



Cheer City Stunt Groups - 2024/2025

1. Building Difficulty:

When evaluating the Difficulty of a Stunt Group Routine, the below will be taken into consideration (but is not limited to):

- Utilisation of Elite Skills (In accordance with USS LAP skills list)
- Variety of Skill types being performed e.g. Dismounts, Inversion, Release, Twists
- Assessment of whether Stunts are being performed at the max. height, allowed within the level
- Use of LAP Single or Dual based skills
- Pace of skills being performed

2. Building Execution:

When evaluating the Execution of a Stunt Group Routine, the Proficiency and form of the below will be taken into consideration (but is not limited to):

- Top Person
- Bases/Spotters
- Stunt Entries
- Stunt Transitions
- Stunt Dismounts

3. Routine Flow:

When evaluating the Flow of a Stunt Group Routine, the following will be taken into consideration (but is not limited to):

- The frequency of Set Downs to the Performance Surface
- The length that skills are held
- Overall Pace of routine
- Consistency in routine pace



4. Building Creativity:

When evaluating the Creativity of a Stunt Group Routine, the following will be taken into consideration (but is not limited to):

- Innovation of Stunt Entry
- Innovation of Stunt Transitions
- Innovation of Stunt Dismounts
- Use of unique ideas such as Level Changes and Movement

5. Overall Impression:

When evaluating the Overall Impression of a Stunt Group Routine, the following will be taken into consideration (but is not limited to):

- Energy and Confidence
- Showmanship and Projection
- Routine Difficulty and Execution (if this has an impact on the Overall impression)
- Routine Flow and Creativity (if this has an impact on the Overall impression)

6. Safety/Deductions

For all Stunt Group Divisions, United Scoring Deductions will apply. The following are the most common Safety and Deduction violations associated with Stunt Group routines, however this is not an exhaustive list:

- Out of level building skills: 0.1
- Building All Level Rules 0.5
- Building Bobble: 0.25
- Building Fall: 0.75
- Major Building Fall: 1.25
- Time limit violation (stunt routines should be maximum 1 minute 15 seconds) 0.05

Scoring:

- For each of the above sections on the scoresheet (1-5) the scoring range is between 0 – 10.0.
- Please note: Scoring is comparative within the Division