

# ICC Scoring

## 2023/2024 season

### Global 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
31	4	4	16
32	5	4	17
33	5	4	17
34	5	4	18
35	5	4	18
36	5	4	19
37	5	4	19
38	5	4	20

# Cheer

- **Comparative Scoring:** Scores are relative to performance at the day's event compared to other teams in your division and/or level.
- Points will be awarded in tenths (1/10)
- The Cheer portion of the routine **MUST** be the first portion of the routine (before the Music portion)
- **CHEER CRITERIA:** Crowd Leading - Native Language Encouraged Crowd Effectiveness- Voice, Pace & Flow. Ability to lead the crowd for team's nation, team/program, delegation and all spectators. Proper use of signs, poms, megaphones, flags, motion technique. Practical use of Stunts/pyramids to lead the crowd. Execution.

## Time Limits

- 30 second minimum to 40 second maximum for the opening Cheer portion
- 20 second maximum to move from cheer portion and set up for the music portion
- 2:30 maximum for the music portion

## **CHEER CRITERIA (0-10 Points)**

**0 Pts:** No Cheer Shown

**1-10 Pts:** Crowd Leading - Native Language Encouraged Crowd Effectiveness- Voice, Pace & Flow. Ability to lead the crowd for team's nation, team/program, delegation and all spectators. Proper use of signs, poms, megaphones, flags, motion technique. Practical use of Stunts/pyramids to lead the crowd. Execution.

# Tumbling

## Standing/Running Tumbling

### DIFFICULTY (0-5 Points)

- 0 Pts:** No Level Appropriate Passes Shown
- 1-2 Pts:** Less than Majority perform Level Appropriate Pass
- 2-3 Pts:** Majority perform Level Appropriate Pass
- 3-4 Pts:** Majority perform Level Appropriate Pass including medium level of difficulty
- 4-5 Pts:** Majority perform Level Appropriate Pass including high level of difficulty

- For levels 1-4 individual passes are NOT considered in the scoring process

Once in range a team may be awarded points based on the following difficulty drivers:

- **Scale of Difficulty of Skills Shown: 0.0 – 0.4 Pts**
- **Variety of Passes Shown: 0.0 – 0.2 Pts**
- **Percent of Team Participation: 0.0 – 0.2 Pts**
- **Number of Synced Passes: 0.0 – 0.2 Pts**

### EXECUTION/TECHNIQUE (0-5 Points)

*Standing and Running tumble execution will be scored separately - 5 points each*

- 1-2 Pts:** All tumbles had technique Issues
- 2-3 Pts:** Most tumbles had technique Issues
- 3-4 Pts:** Some tumbles had technique Issues
- 4-5 Pts:** Minimal Technique Issues

Once in range a team may be deducted 0.25 points for each of the following drivers:

- **Synchronisation/Timing**
- **Approach**
- **Landings**
- **Body Control**

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## 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 points 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 4 Different Level Appropriate Skills**  
**6-10 Pts: Majority show 4 Different Level Appropriate Skills**  
**11-15 Pts: Majority 4 Different Level Appropriate Skills including medium level of difficulty**  
**16-20 Pts: Majority 4 Different Level Appropriate Skills including 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

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## Pyramid

### DIFFICULTY (0-20 Points)

- 0 Pts: No Skills or Structures**  
**1-5 Pts: Less than 4 level appropriate skills or less than 2 Structures**  
**6-10 Pts: Less than Majority perform 4 skills & 2 Structures**  
**11-15 Pts: Majority perform 4 skills & 2 Structures**  
**16-20 Pts: Majority perform 4 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.

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### 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.

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### 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

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## ROUTINE CREATIVITY (including tumble) (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

