

2017-2018 STUNT GROUP SCORING SYSTEM

SKILL VARIETY		
3.0	BELOW	1 LAP Skill
3.5	LOW	2 LAP Skills
4.0	MIN	3 LAP Skills
4.5	MID	4 LAP Skills
5.0	HIGH	5 LAP Skills

LAPS (Level Appropriate Skills)
Variety must include at least one element from each of the following categories: **Twisting, Release, Shape, Inversion and Dismount** to hit the ranges.

SKILL QUANTITY		
2.0	BELOW	0 LAP Skill
2.5	LOW	1-2 LAP Skills
3.0	MIN	3-5 LAP Skills
3.5	MID	6-8 LAP Skills
4.0	ABOVE AVERAGE	9-11 LAP Skills
4.5	HIGH	12-14 LAP Skills
5.0	MAX	15+ LAP Skills

Must be Level Appropriate to be counted.

SHOWMANSHIP		
4.0 - 5.0	Group Confidence, ease of movement, natural energy, entertainment value.	

PACE DIFFICULTY		
3.0 - 3.5	MIN	5+ PAUSE resulting in routine breaks
3.5 - 4.0	LOW	Up to 4 PAUSE
4.0 - 4.5	MID	Up to 3 PAUSE
4.5 - 5.0	HIGH	Up to 2 PAUSE

*Pace accounts for choreographed breaks and not FALLS. PAUSE is defined when all members (at the same time) have at least one foot on the floor for more than 4 counts. Load positions (upright and inverted) held for more than 4 counts and more than 2 dips in succession are considered a PAUSE. Tumbling skills do not constitute a PAUSE until the tumbling skill is complete.

ROUTINE DIFFICULTY		
2.5 - 3.0	BELOW	Level Appropriate Skills Performed
3.0 - 3.5	LOW	1 ELITE Skill
3.5 - 4.0	MIN	2 Different ELITE Skills
4.0 - 4.5	MID	3 Different ELITE Skills
4.5 - 5.0	HIGH	4 or more Different ELITE Skills

Performing 0 Level Appropriate Skills Performed results in a 2.5 Score.

TOSS 1	TOSS 2	TOSS TECHNIQUE & EXECUTION	
1.0 - 1.5	1.0 - 1.5	MIN	Below Average form and technique by bases and/or flyer.
1.5 - 2.0	1.5 - 2.0	MID	Good form and technique by bases and/or flyer.
2.0 - 2.5	2.0 - 2.5	HIGH	Excellent form and technique by bases and/or flyer.

Not Applicable to Level 1. Only the 2 most difficult baskets assessed.
If only 1 basket is performed the score is doubled. TOTAL SCORE RANGE 2.0 - 5.0

TOSS DIFFICULTY		
2.0	BELOW	NO LAP BASKETS
3.0	LOW	1 LAP Basket
4.0	MID	2 Baskets (1 must be LAP)
5.0	HIGH	2 or more LAP Baskets

Not Applicable to Level 1. Level 2 is CAPPED at 4.0

ROUTINE EXECUTION		
3.0 - 3.5	LOW	Less than majority of skills performed with precision
3.5 - 4.5	MID	Majority of skills performed with precision
4.5 - 5.0	HIGH	Most to all skills performed with precision

Majority = 51% Most = 75%
Routine Execution will be judged on overall mastery of routine, breaks in timing and mistakes.

ATHLETE TECHNIQUE		
3.0 - 3.5	LOW	Less than majority of skills performed consistently with excellent technique
3.5 - 4.5	MID	Majority of skills performed consistently with excellent technique
4.5 - 5.0	HIGH	Most to all skills performed consistently with excellent technique

Flyer body positions (flexibility in stretches, body tension, pointed toes), Base stance, grips mastery of skills.

ROUTINE CREATIVITY		
2.5 - 3.0	BELOW	Routine does not demonstrate consistent flow, creativity of skills and use of team strength.
3.0 - 3.5	LOW	Routine demonstrates some consistent flow, creativity of skills and use of team strength.
3.5 - 4.0	MIN	Routine demonstrates moderate consistent flow, creativity of skills and use of team strength.
4.0 - 4.5	MID	Routine demonstrates average consistency of flow, creativity of skills and use of team strength.
4.5 - 5.0	HIGH	Routine demonstrates excellent consistency of flow, creativity of skills and use of team strength.

OVERALL IMPRESSION		
3.0 - 3.5	LOW	Less than majority of the building skills use innovative ideas within the appropriate level.
3.5 - 4.5	MID	Majority to Most of the building skills use innovative ideas within the appropriate level.
4.5 - 5.0	HIGH	Most to All of the building skills use innovative ideas within the appropriate level.

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JUDGING:

- Scoring split between 3 Judges
- Judge 1: Skill Variety, Skill Quantity, Athlete Technique
- Judge 2: Routine Difficulty, Routine Execution, Basket Difficulty, Basket Execution
- Judge 3: Pace Difficulty, Overall Impression, Routine Creativity, Showmanship
- **TOTAL SCORE:**
 - Level 1: 45 possible points
 - Levels 2-6: 55 possible points

QUANTITY SCORE DRIVERS:

- Refer to Level Appropriate Skills lists for LAPS (Level Appropriate Skills) and Elite Skills.
- Combinations of skills
- Repeated skills will not be counted twice.
- Skills that have a modified entry, transition or height will count as separate skills. (EXAMPLE: 1/2 up to Prep Level Stretch is counted as one skill and 1/2 up to Prep Level Arabesque is counted as another skill. Performing two 1/2 up to Prep Level Stretches with no differences will not gain credit as 2 skills in Skill Quantity).
- Non-Level Appropriate Skills can add to a Routine Creativity Score but will not count towards Skill Quantity.

SKILL VARIETY SCORE DRIVERS:

- To move up the range, routines must contain at least one of each type of Level Appropriate Skill- Twisting, Release, Shape, Inversion and Dismount.
- *Release and Inversions:* Level Appropriate versions are allowed that maintain contact to satisfy the Level Rules such as but not limited to switch ups or tick tock. Ground Level Inversions for Level 1 that then legally transition out are included.
- *Shape:* Liberty is not considered a body position. Heel Stretch, Front Stretch, Bow and Arrow, Arabesque, Scale, Scorpion and Spike and their varieties will be counted.
- A routine that has at least 1 LAP Twist, LAP Release, LAP Shape, and LAP Dismount will receive an instant score of 4.5. To score a 5.0 the group must ALSO perform a LAP Inversion.

PACE DIFFICULTY SCORE DRIVERS:

- **PAUSE** is defined when all members (at the same time) have at least one foot on the floor for more than 4 counts.
- Pace accounts for choreographed breaks and not FALLS. Load positions (upright and inverted) held for more than 4 counts and more than 2 dips in succession are considered a **PAUSE**.
- Repetitive PAUSES that are not necessary for an entry skill will lower the Pace score.
- Tumbling skills do not constitute a **PAUSE** until the tumbling skill is complete.

ROUTINE EXECUTION SCORE DRIVERS:

- Flyer form
- Base Technique (stance, distance, grips, power)
- Mistakes, errors and/or omissions
- Pace / Speed