrange will earn a flat 10.0 in difficulty.

STUNT EXECUTION OF TOP (20 pts)
EXECUTING PROPER TECHNIQUE IN STUNTS – The demonstration of proper technique in stunts such as standing tall, locking out immediately, pointing toes, keeping tight, etc.
FORM – How well the shape and structure of stunts look such as top is in a straight line with base, etc.
FLEXIBILITY – The ability to show good range of motion in skills and body positions.
APPEARANCE OF STUNTS – The ability to make stunts appear easy and effortless.

STUNT EXECUTION OF BASE/S (20 pts)

EXECUTING PROPER TECHNIQUE IN STUNTS – The demonstration of proper technique in stunts such as having good timing and grips, good use of legs, driving stunts fast, straight arms, etc.
COMPLETION OF SKILLS – The ability of bases to provide enough power and technique to finish executing skills.
MINIMAL MOVEMENT – How well the bases prevent stunts from traveling. How stable bases are during stunts.

OVERALL PERFORMANCE – 30 points TRANSITIONS (10 pts)
PACE AND NUMBER OF TRANSITIONS – The speed and number of ways stunts moves from one position to another to change the configuration of the routine. Keeping transitions seamless and minimizing breaks in routine. Creativity is considered in this section and will be part of what helps drive scores in range.
FLOW – How smoothly the transitions move from one skill to another.
VISUAL EFFECT OF THE TRANSITIONS – How effectively the transitions create "pictures" and provide memorable images.

SHOWMANSHIP (10 pts)
EXCITEMENT LEVEL OF ROUTINE – The ability to create emotions of exhilaration throughout routine.
USE OF EXPRESSION – The ability to convey genuine emotions and confidence through one's facial expressions.
ENERGY – The genuine projection of spirit, enthusiasm, dynamism, and stamina to bring life to a routine.

OVERALL EFFECT (10 pts)
CHOREOGRAPHY TO CREATE VISUAL APPEAL – How effectively the routine is composed to create "pictures" and provide memorable images. Use of choreography to enhance visuals of routine. This can include a strong visual ending.
CHOREOGRAPHY OF INTRODUCTION – The ability to create an effective introduction. Did the introduction leave a lasting impression?
CREATIVITY – The presentation of new, unique, and intricate ideas through innovative incorporations and arrangements of skills.

Please note, unlike the Cheer Divisions, the 1-minute Group & Partner Stunt Division is a rubric based scoring system that allows for comparative scoring within each sub-range. As such scores will vary from event to event based on pool of competitors at each competition