



## PARTNER STUNT

Judge number:      Team name:

### STUNTS AND TOSSES (75 POINTS)

#### EXECUTION OF TECHNIQUE

Execution of proper technique to perform stunts, making the stunts appear to be easy.

**30 POINTS** \_\_\_\_\_

#### DIFFICULTY

Difficulty, and the ability to perform stunts in the routine. Also including not setting out of the stunts, continual transitions, one arm stunts, toss stunts, etc. (difficulty based on progressions)

**25 POINTS** \_\_\_\_\_

#### FORM AND APPEARANCE OF STUNTS

This includes not moving on stunts, arms straight, flexibility of stunts in good position, straight line with base and top, comfortable facial expressions, etc.

**20 POINTS** \_\_\_\_\_

### OVERALL PERFORMANCE (25 POINTS)

#### TRANSITIONS

Pace of transitions, visual effect and creativity of the transitions, matching specific points in music, difficulty and technique maintained during transitions.

There should be as few "breaks" in the routine as possible.

**15 POINTS** \_\_\_\_\_

#### SHOWMANSHIP

Excitement level of routine, routine is choreographed to music, and stunts hit to beats of music, creative stunts and/or visuals, quick pace, facials, and energy.

**10 POINTS** \_\_\_\_\_

**100 POINTS POSSIBLE**

**TOTAL** \_\_\_\_\_

**COMMENTS:**