



Incredibly Cool Events Scoring Rubric 2024-25
Masters, School and University Divisions



Divisions Scored on this Rubric

**ALL
Masters
Schools
University (tumbling)
Divisions**

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

Incredibly Cool Events Scoring Rubric

Masters Schools and Uni 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

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 1.0 points.

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

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			
	MAJORITY	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

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

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.
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.



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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 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)

	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

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.

