

# 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 2 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

