

ICC Scoring

2023/2024 season

Novice Divisions



Tumbling

Jumps

DIFFICULTY/EXECUTION (0-5 Points)

- 0 Pts: No Jumps Shown**
- 1-2 Pts: Poor Jump Technique**
- 2-3 Pts: Average Jump Technique**
- 3-4 Pts: Good Jump Technique**
- 4-5 Pts: 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

EXECUTION (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)

Pyramid

EXECUTION (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)



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)

1-3. Pts: Less than 25% visual, unique, and intricate skills

4-7 Pts: 50% visual, unique, and intricate skills

8-10 Pts: 75%+ visual, unique, and intricate skills

Entries, Exits, Transitions

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

