

ICCA Scoring Grid

| JUMPS | Difficulty | |
|---|------------|---|
| | 12-15 | Full team advanced jumps with 3 or more connected (whip) jumps WITH variety |
| | 9-12 | Majority team advanced jumps with at least 2-3 connected (whip) jumps |
| | 6-9 | Combinations with at least two jumps OR full squad single jump |
| | 3-6 | Less than full team single jump Connected basic jumps |
| | 1-3 | Basic jump combinations |
| | Execution | |
| | 12-15 | Nearly perfect to perfect execution |
| | 9-12 | Above average execution |
| | 6-9 | Average execution |
| | 3-6 | Standard execution |
| | 1-3 | Poor execution |
| | Key Points | |
| <p>* Advanced Jumps: R or L Front Hurdler, Toe Touch, Pike, Around-the-World, Double Nine</p> <p>* Non-Advanced Jumps: R or L Side Hurdler, Tuck Jump, Spread Eagle or X Jump</p> | | |

| STANDING TUMBLING | Difficulty | |
|--|------------|---|
| | 4-5 | Jumps connected to tucks, Back handsprings to tucks, layouts, fulls |
| | 3-4 | Jumps connected to back handsprings, series back handsprings |
| | 2-3 | Single back handsprings, back walkover back handsprings |
| | 1-2 | Front/ back walkovers, cartwheels, round-offs |
| | 0-1 | Forward roll, backward roll |
| | Execution | |
| | 4-5 | Nearly perfect to perfect execution Excellent height - No falls |
| | 3-4 | Above average execution Good height - No falls |
| | 2-3 | Average execution Average height - Slight bobbles |
| | 1-2 | Standard execution Poor height - Slight bobbles |
| | 0-1 | Poor execution Poor to no height - Falls |
| | Key Points | |
| <p>* Skills must be performed by the majority of the team in order to be in range. If skills are performed by the minority of the team, the score will be dropped to the next range.</p> <p>* Majority = half plus 1</p> | | |

| RUNNING TUMBLING | Difficulty | |
|--|------------|--|
| | 4-5 | Round-off back handspring fulls, Round-off fulls, combinations to fulls. |
| | 3-4 | Round-off back handspring layouts, Round-off layouts, whips, X-outs, etc. |
| | 2-3 | Round-off back handsprings back tucks, Round-off back tucks, etc. |
| | 1-2 | Round-off back handspring series, Round-off back handsprings, etc. |
| | 0-1 | Front/ back walkovers, cartwheels, Round-offs, rolls, etc. |
| | Execution | |
| | 4-5 | Nearly perfect to perfect execution No bobbles or falls |
| | 3-4 | Above average execution Slight bobbles in few skills |
| | 2-3 | Average execution Bobbles and/ or slight falls |
| | 1-2 | Standard execution Several bobbles and falls |
| | 0-1 | Poor execution Several falls |
| | Key Points | |
| <p>* Skills must be performed by the majority of the team in order to be in range. If skills are performed by the minority of the team, the score will be dropped to the next range.</p> <p>* Majority = half plus 1</p> | | |

