

ICC Scoring

2023/2024 season

Coed Non Tumble All Star
Levels 3+
& International Divisions



Quantities for Majority

Number of Athletes	Stunt Groups	Toss Groups	Tumble/Jumps Athletes
5 (Allstar Minimum)	1	1	3
6	1	1	4
7	1	1	4
8	2	1	5
9	2	1	5
10 (Int. Minimum)	2	2	6
11	2	2	6
12	2	2	7
13	2	2	7
14	2	2	8
15	2	2	8
16	3	2	9
17	3	2	9
18	3	2	10
19	3	2	10
20	3	3	11
21	3	3	11
22	3	3	12
23	3	3	12
24 (International Max)	4	3	13
25	4	3	13
26	4	3	14
27	4	3	14
28	4	3	15
29	4	3	15
30 (Non-Tumble Max)	4	4	16

Jumps

DIFFICULTY/EXECUTION (0-5 Points)

0 Pts: No Jumps Shown

1-2 Pts: Majority of the team perform less than 3 advanced jumps. Poor Jump Technique

2-3 Pts: Majority of the team perform 3 advanced jumps. Average Jump Technique

3-4 Pts: Majority of the team perform 3 advanced jumps. Good Jump Technique

4-5 Pts: Majority of the team perform 3 advanced jumps. Excellent Jump Technique

To get into range a judge will consider:

Flexibility, Motion Placement/Arm Swing, Leg Placement/ Landings

Once in range a team will be awarded **0.25 Pts** based on:

- **Percentage of team participation**
- **Sync**
- **Variety**
- **Connected Jumps**



Building

Stunts

DIFFICULTY (0-20 Points)

- 0 Pts: No Stunts Shown**
- 1-5 Pts: Less than majority show 1 or 2 Different Level Appropriate Skills**
- 6-10 Pts: Majority show 4 Different Level Appropriate Skills**
- 11-15 Pts: Majority 4 Different Level Appropriate Skills plus at least 1 Coed Stunt, showing a medium level of difficulty**
- 16-20 Pts: Majority 4 Different Level Appropriate Skills plus at least 1 Coed Stunt, showing a 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
- Majority of groups are Single Based/Assisted Single Based

Pyramid

DIFFICULTY (0-20 Points)

- 0 Pts: No Skills or Structures**
- 1-5 Pts: Less than 5 level appropriate skills or less than 2 Structures**
- 6-10 Pts: Less than Majority perform 5 skills & 2 Structures**
- 11-15 Pts: Majority perform 5 skills & 2 Structures**
- 16-20 Pts: Majority perform 5 Skills & 2 Structures including a 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

EXECUTION/TECHNIQUE for STUNTS and PYRAMID 0-20 Points)

- 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**

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

- Top Person/Flyer (Flexibility/Body Control/Arms & Motions)
- Bases/Spotters (Feet Stationary, Excessive Movement)
- Sync/Timing
- Dismount/Entries/Transitions (Control, Cradles, Proper Load In)



Building

Tosses

DIFFICULTY (0-5 Points)

0 Pts: No Tosses Shown

1-2 Pts: Out of Level Toss

2-3 Pts: Less than majority perform One Level Appropriate Toss

3-5 Pts: Majority perform One Level Appropriate Toss

Once in a range a team will be awarded on including the following:

- **Additional Tosses** (must be a different toss to the toss performed by majority)
- **Degree of Difficulty**

EXECUTION/TECHNIQUE (0-5 Points)

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

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

Examples of Level Appropriate and Advanced Tosses

Level 2: Only Straight Ride Level Appropriate AND Advanced

Level 3:

Level Appropriate: Ball Arch, Pretty Girl Arch, Pike, Toe Touch, Ball X

Advanced: Single Twisting

Level 4:

Level Appropriate: Ball Kick, Pike X, Hitch Kick, Switch Kick

Advanced: Double Twisting or SKILL + Single Twist E.G Kick Full

Level 5:

Level Appropriate: 3 Skills with NO Rotation E.G Pike Hitch Kick

Advanced: 2 Skills with Rotation E.G Hitch Kick Full

Level 6:

Level Appropriate: 1 Skill + Two Rotations E.G Kick Double Twisting

Advanced: 2 Skills + 2 Rotations E.G Switch Kick Double Twisting

Level 7:

Level Appropriate: Inverted Skills

Advanced: Inverted Twisting Skills



Overall

DANCE

DIFFICULTY (0-2.5 Points)

0-1 Pts: Dance has **minimal** incorporations of level changes and formation changes with dance skills that create **minimal** visual effects with seamless transitions, **few** footwork, partner work, floor work skills.

Low entertainment value and poor pace

1-2 pts: Dance has **incorporations** of level changes and formation changes with dance skills that create **some** visual effects with seamless transitions, footwork, partner work and floor work skills.

Medium entertainment value and good pace

2-2.5 Pts: Dance has **multiple** incorporations of level changes and formation changes with dance skills that create **many** visual effects with seamless transitions, **variety** of footwork, partner work and floor work.

High entertainment value and great pace.

EXECUTION (0-2.5 Points)

0-1 Pts: Low energy and poor stamina. Lack of sync and uniformity. No body control or motion technique shown

1-2 Pts: Good energy and stamina. Sync of elements mostly together and average uniformity. Some Body control and motion technique.

2-2.5 Pts: High energy and entertainment value. Great synchronisation with strong pace. Good body control and great technique.

FORMATIONS/TRANSITIONS (1-10 Points)

1-3 Pts: Below average in spacing, seamless pattern of movement, degree of difficulty with timing problems throughout routine along with poor use of floor with minimal visual elements.

3-8 Pts: Average spacing and seamless patterns of movement. Average degree of difficulty, few timing problems with average use of floor and visual elements.

8-10 Pts: Above average to excellent in spacing, seamless patterns of movement and degree of difficulty. Formation changes and cleanly executed with little to no timing problems. Formation changes throughout the routine that add to visual impact and excitement of routine. Wonderful use of total floor.

OVERALL ROUTINE IMPRESSION AND SHOWMANSHIP (1-10 Points)

1-3 Pts: Below average effectiveness in performing a comprehensive and positive memorable experience. Below majority of team committing to impressive performance and showmanship.

3-8 Pts: Average effectiveness in performing a comprehensive and positive memorable experience. Some of team committing to impressive performance and showmanship.

8-10 Pts: Above average effectiveness in performing a comprehensive and positive memorable experience. Substantial number of team committing to exceptional performance and showmanship.



Creativity

STUNT CREATIVITY (1-5 Points)

- 1-2 Pts: Less than 25% visual, unique, and intricate ideas
- 2-4 Pts: 50% visual, unique, and intricate ideas
- 4-5 Pts: 75%+ visual, unique, and intricate ideas

Entries, Exits, Transitions

ROUTINE CREATIVITY (1-5 Points)

- 1-2 Pts: Less than 25% visual, unique, and intricate ideas
- 2-4 Pts: 50% visual, unique, and intricate ideas
- 4-5 Pts: 75%+ visual, unique, and intricate ideas

