



2019-2020 Difficulty Scoring Rubric Partner Stunt

STUNT SKILLS RUBRIC

A minimum of 60% of the skills executed must fall within the difficulty range in order to receive the points for that skill range.

The skills below are listed as a base for difficulty points and are not intended to be a **CHECKLIST** for a team's skills placed in a routine.

DIFFICULTY	EXECUTION
0 - 2 points Walk up chair Toss chair Toss "genie" Overhead "strong man"	0 - 4 points Less than 50% of skills were executed with excellent precision and form.
3 - 5 points Walk up hands Toss hands Press extension	5 - 8 points 50-75% of skills were executed with excellent precision and form.
6 - 8 points Toss extension Hands liberty Full down dismounts Body positions Hands cupie	9 - 12 points 75-90% of skills were executed with excellent precision and form.
9 - 10 points Full up to prep or extension Toss liberty Toss cupie Low to high tick tocks High to high tick tocks Hand in hand skills	13 - 15 points 90% or more of skills were executed with excellent precision and form.