

ICC Scoring

2025/2026 season

PREP DIVISIONS



Quantities for Majority

Number of Athletes	Stunt Groups	(Worlds)	Toss Groups (All)	Tumble/Jumps Athletes
5 (Allstar Minimum)	1		1	3
6	1		1	4
7	1		1	4
8	1		1	5
9	1		1	5
10	1		1	6
11	1		1	6
12	2		1	7
13	2		1	7
14	2		1	8
15	2		1	8
16 (Worlds Minimum)	3	3	2	9
17	3	3	2	9
18	3	3	2	10
19	3	3	2	10
20	4	3	3	11
21	4	3	3	11
22	4	3	3	12
23	4	3	3	12
24 (International Max)	4	4	3	13
25	5	4	3	13
26	5	4	3	14
27	5	4	3	14
28	5	4	3	15
29	5	4	3	15
30 (Non-Tumble Max)	5	4	4	16
31	6		4	16
32	6		4	17
33	6		4	17
34	6		4	18
35	6		4	18
36	6		4	19
37	6		4	19
38	6		4	20

Tumbling

Standing/Running Tumbling

DIFFICULTY (0-5 Points) - Cumulative throughout the routine

0 Pts: No skills shown

0.1 - 2.0 Pts: Less than Majority perform a Level Appropriate Pass or Majority perform below Level Appropriate

2.1 - 4.0 Pts: Majority perform a Level Appropriate Pass (including multiple passes and synced passes)

4.1 - 5.0 Pts: Majority perform a Level Appropriate Pass (including multiple passes and synced passes as well as incorporating a number of drivers)

Note: For levels 1-4 individual passes are NOT considered in the scoring process, levels 5-7 individual passes WILL be considered in the scoring process

The drivers being considered when scoring/comparing teams are:

- Degree of Difficulty of Passes
- Percent of Team attempting passes (original vs recycled athletes)
- Number of Synced Passes
- Speciality combination passes
- Variety of passes
- Additional skills and combination of skills

EXECUTION (0-5 Points)

0 Pts: No Skills performed

0.1 - 2.0 Pts: Below Average

2.1 - 4.0 Pts: Average

4.1 - 5.0 Pts: Above Average

The drivers being considered when scoring/comparing teams are::

- Synchronisation/Timing
- Approach
- Landings
- Body Control

Jumps

DIFFICULTY (0-5 Points)

0 Pts: No Jumps Shown

0.1 - 4.0 Pts: Less than Majority perform 2 advanced jumps OR Majority perform less than 3 advanced jumps

4.1 - 5.0 Pts: Majority perform 2 advanced jumps

Advanced jumps are: Herkie, Hurdler, Toe Touch, Pike, Double Nine

The drivers being considered when scoring/comparing teams are:

- % of team participating in jumps
- Variety of jumps performed
- Connected Jumps performed

Execution (0-5 Points)

0 Pts: No Skills performed

0.1 - 2.0 Pts: Below Average

2.1 - 4.0 Pts: Average

4.1 - 5.0 Pts: Above Average

The drivers being considered when scoring/comparing teams are:

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



Building

Stunts

DIFFICULTY (0-20 Points)

0	Pts:	No Stunts Shown
1.0 - 5.0	Pts:	Less than majority perform a Level Appropriate Skill
5.0 - 11.0	Pts:	Majority perform less than 3 Level Appropriate Skills
11.0 - 17.0	Pts:	Majority perform 3 Level Appropriate Skills showing some level of difficulty
17.0 - 20.0	Pts:	Majority perform 3 or more Level Appropriate Skills showing a HIGH level of difficulty making use of multiple drivers

Note: Stunt difficulty scores are cumulative throughout the routine

The drivers being considered when scoring/comparing teams are:

- Degree of Difficulty of Skills Shown + additional skills
- Variety of Skills Shown (including entries/transitions/dismounts)
- Pace
- Percent of Team Participation

Pyramid

DIFFICULTY (0-20 Points)

0	Pts:	No Stunts Shown
1.0 - 5.0	Pts:	Less than majority perform 3 Level Appropriate Skills + 2 Structures
5.0 - 11.0	Pts:	Majority perform less than 3 Level Appropriate Skills + 2 Structures
11.0 - 17.0	Pts:	Majority perform 3 Level Appropriate Skills + 2 Structures showing some level of difficulty
17.0 - 20.0	Pts:	Majority perform 3 or more Level Appropriate Skills + 2 Structures showing a HIGH level of difficulty making use of multiple drivers

The drivers being considered when scoring/comparing teams are:

- Degree of Difficulty of Skills Shown + Additional Skills
- Variety of Skills Shown (including entries/transitions/dismounts)
- Pace
- Percent of Team Participation

EXECUTION for STUNT and PYRAMID (0-20 Points Each)

0	Pts:	No Stunts Shown
1.0 - 5.0	Pts:	Below Average Technique Shown with all driver issues
5.0 - 11.0	Pts:	Below Average Technique Shown with many driver issues
11.0 - 17.0	Pts:	Average Technique Shown with some driver issues
17.0 - 20.0	Pts:	Above Average Technique Shown with little to no driver issues

The drivers being considered when scoring/comparing teams are:

- 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 (0-5 Points)

0 Pts: No Skills performed
0.1 - 2.0 Pts: Below Average
2.1 - 4.0 Pts: Average
4.1 - 5.0 Pts: Above Average

The following are considered:

- Visual Elements
- Variety of Levels
- Formation Changes
- Pace & Intricacy
- Footwork & Floorwork
- Partner Work
- Team Participation

EXECUTION (0-5 Points)

0 Pts: No Skills performed
0.1 - 2.0 Pts: Below Average
2.1 - 4.0 Pts: Average
4.1 - 5.0 Pts: Above Average

The following are considered:

- Perfection
- Synchronisation
- Precision of Spacing
- Uniformity
- Arm/Motion Placement
- Entertainment Value
- Energy Level

FORMATIONS (1-10 Points)

A team's ability to demonstrate precise spacing, uniform timing, strong pace, and seamless flow between elements

0 Pts: No Skills performed
0.1 - 4 Pts: Below Average
4.1 - 8 Pts: Average
8.1 - 10 Pts: Above Average

ROUTINE CREATIVITY (1-10 Points)

A team's ability to consistently demonstrate innovative, visual, and creative ideas throughout all routine elements

0 Pts: No Skills performed
0.1 - 4 Pts: Below Average
4.1 - 8 Pts: Average
8.1 - 10 Pts: Above Average

PERFORMANCE (1-5 Points)

A team's ability to demonstrate high levels of energy, entertainment value, confidence, and showmanship

0 Pts: No Skills performed
0.1 - 2.0 Pts: Below Average
2.1 - 4.0 Pts: Average
4.1 - 5.0 Pts: Above Average

