



# SCRIPT SHEET - TUMBLING DIFFICULTY - ALLSTAR

CHEER CANADA DIVISION	JUMPS		STANDING			RUNNING	
			<ul style="list-style-type: none"> <li>Degree of Difficulty of the passes • Variety of Passes</li> <li>Satisfies or exceeds the quantity requirement utilizing grouped or synchronized passes</li> </ul>			<ul style="list-style-type: none"> <li>Difficulty of the passes throughout the routine • Percentage of team participation</li> <li>Combination of skills (level and non-level appropriate) • Synchronization of passes</li> <li>Pace and speed of skills performed</li> </ul>	
TEAM NAME							
# ATHLETES							
PERFORMANCE	DIFF.	TECH.	DIFF.	TECH.	DIFF.	TECH.	

High Range 4.5-5.0	0.1	0.2	0.3
Degree of difficulty			
Variety			
Satisfies/exceeds qty req. using grouped/ or sync passes			

TUMBLING/JUMP QUANTITY		
# of athletes	MAJ.	MOST
5 - 7	2	3
8 - 9	4	5
10 - 11	5	6
12 - 14	6	7
15 - 16	7	9
17 - 19	8	10
20 - 22	10	12
23 - 25	11	13
26 - 27	13	15
28 - 30	14	16
31 - 38	15	18

DIVISION	JUMPS		STANDING			RUNNING	
			<ul style="list-style-type: none"> <li>Degree of Difficulty of the passes • Variety of Passes</li> <li>Satisfies or exceeds the quantity requirement utilizing grouped or synchronized passes</li> </ul>			<ul style="list-style-type: none"> <li>Difficulty of the passes throughout the routine • Percentage of team participation</li> <li>Combination of skills (level and non-level appropriate) • Synchronization of passes</li> <li>Pace and speed of skills performed</li> </ul>	
TEAM NAME							
# ATHLETES							
PERFORMANCE	DIFF.	TECH.	DIFF.	TECH.	DIFF.	TECH.	

High Range 4.5-5.0	0.1	0.2	0.3
Degree of difficulty			
Variety			
Satisfies/exceeds qty req. using grouped/ or sync passes			



# SCRIPT SHEET - TUMBLING TECHNIQUE - ALLSTAR

DIVISION	JUMPS					STANDING					RUNNING				
	A (APPROACH) * AP (ARM PLACEMENT * LP (LEG PLACEMENT) * L (LANDINGS) * SYNC (SYNC)					A (APPROACH) * S (SPEED) * BC (BODY CONTROL) * L (LANDINGS) * SYNC (SYNC)					A (APPROACH) * S (SPEED) * BC (BODY CONTROL) * L (LANDINGS) * SYNC (SYNC)				
TEAM NAME															
	TECH.					TECH.					TECH.				
PERFORMANCE	A	AP	LP	L	SYNC	A	S	BC	L	SYNC	A	S	BC	L	SYNC
	0.1	0.1	0.1	0.1	0.1	0.1	0.1	0.1	0.1	0.1	0.1	0.1	0.1	0.1	0.1
	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2
	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3

DIVISION	JUMPS					STANDING					RUNNING				
	A (APPROACH) * AP (ARM PLACEMENT * LP (LEG PLACEMENT) * L (LANDINGS) * SYNC (SYNC)					A (APPROACH) * S (SPEED) * BC (BODY CONTROL) * L (LANDINGS) * SYNC (SYNC)					A (APPROACH) * S (SPEED) * BC (BODY CONTROL) * L (LANDINGS) * SYNC (SYNC)				
TEAM NAME															
	TECH.					TECH.					TECH.				
PERFORMANCE	A	AP	LP	L	SYNC	A	S	BC	L	SYNC	A	S	BC	L	SYNC
	0.1	0.1	0.1	0.1	0.1	0.1	0.1	0.1	0.1	0.1	0.1	0.1	0.1	0.1	0.1
	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2
	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3