SCRIPT SHEET - JUMPS & TUMBLING - IASF COMPARATIVE

DIVISION	JUMPS	JUMPS EXECUTION	STANDING	STANDING TUMBLING EXECUTION	RUNNING	RUNNING TUMBLING EXECUTION
	• Degree of difficulty: - Variety, connection of jumps, use of advanced/difficult jump skills • Percentage of team participation • Height of jump(s)		• Ratio of the team • Difficulty of the passes • Teams with synchronized passes	Teams showing synchronized passes should be rewarded in difficulty and have the execution of the timing/ synchronization evaluated in technique.	• Size of the groups of synched passes • Ccomplexity of the passes • Synchronized passes	Teams showing synchronized passes should be rewarded in difficulty and have the execution of the timing/ synchronization evaluated in technique.
TEAM NAME # ATHLETES		• Synchronization • Height • Uniformity of technique • Approach • Landings • Arm placement • Flexibility • Body alignment • Legs straight • Toes pointed • Form • Speed		• Body form • Control • Speed • Sync/Timing • Height • Landings • Perfection / Uniformity		• Body form • Control • Speed • Sync/Timing • Height • Landings • Perfection / Uniformity STANDING/RUNNING EXECUTION

DIVISION	JUMPS	JUMPS EXECUTION	STANDING	STANDING TUMBLING EXECUTION	RUNNING	RUNNING TUMBLING EXECUTION
	• Degree of difficulty: - Variety, connection of jumps, use of advanced/difficult jump skills • Percentage of team participation • Height of jump(s)		• Ratio of the team • Difficulty of the passes • Teams with synchronized passes	Teams showing synchronized passes should be rewarded in difficulty and have the execution of the timing/ synchronization evaluated in technique.	• Size of the groups of synched passes • Ccomplexity of the passes • Synchronized passes	Teams showing synchronized passes should be rewarded in difficulty and have the execution of the timing/ synchronization evaluated in technique.
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