



# 2021-2022

## ICC SCORING RUBRIC

The below divisions will utilize the following rubric:

**L6:** Senior XSmall, Senior Small, Senior Medium, Senior Large,  
Senior Open, International Open, International Open NT &  
International Global

**L7:** International Open

## 2021-2022 ALL STARSSCORING SYSTEM – BUILDING LEVEL 6 & 7 ALL GIRL

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. 2 of which are Elite.
4.0 – 4.5	MID	4 different level appropriate skills performed by MOST of the team. 3 of which are Elite.
4.5 – 5.0	HIGH	4 different level appropriate skills performed by MOST of the team. 4 of which are Elite. L7** (Please see additional information)

DIFFICULTY DRIVERS	
<ul style="list-style-type: none"> <li>Degree of difficulty</li> <li>Percent of team participation (maximising stunt groups based on the number of athletes)</li> <li>Combination of skills (Level and non-level appropriate)</li> <li>Pace of skills performed</li> </ul>	
ADDITIONAL INFORMATION	
<p>L7: All level 6&amp;7 LAP skills will be considered level appropriate for scoring purposes (**At least 2 different level 7 skills are required for high range)</p> <p>L6 – All pyramid skills that are level appropriate in L5 will be given level appropriate credit.</p> <p>Stunt skills will only receive full credit if they show control through the pop or transition to another skill.</p> <p>Body positions:</p> <ul style="list-style-type: none"> <li>Lib and platform are not considered body positions</li> <li>Body positions include: Stretch, Bow &amp; Arrow, Arabesque, Scale &amp; Scorpion.</li> </ul>	

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

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

TOSS DIFFICULTY SAME SECTION - ATHLETES MAY NOT BE RECYCLED	
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*
* Same section ensures athletes are not recycled. If athletes are recycled, team will not meet high range	

STUNT QUANTITY MUST BE PERFORMED BY GROUPS OF 3 OR MORE ATHLETES, RIPPLED OR SYNCHRONIZED IN THE SAME SECTION WITHOUT RECYCLING ATHLETES									
	X-SMALL (5-16)		SMALL (17-22)		MEDIUM (23-30)&NON TUMBLE(10-30)		LARGE (31-38)		INTERNATIONAL (16-24) AND OPEN (5-30)
4.0	N/A	4.0	1-2 groups perform a level appropriate skill	4.0	1-4 groups perform a level appropriate skill	4.0	1-6 groups perform a level appropriate skill	4.0	1-3 groups perform a level appropriate skill
4.2	1 group perform a level appropriate skill	4.2	3 groups perform a level appropriate skill	4.2	5 groups perform a level appropriate skill	4.2	7 groups perform a level appropriate skill	4.2	4 groups perform a level appropriate skill
4.4	2 groups perform a level appropriate skill	4.4	4 groups perform a level appropriate skill	4.4	6 groups perform a level appropriate skill	4.4	8 groups perform a level appropriate skill	4.4	5 groups perform a level appropriate skill
4.6	3 groups perform a level appropriate skill	4.6	5 groups perform a level appropriate skill	4.6	7 groups perform a level appropriate skill	4.6	9 groups perform a level appropriate skill	4.6	6 groups perform a level appropriate skill
4.8	2 groups perform an ELITE level appropriate skill	4.8	4 groups perform an ELITE level appropriate skill	4.8	6 groups perform an ELITE level appropriate skill	4.8	8 groups perform an ELITE level appropriate skill	4.8	5 groups perform an ELITE level appropriate skill
5.0	3 groups perform an ELITE level appropriate skill	5.0	5 groups perform an ELITE level appropriate skill	5.0	7 groups perform an ELITE level appropriate skill	5.0	9 groups perform an ELITE level appropriate skill	5.0	6 groups perform an ELITE level appropriate skill

## 2021-2022 ALL STAR SCORING SYSTEM - TUMBLING LEVEL 6 & 7 ALL GIRL

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

STANDING TUMBLE DIFFICULTY		
<b>3.0 - 3.5</b>	<b>BELOW</b>	Skills performed do not meet low range requirement
<b>3.5 - 4.0</b>	<b>LOW</b>	MOST of the team performs a level appropriate pass
<b>4.0 - 4.5</b>	<b>MID</b>	MAJORITY of the team performs an Elite level appropriate pass
<b>4.5 - 5.0</b>	<b>HIGH</b>	MOST of the team performs an Elite level appropriate pass in the same section

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

### JUMPS

- Variety - at least 2 different jumps. Performing the same jump with different legs does not constitute as variety (i.e. left/right hurdler)
- Whip approach - Continuous movement through swing connecting 2 or more jumps
- 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 Hurdles (front or side) & Toe touch.

### ADDITIONAL INFORMATION

- 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 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)

### 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

## 2021-2022 ALL STAR SCORING SYSTEM - OVERALL LEVEL 6 & 7 ALL GIRL

### STUNT CREATIVITY

<b>1.5 - 2.5</b>	<p>Stunt skill 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

<b>1.5 - 2.5</b>	<p>Pyramid skill 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

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

<b>9.0 - 10</b>	<p>A team's 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 and pace.</p> <p>This also includes: Execution, Technique, Perfection, Synchronization, Motion strength/placement and pace</p>
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### SHOWMANSHIP/APPROPRIATE ATHLETIC IMPRESSION

<b>9.0 - 10</b>	<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 ALLSTAR SCORING SYSTEM – OVERALL LEVEL 6 SENIOR GLOBAL

### STUNT CREATIVITY

<b>1.5 - 2.5</b>	Stunt skill incorporates visual, unique or innovative ideas.  This includes level and non -level appropriate skills.  This may include: Entries, Transitions, Dismounts, Clarity and Flow.
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### PYRAMID CREATIVITY

<b>1.5 - 2.5</b>	Pyramid skill incorporate visual, unique or innovative ideas.  This includes level and non -level appropriate skills.  This may include: Entries, Transitions, Dismounts, Clarity and Flow.
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### ROUTINE COMPOSITION

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

<b>9.0 - 10</b>	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.  This also includes: Execution, Technique, Perfection, Synchronization, Motion strength/placement and pace
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### SHOWMANSHIP/APPROPRIATE ATHLETIC IMPRESSION

<b>5.0 – 7.5</b>	A team's ability to demonstrate high levels of energy and excitement while maintaining genuine enthusiasm. This will include appropriate impression throughout the routine.
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### CHEER

<b>1.5 – 2.5</b>	A teams ability to demonstrate high levels of presentation and crowd effect.
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## 2021-2022 ALL STAR SCORING SYSTEM - EXECUTION LEVEL 6 & 7 ALL GIRL

EXECUTION	
<b>5.0</b>	<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"> <li>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.</li> <li>.1 - Minor technique issue by the team, not just one athlete in Tumbling/Jumps or 1 athlete in Stunts/Pyramid/Tosses</li> <li>.2 - Multiple technique issues by the team.</li> <li>.3 - Widespread technique issues by the tea.</li> <li>No more than .3 will be taken off for a single driver.</li> <li>Stylistic differences will not factor into a team's execution score.</li> </ul>

STUNT/PYRAMID DRIVERS	
EACH DRIVER MAY INCLUDE, BUT IS NOT LIMITED TO, THE BELOW EXAMPLES:	
<b>Top Person</b>	<ul style="list-style-type: none"> <li>Motion placement</li> <li>Legs straight/Locked and toes pointed</li> <li>Uniform Flexibility</li> <li>Body Control</li> </ul>
<b>Bases/Spotters</b>	<ul style="list-style-type: none"> <li>Stability of the stunt</li> <li>Solid stance</li> <li>Positioned shoulder width apart</li> <li>Feet stationary</li> </ul>
<b>Transitions</b>	<ul style="list-style-type: none"> <li>Entries</li> <li>Dismounts</li> <li>Speed/Control/Flow from skill to skill</li> </ul>
<b>Synchronization*</b>	<ul style="list-style-type: none"> <li>Timing</li> </ul>
<p><b>* 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</b></p>	

STANDING/RUNNING TUMBLING DRIVERS	
<b>Approach</b>	<ul style="list-style-type: none"> <li>Arm placement into a pass/skill</li> <li>swing/prep</li> <li>Chest placement</li> <li>Flow from skill to skill in a pass</li> <li>Connection of pass/skill</li> </ul>
<b>Body Control</b>	<ul style="list-style-type: none"> <li>Head placement</li> <li>Arm/feet together</li> <li>Hips</li> <li>Legs placement in skills/pointed toes</li> </ul>
<b>Landings</b>	<ul style="list-style-type: none"> <li>Controlled</li> <li>Legs/feet together</li> <li>Chest placement</li> <li>Finished pass/skill</li> <li>Incomplete twisting skills</li> </ul>
<b>Synchronization*</b>	<ul style="list-style-type: none"> <li>Timing</li> </ul>
<p><b>*Teams that do not perform 2 or more level appropriate passes synchronized in a group will automatically receive .3 off for synchronization</b></p>	

TOSS DRIVERS	
EACH DRIVER MAY INCLUDE, BUT IS NOT LIMITED TO, THE BELOW EXAMPLES:	
<b>Top Person</b>	<ul style="list-style-type: none"> <li>Body Control</li> <li>Consistent execution of skill/trick</li> <li>Legs straight/Toes pointed</li> <li>Arm Placement</li> </ul>
<b>Bases/Spotters</b>	<ul style="list-style-type: none"> <li>Using arms/legs to throw together</li> <li>Solid stance</li> <li>Positioned shoulder width apart</li> <li>Timing</li> <li>Arms up to catch high</li> <li>Legs used to absorb catch</li> <li>Group positioned no more than shoulder width apart</li> <li>Controlled</li> <li>Cradle</li> </ul>
<b>Height</b>	<ul style="list-style-type: none"> <li>Relative to the size of the athletes performing the toss</li> </ul>
<p><b>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.</b></p>	

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