

# 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

**4.1 - 5.0 Pts:** Majority perform a Level Appropriate Pass (including multiple 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

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## 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

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## 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

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### 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

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### 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

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### 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

