

## COED GROUP STUNT 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 ext. double leg stunt or assisted toss or walk-in to fully ext. 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:**

Unassisted vs. Assisted  
 Number of Transitions and/or Release Moves  
 Speed/ Pace of Transitions  
 Added Skills/Twisting Dismounts

**Execution Key Points:**

Building Technique  
 Level of Perfection  
 Body Control in Skills  
 Bobbles and Falls  
 Proper Technique