



Incredibly Cool Events Scoring Rubric 2024-25
Level 3-7 International Co-ed Divisions



Divisions Scored on this Rubric

Allstar Elite Coed & IASF Coed Tumbling

Level 3 - U18 Coed, IASF Open Coed, Senior Coed Allstar

Level 4 - U16 Coed, U18 Coed, IASF Open Coed, Senior Coed Allstar

Level 5 - U16 Coed, U18 Coed, IASF Open Coed

Level 6 - U16 Coed, U18 Coed, IASF Open Coed

Level 7 - IASF Open Coed

This scoresheet is used ALONGSIDE the 2024-2025 Execution and Overall scoring rubrics.

Incredibly Cool Events Scoring Rubric

International Coed Divisions

STUNT DIFFICULTY	
STUNT SKILLS WILL ONLY RECEIVE FULL CREDIT IF THEY SHOW CONTROL	
3.5	Skills performed do not meet 4.0 requirement
4.0	4 different level appropriate skills performed by MOST of the team
4.5	2 different level appropriate skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes
5.0	3 different level appropriate skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes
5.5	4 different level appropriate skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes
6.0	4 different level appropriate skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes, plus a coed style stunt. L6 teams - At least 1 being a Level 6 skill L7 teams - At least 2 being Level 7 skills

STUNT DRIVERS	
Once a Stunt Difficulty score is determined, each stunt skill will be evaluated based on the following criteria: Degree of Difficulty & Max Participation. Each category has a maximum number of points, outlined in the charts below for a total of 1.5 points.	
L6 teams - At least 1 Stunt Degree of Difficulty skill must be Level 6	
L7 teams - At least 1 Stunt Degree of Difficulty skill must be Level 7.	

COED STYLE	
Based on a group of 3, Consisting of a Base, Top Person and a Spotter.	
<ul style="list-style-type: none"> Entry must be a Toss or Walk-In. Toss - Top person starts with both feet on performing surface. Base starts with hands on Top Persons' waist. Spotter may not start under the Top Persons foot. 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 	

DEGREE OF DIFFICULTY COED CREDIT	
<ul style="list-style-type: none"> Only skills listed under Coed Style will count. Rippled or synchronized in the same section without recycling athletes. Stunts must be held for 4 counts. These counts will start once the stunt hits the intended level. Ex. Toss hands: counts begin when the stunt stops at prep level Ex. Toss hands press extension: counts begin when the stunt stops at extended level Coed Stunts must cradle or dismount to the performance surface to receive full Coed credit. Coed Stunts that become a pyramid will not receive coed credit 	

BUILDING QUANTITY CHART			
NUMBER OF GROUPS			
	MAJ	MOST	MAX
5-11	1	1	2
12-15	1	2	3
16-19	2	3	4
20-23	3	4	5
24-27	4	5	6
28-30	5	6	7

COED QUANTITY	
All Level 3&4 Teams	
# MALES	# STUNTS
1 OR MORE	1
ALL LEVEL 4,5,6&7 TEAMS	
1-3	1
4-5	2
6-7	3
8-9	4
10-11	5
12-13	6
14-16	7

STUNT DEGREE OF DIFFICULTY (0-1.0)		
	ADVANCED BY MOST	ELITE BY MOST
Skill 1	0.1	0.2
Skill 2	0.1	0.2
Skill 3	0.1	0.2
Skill 4	0.1	0.2
COED	0.1	0.2



PYRAMID DIFFICULTY	
3.0-3.5	Skills performed do not meet the 3.5 - 4.0 range requirement
3.5-4.0	2 different level appropriate skills and 2 structures
4.0-4.5	3 different level appropriate skills and 2 structures performed by MOST of the team
4.5-5.0	4 different level appropriate skills and 2 structures performed by MOST of the team
5.0-5.5	5 different level appropriate skills and 2 structures performed by MOST of the team

PYRAMID DIFFICULTY DRIVERS	
Degree of Difficulty:	
<ul style="list-style-type: none"> Maximizing the number of groups performing each level appropriate transition Utilizing level appropriate stunts into structures/within sequence Combination of skills (level and non-level appropriate) Pace & Connection of skills performed 	

PYRAMID ADDITIONAL INFORMATION	
Skills that are not required to be synchronized may be cumulative to meet a difficulty requirement. To receive credit for a structure in Pyramid Difficulty, 2 or more stunts must be connected by 2 or more top persons.	
L6 - All pyramid skills that are Level Appropriate in L5 will be given Level Appropriate credit.	
BODY POSITIONS	
Lib and platform are not considered body positions Body positions include: Stretch, bow and arrow, arabesque, scale, scorpion	

TOSS DIFFICULTY	
1.0	Less than a MAJORITY of the team performs a toss
1.5	MAJORITY of the team performs a level appropriate toss
2.0	MAJORITY of the team performs a level appropriate toss rippled or synchronized in the same section* without recycling athletes

*Same Section - Single portion of the routine where skills from a skill set are performed.

STUNT MAX PARTICIPATION (0 - 0.5) (RIPPLED OR SYNCHRONIZED IN THE SAME SECTION WITHOUT RECYCLING ATHLETES)	
Level Appropriate Skill by MAX OR Advanced Skill by MOST	0.1
Advanced Skill by MAX OR Elite Skill by MOST	0.3
Elite Skill by MAX	0.5

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JUMP DIFFICULTY

JUMPS MUST USE A WHIP APPROACH TO BE CONSIDERED CONNECTED. WHIP APPROACH- CONTINUOUS MOVEMENT THROUGH SWING, CONNECTING 2 OR MORE JUMPS

0.5	Skills performed do not meet 1.0 requirement
1.0	MOST of the team performs 1 advanced jump
1.5	MOST of the team performs 2 connected advanced jumps. Must be synchronized and include a variety.
2.0	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.

TUMBLING / JUMP QUANTITY CHART

NUMBER OF GROUPS		
	MAJ	MOST
5-6	4	5
7-11	6	7
12-15	7	9
16-19	10	12
20-23	13	16
24-27	15	19
28-30	18	22

STANDING TUMBLING DRIVERS

Once a Standing Tumbling Difficulty score is determined, each skill/pass will be evaluated based it's on Degree of Difficulty. Each category has a maximum number of points, outlined in the charts below for a total of .5 points.

STANDING TUMBLING DEGREE OF DIFFICULTY (0 – 0.5)

(To receive credit each skill/pass must be synchronized and performed by 2 or more athletes)

	Advanced by MOST	ELITE BY MOST
Skill / Pass	0.3	0.5

JUMPS

- Variety - at least 2 different jumps. Performing the same jump with different legs doesn't 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, Double Nine

RUNNING TUMBLING DRIVERS

Once a Running Tumbling Difficulty score is determined, each skill/pass will be evaluated based its on Degree of Difficulty. This category has a maximum number of points, outlined in the charts below for a total of .5 points.

RUNNING TUMBLING DEGREE OF DIFFICULTY (0 – 0.5)

(To receive credit each skill/pass must be synchronized and performed by 2 or more athletes)

	ADVANCED BY MOST	ELITE BY MOST
Skill / Pass	0.3	0.5

STANDING TUMBLE DIFFICULTY

0.5	Skills performed do not meet 1.0 requirement
1.0	Less than a MAJORITY of the team performs a level appropriate pass
1.5	MAJORITY of the team performs a level appropriate pass
2.0	MOST of the team performs a level appropriate pass

RUNNING TUMBLE DIFFICULTY

0.5	Skills performed do not meet 1.0 requirement
1.0	Less than a MAJORITY of the team performs a level appropriate pass
1.5	MAJORITY of the team performs a level appropriate pass
2.0	MOST of the team performs a level appropriate pass

ADDITIONAL INFORMATION

- Standing/Running Tumbling Difficulty and the Degree of Difficulty driver can be achieved by a cumulative approach.
- 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 handsprings which lands in a prone position, etc. would not count).
- Jumps within a pass will not break up the pass (i.e., Toe Touch-BHS-Toe Touch BHS is 1 pass in L3).
- T-Jumps are not considered a jump and will break up a pass into two separate passes.

