

GROUP & PARTNER STUNT RUBRIC - **DRAFT**

DIFFICULTY

0.6 - 1

- 3 different in range or above level skills

1.1 - 2

- 3 different in range or above level skills

2.1 - 3

- 3 different in range or above level skills

3.1 - 4

- 3 different in range or above level skills

4.1 - 5

- 3 different in range skills

- *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, and flexibility.

4 - 7

- Standard technique, placement, and flexibility.

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.