

# ICCA Scoring Grid

<i>Difficulty</i>		<i>Difficulty</i>		<i>Difficulty</i>	
12-15	Elite motions performed by the entire team - Quick pace on half counts	8-10	Numerous formation & level changes - Variety of intricate/difficult movements, footwork, & floor work - Performed at a fast pace	8-10	Elite formations that change often Fast paced routine ("and" counts)
9-12	Few elite motions and some advanced motions - Quick pace	6-8	Several formation & level changes - Variety of intermediate/some difficult movements, footwork, & floor work - Performed at moderate to fast pace	6-8	Advanced formations that change some Quick paced routine (some "and" counts)
6-9	Mostly average motions performed by 1/2 majority of team - Average pace	4-6	Some formation & level changes - Variety of intermediate level movements, footwork, & floor work - Performed at a moderate pace	4-6	Basic formations that change some Average paced routine
3-6	Mostly average motions performed by 1/2 or below of team - Slow pace	2-4	Few formation & level changes - Variety of basic level movements, footwork, & floor work - Performed at a moderate to slow pace	2-4	Basic formations that hardly change Average paced routine
1-3	Mostly basic motions performed at a slow pace	1-2	One or no formation and level changes - Little or no variety of basic level movements, footwork, & floor work - Performed at a slow pace	1-2	Repetitive basic formations Slow paced routine
<i>Execution</i>		<i>Execution</i>		<i>Execution</i>	
12-15	Nearly perfect to perfect execution	8-10	Nearly perfect to perfect execution	8-10	Nearly perfect to perfect execution
9-12	Above average execution	6-8	Above average execution	6-8	Above average execution
6-9	Average execution	4-6	Average execution	4-6	Average execution
3-6	Standard execution	2-4	Standard execution	2-4	Standard execution
1-3	Poor execution	1-2	Poor execution	1-2	Poor execution
<i>Key Points</i>		<i>Key Points</i>		<i>Key Points</i>	
<ul style="list-style-type: none"> <li>* Elite motions = K motions, shark motions, motions with lunges</li> <li>* Advanced motions = L motions, diagonals</li> <li>* Average motions = Touchdowns, punches, 1/2 Vs</li> <li>* Poms used for visual effect are fine - Excessive use could result in lower execution score</li> </ul>		<ul style="list-style-type: none"> <li>* Faster pace and "and" counts will increase score in range</li> <li>* Entire team should be included in dance for max score</li> <li>* Execution: Together, crisp, sharp with proper technique</li> </ul>		<ul style="list-style-type: none"> <li>* Faster pace and "and" counts will increase score in range</li> <li>* Entire routine will be judged, not just the dance section</li> <li>* Must show squad synchronization to max out</li> <li>* Level changes will increase your score within your range</li> <li>* Poms may not be used for more than 1/2 of the routine - Using poms for over 1/2 of routine could result in a lower score</li> </ul>	

**MOTIONS**

**DANCE**

**CHOREOGRAPHY**

