



GROUP STUNT RUBRIC

STUNTS – 70 POINTS

STUNT DIFFICULTY		
10-14.9	BELOW	6 Different Level Appropriate Skills, may include up to 1 Elite Level Appropriate
15-19.9	LOW	6 Different Level Appropriate Skills, 2 of which are Elite Level Appropriate
20-24.9	MID	6 Different Level Appropriate Skills, 3 of which are Elite Level Appropriate
25-30	HIGH	6 Different Level Appropriate Skills, 4 of which are Elite Level Appropriate

Once in range difficulty is determined by a combination of Elite Skills, Level Appropriate Skills, pace, and diversity of skills
Tosses and Pyramids will not be rewarded as they are not stunt skills.

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.