



2021 – 2022

ICC SCORING RUBRIC

The below divisions will utilize the following rubric:

L6

Senior XSmallCoed, Senior Small Coed, Senior Medium Coed, Senior Large Coed, Senior Open Large Coed, International Open Coed NT, International Open Small Coed, International Open Large Coed, International Global Coed.

L7

International Open Small Coed and International Open Large Coed

2021-2022 ALL STAR SCORING SYSTEM – BUILDING LEVEL 6 & 7 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, 2 of which are level appropriate |
| 4.0 – 4.5 | MED | 4 different level appropriate skills performed by MOST of the team, 3 of which is Elite level appropriate |
| 4.5 – 5.0 | HIGH | 4 different level appropriate skills performed by MOST of the team, 4 of which is Elite level appropriate (L7* See additional information) |

COED QUANTITY – BASED ON A TRADITIONAL GROUP OF 3 OR MORE, RIPPLED OR SYNCHRONIZED IN THE SAME SECTION WITH RECYCLING ATHLETES. STUNTS MUST BE HELD FOR 4 COUNTS

| | COED STYLE ASSISTED | COED STYLE UNASSISTED |
|-----|--|---|
| 4.0 | -Skills performed do not meet the 4.2 requirement | N/A |
| 4.2 | -Walk-in extended double leg stunt -Toss extended double leg stunt | -Skills performed that do not meet the 4.4 requirement |
| 4.4 | -Walk-in hands press extended single leg -Toss hands press extended single leg stunt | -Walk-in Extended Double Leg Stunt -Toss Extended Double Leg Stunt |
| 4.6 | -Walk-in Extended Double Leg Stunt -Toss Extended Double Leg Stunt | -Walk-in Hands press Extended Single Leg Stunt -Toss Hands press Extended Single Leg Stunt |
| 4.8 | -Toss Extended Single Arm Stunt -Toss Full up to Extended Stunt -Toss Front Handspring 1/2 up to Extended stunt -Rewind to Extended Stunt (Level 6 & 7 Int. Only) | Walk-in Extended Single Leg Stunt |
| 5.0 | N/A | -Toss Extended Single Leg Stunt -Toss Extended Single Arm Stunt -Toss Full up to Extended Stunt -Toss Front Handspring 1/2 up to Extended -Stunt Rewind to Extended Stunt (Level 6 & 7 Int. Only) |

ADDITIONAL INFORMATION

*L7 – All level 7 LAP skills will be considered level appropriate for scoring purposes (at least 2 different level 7 skills are required for high range)

L6 – All pyramid skills that are level appropriate in L5 will be given level appropriate credit. Skills that are not required to be synchronized may be cumulative to meet a difficulty requirement.

Body positions:

- Lib and platform are not considered body position.
- 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 the 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 ATHLETES MAY NOT BE RECYCLED

| | |
|------------|--|
| 4.0 | Less than a MAJORITY of the team perform a toss |
| 4.5 | MAJORITY of the team perform a level appropriate toss |
| 5.0 | MAJORITY of the team performs a level appropriate toss rippled or synchronized in the same section |

DIFFICULTY DRIVERS

- Degree of difficulty
- Percent of team participation (maximising stunt groups based on the number athletes. This includes single based coed style stunts)
- Pace of skill performed

COED STYLE

- 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 unassisted and assisted stunts, credit will be given for the assisted version.
 - A coed stunt becomes assisted if at any point the spotter touches the base and/or top person. Including the dip for the dismount.
- Entry must be a toss or walk-in
 - 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

- 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. The counts will start once the stunt hits the intended level. Ex Toss hands press extension : Counts begin when stunt stops at extended level.
- Coed stunts must have a controlled dismount/pop off to the performance service 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.

COED QUANTITY CHART

| # OF MALES ON TEAM | # OF STUNTS |
|--------------------|-------------|
| 1-3 | 1 |
| 4-5 | 2 |
| 6-7 | 3 |
| 8-9 | 4 |
| 10-11 | 5 |
| 12-13 | 6 |
| 14-19 | 7 |

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 LEVEL 6 & 7 COED

| JUMP DIFFICULTY - JUMPS MUST USE WHIP APPROACH TO BE CONSIDERED CONNECTED | |
|---|---|
| 3.5 | Skills performed do not meet 4.0 requirement |
| 4.0 | Most of the team performs 1 advanced jump |
| 4.5 | Most of the team performs 2 connected jumps. Must be synchronized and include a variety. |
| 5.0 | Most of the team performs 3 connected advanced jumps or 2 connected advanced jumps, Plus 1 additional jump. Must be synchronized and include a variety. |

| JUMPS |
|---|
| <ul style="list-style-type: none"> 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 |

| STANDING TUMBLE DIFFICULTY - SAME SECTION SINGLE PORTION OF ROUTINE WHERE SKILLS FROM A SKILL SET V ARE PERFORMED | | |
|---|--------------|---|
| 3.0 - 3.5 | BELOW | Skills performed do not meet the 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 an elite level appropriate pass |
| 4.5 - 5.0 | HIGH | MOST of the team performs an Elite level appropriate pass in the same section |

| ADDITIONAL INFORMATION |
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| <ul style="list-style-type: none"> Tumbling passes must land on the feet to be considered level appropriate and receive difficulty credit (i.e jump 3/4 front flip to seat, back handsprings which land 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 Full is 1 pass) T jumps are not considered a jump and will break up a pass into 2 separate passes. L6 & L7 Standing tumbling skills ending in a layout that are legal in L5 will not receive level appropriate credit (i.e BHS-BHS-Layout) |

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

| DIFFICULTY DRIVERS |
|--|
| <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 | 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 |

2021-2022 ALL STAR SCORING SYSTEM - OVERALL LEVELL 6 & 7 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 made include: Entries, transitions, dismounts, clarity and flow.</p> |
|------------------|---|

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 made include: Entries, transitions, dismounts, clarity and flow.</p> |
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ROUTINE COMPOSITION

| | |
|-----------------|--|
| 9.0 - 10 | <p>A teams ability to demonstrate the following throughout the routine:</p> <p>Precise spacing, formations and transitions.</p> <p>This also includes innovative, visual and intricate ideas as well as any additional skills performed to enhance overall appeal.</p> |
|-----------------|--|

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 of changes, Footwork, Floor work & Partner work.</p> <p>This also includes: Technique, Perfection, Synchronization & Pace</p> |
|-----------------|--|

SHOWMANSHIP/APROPRIATE ATHLETE IMPRESSION

| | |
|-----------------|---|
| 9.0 - 10 | <p>A teams ability to demonstrate high levels of energy and excitement while maintaining a genuine enthusiasm. This will include appropriate impression throughout the routine.</p> |
|-----------------|---|

2021-2022 ALL STAR SCORING SYSTEM - OVERALL COED LEVEL 6 GLOBAL

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 made include: Entries, transitions, dismounts, clarity and flow.</p> |
|------------------|---|

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 made include: Entries, transitions, dismounts, clarity and flow.</p> |
|------------------|---|

ROUTINE COMPOSITION

| | |
|-----------------|--|
| 9.0 - 10 | <p>A teams ability to demonstrate the following throughout the routine:</p> <p>Precise spacing, formations and transitions.</p> <p>This also includes innovative, visual and intricate ideas as well as any additional skills performed to enhance overall appeal.</p> |
|-----------------|--|

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 of changes, Footwork, Floor work & Partner work.</p> <p>This also includes: Technique, Perfection, Synchronization & Pace</p> |
|-----------------|--|

SHOWMANSHIP/APROPRIATE ATHLETE IMPRESSION

| | |
|------------------|---|
| 5.0 – 7.5 | <p>A teams ability to demonstrate high levels of energy and excitement while maintaining a genuine enthusiasm. This will include appropriate impression throughout the routine.</p> |
|------------------|---|

CHEER

| | |
|------------------|---|
| 1.5 – 2.5 | <p>A teams ability to demonstrate high levels of presentation and crowd effect.</p> |
|------------------|---|

2021-2022 ALL STAR SCORING SYSTEM - EXECUTION LEVELS 6 & 7 COED

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 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 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 team. • No more the .3 will be taken off for a single driver. • Stylistic differences will not factor into a team's execution score. |
|------------|---|

STUNT/PYRAMID DRIVERS EACH DRIVER MAY INCLUDE, BUT IS NOT LIMITED TO, THE BELOW EXAMPLES:

| | |
|------------------------|--|
| Top Person | <ul style="list-style-type: none"> • Body Control • Uniform flexibility • Motion placement • Legs straight/locked and toes pointed |
| 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 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 • Positions 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 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 skills • 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 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 EACH DRIVER MAY INCLUDE, BUT IS NOT LIMITED TO, THE BELOW EXAMPLES:

| | |
|------------------------|--|
| Leg Placement | <ul style="list-style-type: none"> • Straight legs • pointed toes • Hip placement/rotation • Hyperextension • Height • Legs/Feet together • Chest placement • Landings |
| 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 |