

2021-2022

ICC SCORING RUBRIC

The below divisions will utilize the following rubric:

LEVELS 3, 4 & 5 Senior Coed, Open Coed Including IASF Divisions (Not IASF Levels 6&7)

2021-2022 ALL STAR SCORING SYSTEM - BUILDING LEVELS 3-5 SENIOR & OPEN COED

STUNT DIFFICULTY		
3.0 - 3.5	BELOW	Skills performed do not meet low range requirement.
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.
4.5 - 5.0	HIGH	4 different level appropriate skills performed by MOST of the team, 2 of which are Elite level appropriate.

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

COED QUANTITY BASED ON A TRADITIONAL GROUP OF 4 OR MORE, RIPPLED OR SYNCHRONIZED IN THE SAME SECTION WITHOUT RECYCLING ATHLETES.		
	COED STYLE ASSISTED	COED STYLE UNASSISTED
3.5	Skills performed do not meet 4.0 requirement.	N/A
4.0	-Walk-in Hands -Toss Hands	N/A
4.2	-Walk-in hands push extension -Toss hands push extension	Skills performed do not meet 4.4 requirement.
4.4	-Walk-in extended double leg stunt -Toss extended double leg stunt (L4&L5 only) -Walk-in hands press extension single leg/arm -Toss hands press extension single leg/arm	- walk-in hands -Toss hands
4.6	-Walk-in extended single leg/arm stunt - Toss extended single leg/arm (L4&L5 only)	-Walk-in hands press extension Toss hands press extension
4.8	N/A	-Walk-in extended double leg stunt -Toss extended double leg stunt (L4&L5 only)
5.0	N/A	-Walk-in hands press extension single leg/arm -Toss hands press extension single leg/arm -Walk-in extended single leg/arm stunt -Toss extended single leg/arm stunt (L4&L5 only)

COED QUANTITY CHART	
# OF MALES ON TEAM	# OF STUNTS
1 OR MORE	1

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.
Body positions <ul style="list-style-type: none"> Lib and platform are not considered body positions. Body positions include: Stretch, bow and arrow, arabesque, scale and scorpion.

PYRAMID DIFFICULTY *STRUCTURES = PICTURE MOMENTS		
3.0 - 3.5	BELOW	Skills performed do not meet low range requirement.
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

TOSS DIFFICULTY	
4.0	Less than a MAJORITY of the team performs 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

DIFFICULTY DRIVERS
<ul style="list-style-type: none"> Degree of difficulty percent of team participation (maximising stunt groups based on the number of athletes) Combination of skills (level appropriate and non0level appropriate) Pace of skills performed

COED STYLE
<ul style="list-style-type: none"> Based on a group of 3, consisting of a base, top person and spotter The same entry and skill must be used by all groups. If there is a mixture of unassisted and assisted stunts, credit will be given for the assisted version. <ul style="list-style-type: none"> A Coed stunt becomes assisted if at any point the spotter touches the base and/or top person, including the dip for the dismount. This does not include the assisting with the catch for the dismount. Entry must be a toss or walk-in <ul style="list-style-type: none"> Toss - Top person starts with both feet on performing surface. Base starts with hands on top person waist. Walk-in - Top person and base start facing each other with one foot loaded in Base must be directly under the stunt Base and spotter may not be chest to chest

TO RECEIVE COED CREDIT
<ul style="list-style-type: none"> Only skills listed on the COED requirement grid will count for COED quantity Rippled or synchronized in the same section without recycling athletes Stunts must be held for 4 counts. These counts will start once the stunt hits the intended level. Ex. Toss hands: counts begin when the stunt stops at prep level. Coed stunts must have a controlled dismount/pop off to the performance surface to receive full quantity credit A zero is assessed when a team does not put up the required number of stunts or does not adhere to coed style

2021-2022 ALL STAR SCORING SYSTEM - TUMBLING LEVELS 3-5 SENIOR & OPEN COED

JUMP DIFFICULTY JUMPS MUST USE A WHIP APPROACH TO BE CONSIDERED CONNECTED.

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
5.0	Most of the team perform 3 connected advanced jumps or 2 connected advanced jumps, plus 1 additional advanced jump. Must be synchronized and include a 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 performs a level appropriate pass
4.0 - 4.5	MID	MAJORITY of the team performs the same level appropriate pass which must be synchronized from initiation of the pass
4.5 - 5.0	HIGH	MOST of the team performs 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

- Degree of difficulty
- Percent of team participation
- Combination of skills
- Synchronization of passes
- Variety of passes

TUMBLING/JUMP QUANTITY CHART

# OF ATHLETES	MAJORITY	MOST
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

STANDING TUMBLING DIFFICULTY

In an effort to reduce the number of standing tumbling passes performed in L1-5 & 6JR, the following criteria will be used when awarding higher scores within range:

- Degree of difficulty of the passes
- Variety of passes
- Satisfies or exceeds the quantity requirement utilizing grouped or synchronized passes

JUMPS

- Variety - At least 2 different jumps. Performing the same jump with different legs does not constitute as 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 jumps: Spread Eagle, Tuck jump.
- Advanced Jumps: Pike, Right/Left Hurdlers (front or side) Toe Touch.

ADDITIONAL INFORMATION

- 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, BHS 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 L3)
- 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 - OVERALL LEVELS 3-5 SENIOR & OPEN COED

STUNT CREATIVITY

1.5 - 2.5	<p>Stunt skills incorporate visual, unique or innovative ideas.</p> <p>This includes level and non-level appropriate skills.</p> <p>This may include: Entries, transitions, dismounts, Clarity and flow.</p>
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PYRAMID CREATIVITY

1.5 - 2.5	<p>Pyramid skills incorporate visual, unique or innovative ideas.</p> <p>This includes level and non-level appropriate skills.</p> <p>This may include: Entries, transitions, dismounts, Clarity and flow.</p>
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ROUTINE COMPOSITION

9.0 - 10	<p>A team's ability to demonstrate the following throughout the routine:</p> <p>Precise spacing, Formations & Transitions</p> <p>This also includes innovative, visual & intricate ideas as well as any additional skills performed to enhance overall appeal.</p>
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DANCE

9.0 - 10	<p>A teams ability to demonstrate a high level of energy and entertainment value which may incorporate:</p> <p>Visual elements, Variety of levels, Formation changes, Footwork, Floor work, Partner work.</p> <p>This also includes: Technique, Perfection, Synchronization & Pace</p>
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SHOWMANSHIP

9.0 - 10	<p>A team's ability to demonstrate high levels of energy and excitement while maintaining genuine enthusiasm. This will include appropriate impression throughout the routine.</p>
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2021-2022 ALL STAR SCORING SYSTEM - EXECUTION LEVELS 3-5 SENIOR & OPEN COED

EXECUTION

5.0	<p>Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill.</p> <ul style="list-style-type: none"> • Scores will start at a 5.0 and may be reduced by .1, .2, or .3 based on the lack of technical execution of each driver. • .1 - Minor technique issues 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 team. • 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/Spotter	<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 with only 1 toss will always receive .3 off for each driver, Regardless of the severity of the issue.

STANDING/RUNNING TUMBLING DRIVERS Each driver may include, but is not limited to, the below examples:

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/shoulder placement in skill • Hips • Leg placement in skills/pointed toes
Landings	<ul style="list-style-type: none"> • Controlled • Legs/feet together • Chest placement • Finished pass/skill • Incomplete twisting skill
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.

JUMPS DRIVERS Each driver may include, but is not limited to, the below examples:

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