

2021-2022

ICC SCORING RUBRIC

The below divisions will utilize the following rubric:

L1: Tiny, Mini, Youth, Junior & Senior

L2: Mini, Youth, Junior & Senior

L3: Mini, Youth, & Senior

L4: Youth, Junior, & Senior

L4.2: Senior

L5: Youth, Junior & Senior

L6: Junior & Junior COED

+ INTERNATIONAL EQUIVALENTS OF THESE DIVISIONS

2021 - 2022 ALL STAR SCORING SYSTEMS - OVERALL LEVELS 1-5 & 6JR

STUNT CREATIVITY

1.5 - 2.5

- Stunt skills incorporate visual, unique or innovative ideas.
- This includes level and non-level appropriate skills.
- This may include: Entries, Transitions, Dismounts clarity & Flow.

PYRAMID CREATIVITY

1.5 - 2.5

- Pyramid skills incorporate visual, unique or innovative ideas.
- This includes level and non-level appropriate skills.
- This may include: Entries, Transitions, Dismounts, Clarity and Flow.

ROUTINE COMPOSITION

9.0 - 10

- A team's ability to demonstrate the following throughout the routine. Precise spacing, Formations and Transitions
- This also includes innovative, visual and intricate ideas, as well as any additional skills performed to enhance overall appeal

DANCE

9.0 - 10

- A team's ability to demonstrate a high level of energy and entertainment value which may incorporate visual elements, variety of levels, formation changes, footwork, floor work, partner work and pace
- Dance scores will include execution such as technique, perfection, synchronization , motion, strength and placement.

SHOWMANSHIP

9.0 - 10

- A team's ability to demonstrate high levels on energy and excitement while maintaining genuine enthusiasm. This will include appropriate impression throughout the routine.

2021 - 2022 ALL STAR SCORING SYSTEM - BUILDING LEVELS 1-5 & 6JR

STUNT DIFFICULTY

| | | |
|-----------|-------|--|
| 3.0 - 3.5 | BELOW | Skills performed do not meet low range requirements. |
| 3.5 - 4.0 | LOW | 4 different level appropriate skills performed by MOST of the team. |
| 4.0 - 4.5 | MID | 4 different level appropriate skills performed by MOST of the team, 1 of which is ELITE level appropriate skill. |
| 4.5 - 5.0 | HIGH | 4 different level appropriate skills performed by MOST of the team, 2 of which are ELITE level appropriate skills. |

TOSS DIFFICULTY

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| 4.0 | Less than MAJORITY of the team perform a toss. |
| 4.5 | MAJORITY of the team performs a level appropriate toss. |
| 5.0 | MAJORITY of the team performs a level appropriate toss rippled or synchronized in the same section. |
| Same Section - Single portion of the routine where skills from a skill set (Stunts, Pyramid, Tosses, Standing/running tumbling & jumps) are performed. | |

DIFFICULTY DRIVERS

- Degree of difficulty
- Percent of team participation (maximizing stunt groups based on the number of athletes)
- Combination of skills (level and non-level appropriate)
- pace of skills performed

ADDITIONAL INFORMATION

Skills that are not required to be synchronized may be cumulative to meet a difficulty requirement.

Stunt skills will only receive full credit if they show control through the pop or transitions to another skill.

L6 - All pyramid skills that are Level Appropriate in L5 will be given Level Appropriate credit.

Body positions: Lib and platform are no considered body positions. Body positions include: Heel Stretch, Bow & Arrow, Arabesque, Scale & Scorpion.

PYRAMID DIFFICULTY

| | | |
|-------------------------------|-------|--|
| 3.0 - 3.5 | BELOW | Skills performed do not meet low range requirements. |
| 3.5 - 4.0 | LOW | 2 different level appropriate skills and 2 *structures performed by MOST of the team |
| 4.0 - 4.5 | MID | 3 different level appropriate skills and 2 *structures performed by MOST of the team |
| 4.5 - 5.0 | HIGH | 4 different level appropriate skills and 2 *structures performed by MOST of the team |
| *STRUCTURES = PICTURE MOMENTS | | |

STUNT QUANTITY

BASED ON A TRADITIONAL GROUP OF 4 OR MORE, RIPPLED OR SYNCHRONIZED IN THE SAME SECTION WITHOUT RECYCLING ATHLETES

| | |
|-----|---|
| 4.0 | Less than a MAJORITY of the team performs a level appropriate building skill. |
| 4.2 | MAJORITY of the team performs a level appropriate building skill. |
| 4.4 | MOST of the team performs a level appropriate building skills |
| 4.6 | Less than a MAJORITY of the team performs the same Elite level appropriate building skills. |
| 4.8 | MAJORITY of the team performs the same Elite level appropriate building skills. |
| 5.0 | MOST of the team performs the same Elite level appropriate building skills. |

BUILDING QUANTITY CHART

| # OF ATHLETES | NUMBER OF GROUPS | |
|---------------|------------------|------|
| | MAJORITY | MOST |
| 5 - 11 | 1 | 1 |
| 12 - 15 | 1 | 2 |
| 16 - 19 | 2 | 3 |
| 20 - 23 | 3 | 4 |
| 24 - 30 | 4 | 5 |
| 31 - 38 | 5 | 6 |

2021-2022 ALL STAR SCORING SYSTEM - TUMBLING LEVELS 1-5 & 6JR

| JUMP DIFFICULTY | |
|-----------------|--|
| 3.5 | Skills performed do not meet 4.0 requirement. |
| 4.0 | Most of the team perform 1 advanced jump. |
| 4.5 | Most of the team perform 2 connected advanced jumps. Must be synchronized and include a variety. Tiny/Mini: Most of the team perform 2 advanced jumps, must be synchronized, but DO NOT need to be connected or include variety |
| 5.0 | Most of the team perform 3 connected advanced jumps or 2 connected advanced jumps plus 1 additional jump. Must be synchronized and include variety. Tiny/Mini: Most of the team performs 3 advanced jumps, Must be synchronized, but DO NOT need to be connected or include variety |

| STANDING TUMBLE DIFFICULTY | | |
|----------------------------|--------------|---|
| 3.0 - 3.5 | BELOW | Skills performed do not meet low range requirement . |
| 3.5 - 4.0 | LOW | MOST of the team perform a level appropriate pass. |
| 4.0 - 4.5 | MID | MAJORITY of the team perform the same level appropriate pass which must be synchronized from initiation of the pass. |
| 4.5 - 5.0 | HIGH | MOST of the team perform the same level appropriate pass which must be synchronized from initiation of the pass, plus MAJORITY of the team performs an additional level appropriate pass. |

| RUNNING TUMBLE DIFFICULTY | | |
|---------------------------|--------------|---|
| 3.0 - 3.5 | BELOW | Skills performed do not meet low range requirement. |
| 3.5 - 4.0 | LOW | Less than a MAJORITY of the team performs a level appropriate pass. |
| 4.0 - 4.5 | MID | MAJORITY of the team performs a level appropriate pass. |
| 4.5 - 5.0 | HIGH | MOST of the team performs a level appropriate pass. |

| DIFFICULTY DRIVERS |
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| <ul style="list-style-type: none"> Degree of difficulty Percent of team participation Combination of skills Synchronization of passes Variety of passes |

| TUMBLING/JUMP QUANTITY CHART | | |
|------------------------------|----------|-------|
| # OF ATHLETES | MAJORITY | MOS T |
| 5 - 7 | 2 | 4 |
| 8 - 9 | 4 | 5 |
| 10 - 15 | 6 | 7 |
| 16 - 19 | 8 | 9 |
| 20 - 25 | 10 | 13 |
| 26 - 30 | 14 | 16 |
| 31 - 38 | 15 | 18 |

| JUMPS |
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| <ul style="list-style-type: none"> Variety: at least 2 different jumps. Performing the same jump with different legs does not constitute a variety. (i.e. left/right hurdler) Jump skills must land on feet to be considered level appropriate and receive difficulty credit. (i.e. jumps that land on knee(s) or seat etc, would not count) Basic Jump: Spread Eagle & Tuck Jump. Advanced Jumps: Pike, Right/Left Hurdlers (front or side), Toe touch. |

| STANDING TUMBLE DIFFICULTY |
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| In an effort to reduce the number of standing tumble passes performed in level 1-5 & 6JR, the following criteria will be used when awarding higher scores within a range: <ul style="list-style-type: none"> Degree of difficulty of the passes Variety of the passes Satisfies or exceeds the quantity requirement utilizing grouped or synchronized passes |

| ADDITIONAL INFORMATION |
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| <ul style="list-style-type: none"> L1-L5 & 6JR Standing Tumbling - Same level appropriate synchronized pass cannot be used to fulfil MAJORITY pass requirement. Tumbling passes must land on feet to be considered level appropriate and receive difficulty credit (i.e. jump 3/4 front flip to seat, back handspring which lands in prone position etc would not count) Jumps within a pass will not break up the pass (i.e. Toe touch - BHS - Toe touch - BHS is 1 pass in level 3) T jumps are not considered a jump and will break up a pass into 2 separate passes. L2 - No skills out of a RO that are ILLEGAL in L1 will count for level appropriate credit. L3 - No skills out of a BHS step out 1/2 turn that are ILLEGAL in L2 will count for level appropriate credit. L4 - Punch front forward roll will not count for level appropriate credit. L5 - No skills out of a tuck in standing tumbling that are ILLEGAL in L4 will count for level appropriate credit (i.e. BHS - Tuck - BHS or Tuck - BHS) |

2021-2022 ALL STAR SCORING SYSTEM - EXECUTION LEVEL 1-5 & 6JR

EXECUTION

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| 5.0 | <p>Athletes are expected to demonstrate excellent technique when performing each skill. A teams execution will be determined by all athletes performing the skill.</p> <ul style="list-style-type: none"> • Scores will start at 5.0 and may be reduced by .1, .2 or .3 based on the lack of technical execution of each driver. • .1 - Minor technique issue by the team, not just one athlete in Tumbling/Jumps or 1 athlete in Stunts/Pyramid/Tosses • .2 - Multiple technique issues by the team. • .3 - Widespread technique issues by the tea. • No more than .3 will be taken off for a single driver. • Stylistic differences will not factor into a team's execution score. |
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STUNT/PYRAMID DRIVERS

EACH DRIVER MAY INCLUDE, BUT IS NOT LIMITED TO, THE BELOW EXAMPLES:

| | |
|-------------------------|--|
| Top Person | <ul style="list-style-type: none"> • Motion placement • Legs straight/Locked and toes pointed • Uniform Flexibility • Body Control |
| Bases/Spotters | <ul style="list-style-type: none"> • Stability of the stunt • Solid stance • Positioned shoulder width apart • Feet stationary |
| Transitions | <ul style="list-style-type: none"> • Entries • Dismounts • Speed/Control/Flow from skill to skill |
| Synchronization* | <ul style="list-style-type: none"> • Timing |

*** Teams that do not perform at least 1 level appropriate skill/transition by 2 or more groups in stunts and pyramids will automatically receive .3 off for synchronization**

TOSS DRIVERS

EACH DRIVER MAY INCLUDE, BUT IS NOT LIMITED TO, THE BELOW EXAMPLES:

| | |
|-----------------------|--|
| Top Person | <ul style="list-style-type: none"> • Body Control • Consistent execution of skill/trick • Legs straight/Toes pointed • Arm Placement |
| Bases/Spotters | <ul style="list-style-type: none"> • Using arms/legs to throw together • Solid stance • Positioned shoulder width apart • Timing • Arms up to catch high • Legs used to absorb catch • Group positioned no more than shoulder width apart • Controlled • Cradle |
| Height | <ul style="list-style-type: none"> • Relative to the size of the athletes performing the toss |

Teams that do not perform at least 1 level appropriate toss by 2 or more groups will automatically receive .3 off for any driver that constitutes a reduction, regardless of the severity of the issue.

STANDING/RUNNING TUMBLING DRIVERS

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|-------------------------|--|
| Approach | <ul style="list-style-type: none"> • Arm placement into a pass/skill • swing/prep • Chest placement • Flow from skill to skill in a pass • Connection of pass/skill |
| Body Control | <ul style="list-style-type: none"> • Head placement • Arm/feet together • Hips • Legs placement in skills/pointed toes |
| Landings | <ul style="list-style-type: none"> • Controlled • Legs/feet together • Chest placement • Finished pass/skill • Incomplete twisting skills |
| Synchronization* | <ul style="list-style-type: none"> • Timing |

***Teams that do not perform 2 or more level appropriate passes synchronized in a group will automatically receive .3 off for synchronization**

JUMP DRIVERS

| | |
|------------------------|---|
| Leg Placement | <ul style="list-style-type: none"> • Straight Legs • Pointed toes • Hip placement/rotation • Hyperextension • Height • Legs/feet together |
| Arm Placement | <ul style="list-style-type: none"> • Arm position within jump(s) • Approach • Consistent entry • Swing/prep |
| Synchronization | <ul style="list-style-type: none"> • Timing |