



Incredibly Cool Events Scoring Rubric 2024-25
Execution Scoring System



Divisions Scored on this Rubric

Level 1 -7 Allstar and International All Girl
Level 3-7 - Allstar and International
Level 2-7 International and University Non-Tumbling
Level 4-7 International Coed Non-Tumbling
Prep and Adaptive Abilities
University, School and Masters

Incredibly Cool Events Scoring Rubric

Execution Scoring System

EXECUTION - STUNT/PYRAMID & STANDING/RUNNING TUMBLING

4.0	<p>Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill.</p> <p>Scores will start at a 4.0 and may be reduced by .1, .2 or .3 based on the lack of technical execution of each driver</p> <ul style="list-style-type: none"> • .1 - Minor technique issues by the team • .2 – Multiple technique issues by the team • .3 – Widespread technique issues by the team <p>No more than .3 will be taken off for a single driver.</p> <p>Stylistic differences will not factor into a teams' Execution score.</p>
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STUNT/PYRAMID DRIVERS	
Each driver may include, but is not limited to, the below examples:	
Top Person	<ul style="list-style-type: none"> • Body control • Uniform flexibility • Legs straight/locked and toes pointed
Bases/Spotters	<ul style="list-style-type: none"> • Stability of the stunt • Solid stance • Feet stationary
Transitions	<ul style="list-style-type: none"> • Entries • Dismounts • Control from skill to skill
Synchronization*	<ul style="list-style-type: none"> • Timing <p>*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.</p>

STANDING/RUNNING TUMBLING DRIVERS		
Each driver may include, but is not limited to, the below examples:		
Approach	<ul style="list-style-type: none"> • Arm placement into a pass/skill • Swing/prep • Chest placement 	
Body Control	<ul style="list-style-type: none"> • Head placement • Arm/shoulder placement in skills • Hips 	<ul style="list-style-type: none"> • Leg placement in skills • Control from skill to skill in a pass • Pointed toes
Landings	<ul style="list-style-type: none"> • Controlled • Chest placement 	<ul style="list-style-type: none"> • Finished pass/skill • Incomplete twisting skills
Synchronization*	<ul style="list-style-type: none"> • Timing <p>*Teams that do not perform at least 1 level appropriate pass synchronized in a group (two or more athletes) will automatically receive .3 off for Synchronization.</p>	

EXECUTION – TOSSES AND JUMPS

2.0	<p>Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill.</p> <p>Scores will start at a 2.0 and may be reduced by .1, .2 or .3 based on the lack of technical execution of each driver</p> <ul style="list-style-type: none"> • .1 - Minor technique issues by the team • .2 – Multiple technique issues by the team • .3 – Widespread technique issues by the team <p>No more than .3 will be taken off for a single driver.</p> <p>Stylistic differences will not factor into a teams' Execution score</p>
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TOSS DRIVERS		
Each driver may include, but is not limited to, the below examples:		
Teams that only perform 1 toss will automatically receive .3 off for any driver that constitutes a reduction, regardless of the severity of the issue.		
Straight ride tosses will ONLY affect a team's execution score in level 2.		
Top Person	<ul style="list-style-type: none"> • Body control • Consistent execution of skill/trick 	<ul style="list-style-type: none"> • Legs straight/toes pointed • Arm placement
Bases/Spotters	<ul style="list-style-type: none"> • Using arms/legs to throw together (Timing) • Solid stance 	<ul style="list-style-type: none"> • Controlled • Cradle
Height	<ul style="list-style-type: none"> • Distance between top persons' feet and hands of the bases <p>(The value deducted will not exceed 0.1)</p>	

JUMP DRIVERS		
Each driver may include, but is not limited to, the below examples:		
Arm placement	<ul style="list-style-type: none"> • Approach • Consistent entry 	<ul style="list-style-type: none"> • Swing/prep • Arm position within jump(s)
Leg Placement	<ul style="list-style-type: none"> • Straight legs • Pointed toes • Hip placement / rotation /Hyperextension 	<ul style="list-style-type: none"> • Height • Legs/feet together • Chest placement • Landings
Synchronization*	<ul style="list-style-type: none"> • Timing <p>(The value deducted will not exceed 0.1)</p>	

