

NDCCA Stunt Group Scoring Rubric

Category	Description	Score Range	Scoring Guidelines	Comments:
Difficulty	Evaluates the challenge and complexity of stunts, transitions, and sequences performed.	0-10	9–10: Elite; Extremely challenging skills; advanced transitions; consistent group synchronization. 7–8: Advanced stunts; some variety; mostly clean transitions. 5–6: Intermediate difficulty; limited stunt variety. 3–4: Novice stunts; minimal transitions. 0–2: Basic skills; simple or repetitive skills.	***See difficulty rubric***
Creativity	Measures originality, innovation, and choreography design within the stunt sequence.	0-10	9–10: Highly original, dynamic, and engaging routine; unique formations or transitions. 7–8: Creative elements present; good variety of stunts. 5–6: Some creative touches; mostly conventional routines. 3–4: Few creative elements; predictable or repetitive. 0–2: No originality or variation.	
Execution	Assesses precision, synchronization, and overall cleanliness of the performance.	0-10	9–10: Extremely clean and synchronized; flawless performance with strong confidence. 7–8: Minor timing or form errors; mostly smooth execution. 5–6: Noticeable inconsistencies; several balance or timing issues.	

			3–4: Frequent errors; noticeable instability. 0–2: Poor execution; multiple falls or incomplete stunts.	
Technique	Evaluates body control, form, stability, and proper stunt mechanics.	0-10	9–10: Excellent form and body control; precise grips and positions. 7–8: Good technique with minor flaws. 5–6: Average technique; some inconsistencies in body lines or grips. 3–4: Weak control or alignment; improper technique in several areas. 0–2: Poor form or unsafe technique.	
Overall Impression	Reflects the overall effect, energy, and professionalism of the performance.	0-10	5: Outstanding performance; captivating, confident, and cohesive. 4: Strong energy and team presence; minor lapses in connection or energy. 3: Average presentation; lacks impact or cohesion. 2: Limited enthusiasm or engagement. 0–1: Unengaging or incomplete performance.	