



Group Stunt Scoring Guidelines 2019

Difficulty

Stunt Difficulty

Below	0.5 - 1	Less than 6 Level Appropriate skills including any Elite Skills OR 6 or more level appropriate skills, none of which are Elite Skills
Low	1 - 6	At least 6 Level Appropriate skills. 1 of which are Elite Skills
Medium	7 - 12	At Least 6 Level Appropriate skills, 2 of which are Elite Skills
High	13 - 20	At Least 6 Level Appropriate skills, 3 of which are Elite Skills

Identical skills will not be counted twice, however variations of the same skill can be counted twice, e.g. tick tick from lib to lib position and tick ticks from lib to heel stretch position are different variations. Once in range difficulty is determined by a combination of Elite Skills, Level Appropriate Skills, pace, and diversity of skills. Non-level appropriate skills will not be counted towards stunt difficulty, but can be considered for stunt creativity.

Toss Difficulty

Low	3	One level appropriate toss
Medium	6	Two basic level appropriate tosses
High	10	Two level appropriate tosses, one of which is NOT on the list below.

- Level 2: Straight ride with no arm motions
- Level 3: Toe touch, basic full twist, pike
- Level 4: kick full, double twist
- Level 5: kick double





Execution

Base/s Execution for Stunts and Tosses

Low	1 - 6	Less than 50% of skills are performed with excellent precision
Medium	7 - 12	50% of skills are performed with excellent precision and form
High	13 - 20	75% of skills are performed with excellent precision and form

Good timing and grips, completion of skills, and minimal movement in stunts

Top (Flier) Execution for Stunts and Tosses

Low	1 - 3	Less than 50% of skills are performed with excellent precision and form
Medium	4 - 6	50% of skills are performed with excellent precision and form
High	7 - 10	75% of skills are performed with excellent precision and form

Standing tall in stunts, locking out, form, body positions, flexibility and appearance in stunt





Showmanship

Creativity/Visual Effect/Transitions

Low	1 - 3	Below average choreography, visual appeal, transitions, creativity
Medium	4 - 6	Average choreography, visual appeal, transitions, creativity
High	7 - 10	Excellent choreography, visual appeal, transitions, creativity

Choreography that creates visual appeal, and unique, intricate and innovative arrangement of skills. Pace, number of transitions, seamless flow and connection of skills, visual elements

Performance

Low	1 - 3	Below average expression and energy, low level of excitement
Medium	4 - 6	Average expression and energy, average level of excitement
High	7 - 10	Excellent expression and energy, high level of excitement

Excitement level of routine, use of expression, and energy





Deductions

Minor fall	1 point	Uncontrolled cradling, dismounting or lowering a building skill (not timing issues). Base or spotter falling to the floor during a building skill
Major Fall	2 points	Falls from an individual stunt or toss to the floor (top person lands on floor or multiple bases/spotters land on floor)
Legality	3 points	Out of level skill

Age Grid

All Group Stunt Specialty items are required to follow the NZCU age grid, no exceptions apply.

