

Group Stunt/Partner Stunt 2026

STUNT DIFFICULTY

- 0 Pts: No Stunts Shown
1-5 Pts: Less than 8 Different Level Appropriate Skills
6-10 Pts: 8 Different Level Appropriate Skills
11-15 Pts: 8 Different Level Appropriate Skills including medium level of difficulty
16-20 Pts: 8 Different Level Appropriate Skills including high level of difficulty

Once in range a team may be awarded one point for each of the following difficulty drivers:

- Degree of Difficulty of Skills Shown + additional skills
- Variety of Skills Shown (including entries/transitions/dismounts)
- Pace
- Percent of Team Participation

STUNT EXECUTION

- 0 Pts: No Stunts Shown
1-5 Pts: All Stunts had technique issues
6-10 Pts: Most Stunts had technique issues
11-15 Pts: Some Stunts had technique issues
16-20 Pts: Minimal Stunts had technique issues

TOSS DIFFICULTY

- 0 Pts: No Tosses Shown
3 Pts: Below Level Toss is Performed
4 Pts: 1 Level Appropriate Toss is Performed
5 Pts: 2 Level Appropriate Tosses are Performed

TOSS TECHNIQUE

Teams will start at 5.0 and be deducted one point for each of the following drivers:

- Top Person
- Sync/Timing
- Bases/Cradle
- Height

CREATIVITY

- 9.0-10.0: This includes innovative, visual, and intricate ideas, as well as any additional skills performed to enhance the overall appeal

PERFORMANCE

- 4.0-5.0: The groups ability to demonstrate a high level of energy and excitement while maintaining genuine enthusiasm and showmanship. This will include appropriate athlete impression throughout the routine

OVERALL IMPRESSION

- 9.0-10.0: The groups ability to demonstrate precise pacing and seamless movement performed throughout the routine

Total Points Possible: 150 Pts

75 Points per Judge