COED STUNT GROUP COMPETITION

(20 pts Stunt Difficulty, 10 pts L/D/T, 20 pts Overall Execution, 10 pts Overall Impression)

STUNT DIFFICULTY			
18-20	Elite stunts - Unassisted toss or walk-in to fully extended single leg stunt with 2+ body positions		
16-18	Elite stunts - Unassisted toss or walk-in to fully extended single leg stunt with 0-1 body position		
14-16	Advanced stunt - Unassisted toss or walk-in to fully extended double leg stunt or assisted toss or walk-in to fully extended single leg stunt		
10-14	Advanced stunt - Unassisted toss or walk-in to hands press extension or assisted toss or walk-in to fully extended double leg stunt		
8-10	Unassisted toss or walk-in to hands or assisted toss or walk-in to hands press extension		
5-8	Unassisted chair or shoulder sit		
1-5	Assisted chair or shoulder sit		
LOAD-INS, DISMOUNTS, TRANSITIONS			
9-10	Elite dismount - 1 twist from single leg dismount - Legal inversions/releases		
7-9	Advanced dismount - 1 twist from double leg stunt - Legal inversion/releases		
5-7	Straight cradle from extended single or double leg stunt		
1-5	Pop off from single or double leg stunt		
EXECUTION			
18-20	Nearly perfect to perfect technique, body control, placement and flexibility		
14-18	Above average technique, body control, placement and flexibility		
10-14	Standard technique, body control, placement and flexibility		
1-10	Below average technique, body control, placement and flexibility		
OVERALL IMPRESSION			
9-10	Nearly perfect to perfect routine with NO bobbles and/or falls - Quick, fast paced choreography - Minimal breaks		
7-9	Almost perfect routine with slight bobbles - Quick, fast paced choreography - Minimal breaks		
5-7	Standard routine with slight bobbles or minor falls - Average pace - Some breaks in choreography		
1-5	Below average routine with obvious bobbles and/or falls - Average to below average pace - Breaks in choreography		
	Difficulty Key Points:	_	Execution Key Points:
Unassisted vs. Assisted			Building Technique
Number of Transitions and/or Release Moves			Level of Perfection
Speed/Pace of Transitions			Body Control in Skills
	Added Skills/Twisting Dismounts		Bobbles and Falls
Proper Technique			