

GROUP & PARTNER STUNT RUBRIC

DIFFICULTY

0.6 - 1

2 different in range or above level skills AND 1 dismount is required from in range or above
OR 3 different in range or above level skills

1.1 - 2

2 different in range or above level skills AND 1 dismount is required from in range or above

2.1 - 3

2 different in range or above level skills AND 1 dismount is required from in range or above

3.1 - 4

2 different in range or above level skills AND 1 dismount is required from in range or above

4.1 - 5

2 different in range level skills AND 1 dismount is required from in range

**If you do not meet the requirements to score in a range, you will score 0.50 in difficulty and be accurately rewarded for the execution of the skills performed. *Flyer must maintain stunt position for 2 counts.*

EXECUTION

1 - 3

Poor technique, placement, flexibility and synchronization.

4 - 7

Standard technique, placement, flexibility and synchronization.

8 - 10

Nearly perfect to perfect technique, placement, flexibility and synchronization.

BUILDING CREATIVITY

1

No variety or creative elements in building skills. This includes load-ins, transitions, and dismounts.

2 - 3

Some building skills have variety or creative elements. This includes load-ins, transitions, and dismounts.

4 - 5

Most building skills have variety or creative elements. This includes load-ins, transitions, and dismounts.

SHOWMANSHIP

1

Little to no facial projection, eye contact, energy, connection to the crowd, confidence, and/or recoveries.

2 - 3

Some facial projection, eye contact, energy, connection to the crowd, confidence and/or recoveries.

4 - 5

Strong facial projection, eye contact, energy, connection to the crowd, confidence and/or recoveries.