



ASSISTED PARTNER STUNT RUBRIC

STUNTS – 70 POINTS

STUNT DIFFICULTY		
10-14.9	BELOW	Group performs 4 or less different Level Appropriate Skills
15-19.9	LOW	Group performs 5 different Level Appropriate Skills
20-24.9	MID	Group performs 6 different Level Appropriate Skills
25-30	HIGH	Group performs 6 or more different Level Appropriate Skills - must include 1 Elite Level Appropriate

Once in range difficulty is determined by a combination of Level Appropriate Skills, pace, and diversity of skills

Elite skills will be counted as Level Appropriate skills and difficulty of these elements factored into score once in range

TOP EXECUTION		
5-9.9	LOW	Less than 50% of skills are performed with excellent precision and form
10-14.9	MID	50% of skills are performed with excellent precision and form
15-20	HIGH	75% of skills are performed with excellent precision and form

Standing tall in stunts, locking out, form, flexibility and appearance in stunts

BASE/S EXECUTION		
5-9.9	LOW	Less than 50% of skills are performed with excellent precision and form
10-14.9	MID	50% of skills are performed with excellent precision and form
15-20	HIGH	75% of skills are performed with excellent precision and form

Good timing and grips, completion of skills, and minimal movement in stunts

OVERALL PERFORMANCE – 30 POINTS

TRANSITIONS		
3-4.9	LOW	Slow pace and minimal number of transitions, inconsistent flow and minimal visual effect of the transitions
5-6.9	MID	Average pace and number of transitions, inconsistent flow and visual effect of the transitions
7-10	HIGH	Fast pace, high number of transitions, seamless flow, strong visual effect of the transitions

Pace, number of transitions, seamless flow and connection of skills, visual elements

SHOWMANSHIP		
3-4.9	LOW	Below average expression and energy, low level of excitement
5-6.9	MID	Average expression and energy, average level of excitement
7-10	HIGH	Excellent expression and energy, high level of excitement

Excitement level of routine, use of expression, and energy

OVERALL EFFECT		
3-4.9	LOW	Below average choreography, visual appeal, introduction, creativity
5-6.9	MID	Average choreography, visual appeal, introduction, creativity
7-10	HIGH	Excellent choreography, visual appeal, introduction, creativity

Choreography that creates visual appeal, memorable introduction, and unique, intricate and innovative arrangement of skills

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. Scores will vary from event to event based on pool of competitors at each competition.

100 Points Total

To qualify for Nationals Partner and Group Stunt, teams must earn a minimum of 75 points and place in the top 3 of their division at States.