

ICCA Scoring Grid

PYRAMID		TOSESSES		PARTNER STUNTS		COED PARTNER STUNTS (ONLY for Coed Teams)	
Difficulty		Difficulty		Difficulty		Difficulty	
8-10	Elite pyramids with extended single leg stunts AND advanced release moves	4-5	Advanced tosses with skill plus twist At least 1 variety toss in routine	8-10	Elite stunts with multiple extended single leg body position - Elite variety in LDT	4-5	Elite stunts with multiple extended single leg body positions - Unassisted toss to top
6-8	Advanced pyramids with extended single leg stunts AND release moves	3-4	Advanced toss with skill plus single twist No other variety tosses in routine	6-8	Advanced stunts that include single leg body positions - Advanced LDT	3-4	Advanced stunts that include single leg body positions - Unassisted toss to prep level
4-6	Advanced pyramids with extended single leg stunts , some transitions	2-3	Multiple tosses (in the same section) with single skill (ex. Toe Touch, Single Twist)	4-6	Stunt with a single leg body position at extended level - Some variety in LDT	2-3	Stunts with a single leg body position at extended level - Assisted toss to the top
2-4	Basic pyramids with two-legged extended stunts	1-2	Few tosses with single skill (ex. Toe Touch, Single Twist)	2-4	Extended double leg stunts - Some variety in basic LDT	1-2	Extended double leg stunts - Assisted toss to prep level
1-2	Basic pyramids with single and double leg stunts at or below prep level	0-1	Little to no tosses OR multiple straight ride tosses with variety in arms	1-2	Prep level single and double leg stunts - Little to no variety in LDT	0-1	Prep level or below single and double leg stunts - Assisted entry to prep level
Execution		Execution		Execution		Execution	
8-10	Nearly perfect to perfect execution No bobbles or falls	4-5	Nearly perfect to perfect execution Excellent height - No falls	8-10	Nearly perfect to perfect execution No bobbles or falls	4-5	Nearly perfect to perfect execution No bobbles or falls
6-8	Above average execution Minor bobbles in few skills	3-4	Above average execution Good height - No falls	6-8	Above average execution Minor bobbles in few skills	3-4	Above average execution Slight bobbles in few skills
4-6	Average execution Bobbles and/ or minor falls	2-3	Average execution Average height - Slight bobbles	4-6	Average execution Bobbles and/ or slight falls	2-3	Average execution Bobbles and/ or slight falls
2-4	Standard execution Several bobbles and falls	1-2	Standard execution Poor height - Slight bobbles	2-4	Standard execution Several bobbles and falls	1-2	Standard execution Several bobbles and falls
1-2	Poor execution Several falls	0-1	Poor execution Poor to no height - Falls	1-2	Poor execution Several falls	0-1	Poor execution Several falls
Key Points		Key Points		Key Points		Key Points	
<ul style="list-style-type: none"> * Must execute <u>multiple</u> structures to max out * Must execute <u>multiple</u> releases to max out * Must have <u>multiple</u> transitions to max out * Minimal use of bases, quick pace, strong variety in transitions, innovative choreography will all increase your score within any given range 		<ul style="list-style-type: none"> * Minimal use of bases will score higher in range * Must have a variety toss in routine to max out * Tosses must be performed by the majority of the team in order to fall in a particular range * Variety toss is any toss (toe touch, pike, kick, etc.) at any point throughout the routine (not in the skill + twist section) 		<ul style="list-style-type: none"> * Elite: Bow-n-Arrow, Scorpion, Free Stretch, Chin-chin * Advanced body positions: Stretch, scale, arabesque * LDT = Load-ins, Dismounts, Transitions * Elite LDT: Full up to extended, legal release moves, etc. * Advanced LDT: Full up to prep, single leg full down, inversions * Single base stunts will raise your score within the range 		<ul style="list-style-type: none"> * This score will ONLY apply to coed teams * The coed score will be in addition to the normal partner stunt score - Teams will receive a score for both categories * Coed stunts are defined as a male base and a female top 	