

ICC Scoring

2025/2026 season

**IASF, SENIOR & UNIVERSITY
COED NON-TUMBLE
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 (Allstar 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 (University Max)	6		4	20

Tumbling

Jumps

DIFFICULTY (0-5 Points)

0 Pts: No Jumps Shown

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

4.1 - 5.0 Pts: Majority perform 3 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 4 Level Appropriate Skills
- 11.0 - 17.0 Pts: Majority perform 4 Level Appropriate Skills showing some level of difficulty including at least one coed style skill
- 17.0 - 20.0 Pts: Majority perform 4 or more Level Appropriate Skills showing a HIGH level of difficulty making use of multiple drivers including a coed style skills performed by MAJORITY.

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 4 Level Appropriate Skills + 2 Structures
- 5.0 - 11.0 Pts: Majority perform less than 4 Level Appropriate Skills + 2 Structures
- 11.0 - 17.0 Pts: Majority perform 4 Level Appropriate Skills + 2 Structures showing some level of difficulty
- 17.0 - 20.0 Pts: Majority perform 4 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)



Building

Tosses

DIFFICULTY (0-5 Points)

- 0 Pts: No Tosses Shown**
0.1 - 2.0 Pts: Out of Level Toss
2.1 - 3.0 Pts: Less than majority perform a Level Appropriate Toss
3.1 - 5.0 Pts: Majority perform a Level Appropriate Toss

Once in a range a team will be scored and compared using the following drivers:

- **Use of Additional Tosses & Variety**
- **Percent of Team Participation/Number of Tosses**
- **Degree of Difficulty of Toss 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

Once in range team will be scored and compared with the following drivers being considered:

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



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

