

Wisconsin Association of Cheer & Pom Coaches, Inc.

Coed

STUNT GROUP

	Team:	
Judge:	Division:	
	Performance:	Comp Year:

STUNTS EXECUTION									
Execution Driver	Execution Score	Max Score	Judge Comments						
Strong Top Person Technique - locked legs		1							
Strong Top Person Technique - motions / body positions		1							
Strong Base Technique - locked arms		1							
Strong Base Technique - use of legs		1							
Strong Technique - tight core		1							
Perfect Control		1							
Correct Dismount & Tosses Technique		1							
Perfect Synchronization / Timing		1							
Perfect Spacing		1							
Cleanly Performed Higher Skills in Difficulty Level		1							
Stunts Execution Score		10							
ROUTINE EXECUTION									
Execution Driver	Evecution Coore	May Coore	ludge Comments						

Creativity- Unique Stunt Sequences/Skills 2 Incorporated Good Pace: Minimal Downtime, Limited Non-Stunting 2 Time Transitions: Incorporated & Controlled 2 Impact: Strong Coordination between Visual 2 Elements Showmanship: Engaging, Energy Maintained, 2 Confident **Routine Execution Score** 10 **TOTAL SCORE** 20



Judge:	
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Comp Year:

Performance:

COED STUNT DIFFICULTY										
DEFINITION INVERSION RELEASE TWISTING DISMOUNT COED										
INVERSION		COED								
To prep without release	To extended (vertical/horizontal)	Full to prep	MATE EE	Full twist from extension	Hands					
	High to low (1 or 2 leg)	1/2 to extended single				Press Extension				
To below prep with release	To prep (vertical/horizontal) with 1/2 + twist	t Modified full to extended single leg+		Full to 1¼ twist from extended single leg		Assisted SKILLED coed skills				
SKILLED (straight = toss or walk in)										
To extended+ without release	To single leg+ (switch up)	Full to extended		2+ trick without twist		Straight to extended				
To prep		Prep to prep full High to low (1 or 2 leg) Full to extended single leg		Full to 1¼ twist from extended	Press to extended single leg+					
from below prep+ with release	INTERMEDIATE release with 1/2 + twist			single leg body position	Assisted ADVANCED coed skills					
		ADVANO	ED LEVE	L						
To extended+ from below prep+ with release	Low to high - single leg, switch foot ending in single leg+	Low to high full to extended+			Straight to extended single leg +					
Handstand to prep with release	High to high - single leg, switch foot ending in single leg+	Full to extended single leg body position		2 trick including twist		Press One Arm Extended				
To prep from ground with release	SKILLED release with 1/2 + twist	1 1/2+ to extended (2 leg)				Assisted EXPERT coed skills				
		EXPER	T LEVEL							
To extended+ from ground with release (with or without twist)	Low to high - body position switch foot to body position	1 1/2+ to extended single leg body position High to high ending in 2 leg High to High ending in single leg+ Double twist to extended+			Straight to extended one arm					
Handstand to extended+ with release	High to high - body position switch foot to body position			3+ trick including twist	Straight to extended single leg body position					
ADVANCED inversion with 1/2 +Twist	ADVANCED release with 1/2 + Twist									
	COED CTUNE TYPE OF	CVIII DEDECORATE			60	ED CTUNE VARIETY OF CTUNE TYPES				
COED STUNT- TYPE O Base Score *must be c		ned skills*			10	10 1 stunt from all 5 of the 5 stunt categories				
	3 Skills	4 Skills	Bonu	s (Max 1) *must be coed skills*	8	1 stunt from 4 of the 5 stunt categories				
Intermediate	3.5	4.5		0.4	6	1 stunt from 3 of the 5 stunt categories				
Skilled	5.0	6.0		0.6	4 2	1 stunt from 2 of the 5 stunt categories				
Advanced	6.5	7.5		0.8		1 stunt from 1 of the 5 stunt categories				
Expert 8.0 Base Score		9.0 1.0 Bonus Score (max 1)				Stunt Variety Score				
	30 30010	Boll	143 3001	c (max 1)		/10				
	Stunt Difficulty Score			Overa	Overall Stunt Difficulty Score					
			/10			/20				