

# Group Stunt & Coed Stunt Divisions

JUDGE NO. \_\_\_\_\_ TEAM NO. \_\_\_\_\_ TEAM NAME \_\_\_\_\_

## A). STUNTS – 75 POINTS

### 1). EXECUTION OF TECHNIQUE

Execution of proper technique to perform stunts, making the Stunts appear easy

30 POINTS \_\_\_\_\_

### 2). DIFFICULTY

Difficulty and the ability to perform stunts in the routine.  
Also includes not setting out of the stunts, continual transitions,  
one arm stunts, toss stunts, etc. (Difficulty based on progressions)

25 POINTS \_\_\_\_\_

### 3). FORM AND APPEARANCE OF STUNTS

This includes not moving on stunts, arms straight,  
flexibility of stunts in good position, straight line with  
base and top, comfortable facial expressions, etc.

20 POINTS \_\_\_\_\_

## B). OVERALL PERFORMANCE – 25 POINTS

### 1). TRANSITIONS

Pace of transitions, visual effect and creativity of the  
transitions, matching specific points in music, difficulty  
and technique maintained during transitions.  
There should be as few “breaks” in the routine as possible

15 POINTS \_\_\_\_\_

### 2). SHOWMANSHIP

Excitement level of routine, routine is choreographed to music,  
and stunts hit to beats of music, creative stunts and/or visuals,  
quick pace, facials, and energy

10 POINTS \_\_\_\_\_

100 TOTAL POINTS POSSIBLE

TOTAL \_\_\_\_\_

COMMENTS: