ICE SCORING SYSTEM

2026 - 2027

LEVEL 4
International Coed

Version 1 Updated 28/10/25

Introduction

Purpose of this document

This Document has been created to present all the information needed for the adapted United Scoring System Rubrics used by ICE

The information contained in this document is taken directly for the United Scoring System UK rubrics, and only slight alterations have been made to the required rubric numbers in order to improve accessibility and competitive achievement for smaller UK teams.

The ethos behind the United Scoring System is unchanged in this document, and coaches are encouraged to review updates from the USS periodically throughout the year.

Judges using this scoring are encouraged to attend the United Scoring system in person or online training programmes to improve application and judgement of the skills being demonstrated in a competition environment.

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This scoresheet is used ALONGSIDE the United Scoring Execution , Overall and elite skills scoring rubrics.

Building Quantities

	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

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Building Scoring

STUNT DIFFICULTY STUNT SKILLS WILL ONLY RECEIVE FULL CREDIT IF THEY SHOW CONTROL	
8.5	Skills performed do not meet the 9.0 requirement
9.0	4 different level appropriate skills performed by MOST of the team
9..5	2 different level appropriate skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes
10	3 different level appropriate skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes
10.5	4 different level appropriate skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes
11	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.

STUNT DIFFICULTY
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 4.0 points.

STUNT MAX PARTICIPATION (0 - 1.5) (RIPPLED OR SYNCHRONIZED IN THE SAME SECTION WITHOUT RECYCLING ATHLETES)	
Level Skill by MAX OR Advanced Skill by MOST	0.5
Advanced Skill by MAX OR Elite Skill by MOST	1.0
Elite Skill by MAX	1.5

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STUNT DEGREE OF DIFFICULTY (0-2.5)		
	Advanced skill by MOST	Elite skill by MOST
Skill 1	0.3	0.5
Skill 2	0.3	0.5
Skill 3	0.3	0.5
Skill 4	0.3	0.5
COED Style Skill	0.3	0.5

PYRAMID DIFFICULTY	
10-11	Skills performed do not meet the 11.0 - 12.0 range requirement
11-12	2 different level appropriate skills and 2 structures
12-13	3 different level appropriate skills and 2 structures performed by MOST of the team
13-14	4 different level appropriate skills and 2 structures performed by MOST of the team
14-15	5 different level appropriate skills and 2 structures performed by MOST of the team

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PYRAMID DIFFICULTY DRIVERS
Degree of Difficulty: • 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

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.

Additional Information

STUNT / 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

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COED Quantity Chart	
# OF MALES ON THE TEAM	# OF STUNTS
1 OR MORE	1

COED Style

- Based on a group of 3, Consisting of a Base, Top Person and a Spotter.
- 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 assist the toss or contact the stunt until after the Base releases the Top Person. 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

- 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

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Tumbling / Jump Quantities

	Majority	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

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	MAX 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.

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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

STANDING TUMBLE DIFFICULTY	
0.5	Less than a MAJORITY of the team performs a level appropriate pass
1.0	MAJORITY of the team performs a level appropriate pass
1.5	MOST of the team performs a level appropriate pass

STANDING TUMBLE 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 chart below for a total of .5 points.

STANDING TUMBLE DEGREE OF DIFFICULTY (0-0.5)		
	Advanced by MOST	Elite by MOST
Skill / Pass	0.3	0.5

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RUNNING TUMBLE DIFFICULTY	
0.5	Less than a MAJORITY of the team performs a level appropriate pass
1.0	MAJORITY of the team performs a level appropriate pass
1.5	MOST of the team performs a level appropriate pass

RUNNING TUMBLE DRIVERS
Once a Running 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 chart below for a total of .5 points.

RUNNING TUMBLE DEGREE OF DIFFICULTY (0-0.5)		
	Advanced by MOST	Elite by MOST
Skill / Pass	0.3	0.5

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.