

**ICCA SCORING GUIDELINES
2011-2012**

JUMPS

BASIC (6-7)	INTERMEDIATE (7-8)	ADVANCED (8-9)	ELITE (9-10)
Tuck	Herkie	Double 9	Inter/Advanced Combo
Spread Eagle	Side Hurdler	Around the World	Jump/Tumbling Combo
Double Hook	Front Hurdler	Pike	
	Toe Touch	Pick-up/Add-on jumps	
		Intermediate Combo	

NOTE:

Scores given will reflect the execution and technique used.

2 full squad jumps must be incorporated - everyone on the floor must jump & use same jump.

A qualifying score cannot be given if 2 full squad jumps are not incorporated.

Double/Combo jumps count as one skill. Ripple jumps are considered partials.

TUMBLING

BASIC (6-7)	INTERMEDIATE (7-8)	ADVANCED (8-9)	ELITE (9-10)
Forward/Backward Roll	Back Handspring	RO-BHS Series	Series Whip Backs
Cartwheel	Round-off Back-Hdspg	RO-Back Tuck	Full Twists
Round-off	Staggered Tumbling	Layout/Layout Stepout	Standing Back Tucks
Front/Back Walkover	Aerial Cartwheel	Half Twists	Synch Advanced Skills
Synch Basic Tumbling	Series Front/Back HS	Synch Interm Skills	Punch Front
		Handspring w/Jump	Standing Full
			Specialty Pass (comb. Inter/Adv skills)

NOTE:

Timing, Execution and Technique, as well as the number of tumblers, may affect the score.

The majority of the team must perform the skill in a given category to obtain the higher score.

Teams that perform at the basic level with full team involvement could begin at a 6.

Synchronized majority skills will begin at a higher score than alternating skills.

STUNTS & PYRAMIDS

BASIC (6-7)	INTERMEDIATE (7-8)	ADVANCED (8-9)	ELITE (9-10)
Thigh Stand	Chair or Torch	One legged stunts	One-leg skill w/DD
Shoulder Stand	Extension/Cupie	One-leg skill w/twist	Toss Hands
Extension Prep (Half)	Cradle Dismount	One skill Basket Toss	Diamond Head
Straddle Lift	Pendulum	Single Base Stunts	BT w/2 or more skills
Dead Man Lift			
Pencil Down Dismount			
	(7-8)		
BASIC COED (6-7)	INTERMEDIATE COED	ADVANCED COED (8-9)	ELITE COED (9-10)
Walk-up Stunts	Toss Stunts - not ext.	Single base Ext Stunts	Single-Base w/twisting
	One skill Basket Toss	BT w/2 or more skills	dismount

NOTE:

Transitional stunts will be assessed at the Intermediate, Advanced or Elite level depending on the combination of stunts in the transition.