

SCRIPT SHEET - TUMBLING DIFFICULTY - SCHOLASTIC



DIVISION	JUMPS	STANDING & RUNNING		
TEAM NAME		<ul style="list-style-type: none"> • Difficulty of the passes throughout the routine • Percentage of team participation • Combination of skills (level and non-level appropriate) • Synchronization of passes • Pace and speed of skills performed 		
# ATHLETES	DIFF.	TECH.	DIFF.	TECH.

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		
TEAM NAME		<ul style="list-style-type: none"> • Difficulty of the passes throughout the routine • Percentage of team participation • Combination of skills (level and non-level appropriate) • Synchronization of passes • Pace and speed of skills performed 		
# ATHLETES	DIFF.	TECH.	DIFF.	TECH.



SCRIPT SHEET - TUMBLING TECHNIQUE - SCHOLASTIC

DIVISION	JUMPS					STANDING & RUNNING					CHEER											
	A (APPROACH) * AP (ARM PLACEMENT * LP (LEG PLACEMENT) * L (LANDINGS) * SYNC (SYNC)					A (APPROACH) * S (SPEED) * BC (BODY CONTROL) * L (LANDINGS) * SYNC (SYNC)																
TEAM NAME											Effective Material	2.0 - 3.0										
											Use of Props			2.0 - 3.0								
											Crowd Lead/Energy		2.0 - 3.0									
											Skill Incorporation		2.0 - 3.0									
											Execution of Skills		2.0 - 3.0									
											TECH.					TECH.						
											A	AP	LP	L	SYNC	A	S	BC	L	SYNC		
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	0.4	0.4	0.4	0.4	0.4													
0.3	0.3	0.3	0.3	0.3	0.6	0.6	0.6	0.6	0.6													
										TOTAL / 15												

DIVISION	JUMPS					STANDING & RUNNING					CHEER											
	A (APPROACH) * AP (ARM PLACEMENT * LP (LEG PLACEMENT) * L (LANDINGS) * SYNC (SYNC)					A (APPROACH) * S (SPEED) * BC (BODY CONTROL) * L (LANDINGS) * SYNC (SYNC)																
TEAM NAME											Effective Material	2.0 - 3.0										
											Use of Props			2.0 - 3.0								
											Crowd Lead/Energy		2.0 - 3.0									
											Skill Incorporation		2.0 - 3.0									
											Execution of Skills		2.0 - 3.0									
											TECH.					TECH.						
											A	AP	LP	L	SYNC	A	S	BC	L	SYNC		
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	0.4	0.4	0.4	0.4	0.4													
0.3	0.3	0.3	0.3	0.3	0.6	0.6	0.6	0.6	0.6													
										TOTAL / 15												