



# 2024 GROUP STUNT RUBRIC

Revised 24<sup>th</sup> January 2024 (V1)

Changes to 2023 in **Red**

## STUNTS – 70 POINTS

STUNT DIFFICULTY		
10-14.5	BELOW	6 Different Level Appropriate Skills, may include up to 1 Elite Level Appropriate
15-19.5	LOW	6 Different Level Appropriate Skills, 2 of which are Elite Level Appropriate
20-24.5	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		
5-9.5	LOW	Less than 50% of skills are performed with excellent precision and form
10-14.5	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		
5-9.5	LOW	Less than 50% of skills are performed with excellent precision and form
10-14.5	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		
3-4.5	LOW	Slow pace and minimal number of transitions, inconsistent flow and minimal visual effect of the transitions
5-6.5	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		
3-4.5	LOW	Below average expression and energy, low level of excitement
5-6.5	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		
3-4.5	LOW	Below average choreography, visual appeal, introduction, creativity
5-6.5	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 5 of their division at the National Qualifier.



# 2024 PARTNER STUNT RUBRIC

## STUNTS – 70 POINTS

STUNT DIFFICULTY		
10-14.5	BELOW	Couple performs 3 or less different Level Appropriate Skills
15-19.5	LOW	Couple performs 4 different Level Appropriate Skills
20-24.5	MID	Couple performs 5 different Level Appropriate Skills
25-30	HIGH	Couple performs 6 or more different Level Appropriate Skills

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		
5-9.5	LOW	Less than 50% of skills are performed with excellent precision and form
10-14.5	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		
5-9.5	LOW	Less than 50% of skills are performed with excellent precision and form
10-14.5	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		
3-4.5	LOW	Slow pace and minimal number of transitions, inconsistent flow and minimal visual effect of the transitions
5-6.5	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		
3-4.5	LOW	Below average expression and energy, low level of excitement
5-6.5	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		
3-4.5	LOW	Below average choreography, visual appeal, introduction, creativity
5-6.5	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 5 of their division at the National Qualifier.



# 2024 ASSISTED PARTNER STUNT RUBRIC

## STUNTS – 70 POINTS

STUNT DIFFICULTY		
10-14.5	BELOW	Group performs 4 or less different Level Appropriate Skills
15-19.5	LOW	Group performs 5 different Level Appropriate Skills
20-24.5	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		
5-9.5	LOW	Less than 50% of skills are performed with excellent precision and form
10-14.5	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		
5-9.5	LOW	Less than 50% of skills are performed with excellent precision and form
10-14.5	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		
3-4.5	LOW	Slow pace and minimal number of transitions, inconsistent flow and minimal visual effect of the transitions
5-6.5	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		
3-4.5	LOW	Below average expression and energy, low level of excitement
5-6.5	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		
3-4.5	LOW	Below average choreography, visual appeal, introduction, creativity
5-6.5	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 5 of their division at the National Qualifier.

