



Incredibly Cool Events Scoring Rubric 2024-25  
Level 0 Divisions



## Divisions Scored on this Rubric

### **Level 0**

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

# Incredibly Cool Events Scoring Rubric

## Prep and Adaptive Abilities Divisions

STUNT DIFFICULTY	
STUNT SKILLS WILL ONLY RECEIVE FULL CREDIT IF THEY SHOW CONTROL	
2.5	Skills performed do not meet 3.0 requirement
3.0	4 different level appropriate skills performed by MOST of the team
3.5	2 different level appropriate skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes
4.0	3 different level appropriate skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes

PYRAMID DIFFICULTY	
2.0-2.5	Skills performed do not meet Low range requirement
2.5-3.0	2 different level appropriate skills and 2 structures
3.0-3.5	3 different level appropriate skills and 2 structures performed by MOST of the team

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 0.8 points.

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

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

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.
<b>BODY POSITIONS</b> Lib and platform are not considered body positions Body positions include: Stretch, bow and arrow, arabesque, scale, scorpion

STUNT MAX PARTICIPATION (0 - 0.4)	
(RIPPLED OR SYNCHRONIZED IN THE SAME SECTION WITHOUT RECYCLING ATHLETES)	
Level Skill by MAX OR Advanced Skill by MOST	0.4

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
24-30	4	5	6



# Incredibly Cool Events Scoring Rubric

## Prep and AA Divisions

### 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 advanced jumps must be synchronized, but DO NOT need to be connected or include a variety.
2.0	MAX of the team performs 2 advanced jumps must be synchronized, but DO NOT need to be connected or include a variety. For teams with less than 7 athletes: All athletes must perform 2 advanced jumps, must be synchronized but DO NOT need to be connected or include variety

### TUMBLING / JUMP QUANTITY CHART

NUMBER OF GROUPS			
	MAJ	MOST	MAX
5-11	5	6	7
12-15	6	7	9
16-19	8	10	12
20-23	10	13	16
24-30	12	15	19

### 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)

	LAP 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)

	LAP BY MOST	ELITE BY MOST
Skill / Pass	0.3	0.5

### STANDING TUMBLE DIFFICULTY

1.5	Skills performed do not meet 2.0 requirement
2.0	MAJORITY of the team performs a level appropriate pass
2.5	MOST of the team performs a level appropriate pass

### RUNNING TUMBLE DIFFICULTY

1.5	Skills performed do not meet 1.0 requirement
2.0	MAJORITY of the team performs a level appropriate pass
2.5	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.

