# FRESHMEN/JUNIOR VARSITY DIVISIONS DIFFICULTY GRID

| Point Values | Tumbling Difficulty | Point Values | Stunt Difficulty | Point Values | Pyramid Difficulty | Point Values | Jumps Difficulty |
|---|---|---|---|---|---|---|---|
| 2.0 – 3.0 | Examples:<br>• Forward/Backward Rolls<br>• Cartwheels<br>• Front/Back Walkovers<br>• Round-offs | 2.0 – 3.0 | Examples:<br>• One Leg Variations Below Prep Level<br>• Extension Preps<br>One Leg Variations at Prep Level | 2.0 – 3.0 | Examples:<br>(Pyramids Involving)<br>• Prep Level Two Leg Stunts<br>• Prep Level One Leg Stunts | 2.0 – 3.0 | Examples:<br>• Single Advanced Jumps<br>(See examples of Advanced jumps) |
| 3.0 – 4.0 | • Standing BHS<br>• Round-off BHS<br>• Standing BHS Series<br>• Round-off BHS Series<br>• Jump BHS Series | 3.0 – 4.0 | • Extensions<br>Extended One Leg Stunts | 3.0 – 4.0 | (Pyramids Involving)<br>• Extended Two Leg Stunts<br>• Extended One Leg Stunts | 3.0 – 4.0 | • Connected Advanced Double Jump Combinations<br>(See examples of Advanced jumps) |
| 4.0 – 5.0 | • Standing Back Tuck<br>• Standing BHS Back Tuck<br>• Jump Combinations to Standing Back Tuck<br>• Round-off BHS Back Tuck<br>• Round-off Back Tuck<br>• Elite Passes that Include Layouts, Whips, Fulls, etc. | 4.0 – 5.0 | • Extended One Leg Stunts **AND** Twisting Skill.<br>Single Twisting Transition **OR** Dismount **TO** or **FROM** Two Legs | 4.0 – 5.0 | (Pyramids Involving)<br>• Multiple (2 or more) One Leg Stunts to Include a Transitional Sequence | 4.0 – 5.0 | • Connected Advanced Triple Jump Combinations **OR** Advanced Double Jump Combinations **PLUS** a Single Advanced Jump<br>Must Include Variety<br>(See examples of Advanced jumps) |

| Additional Jumps Information | Tosses Information |
|---|---|
| Examples of Advanced Jumps:<br>• Herkie/Hurdler (left/right and front/side)<br>(Herkie/Hurdler in different directions are considered the same jump)<br>• Toe Touch<br>• Pike<br><br>Jumps Combinations:<br>• Multiple (2 or more) Jumps Connected with Continuous Movement | • Tosses are NOT required but may be rewarded in the Pyramids category and will be considered a Pyramid category "Booster/Driver" at the discretion of the Pyramid category judge(s). |

## FRESHMEN/JUNIOR VARSITY DIVISION SCORING INFORMATION

The following information indicates the point ranges assigned to examples of skills performed by a **majority** (51%) a team for Tumbling, **most** (approximately 75%) of the team members for **Stunts, and Pyramids.** This list is not all-inclusive, but rather are examples of skills assigned to specific point values.

- Tumbling is considered cumulative/recyclable to meet the 51% requirement of performed same skills.

- A team that doesn't meet the required percentage of performed skills in a category, may be moved into a lower range if performed by **less than 51% for Tumbling** and **less than approximately 75% for Stunts, and Pyramids.**

- Score "Boosters/Drivers" may be used to boost specific category Difficulty scores provided the team performs the required percentage and Difficulty applicable to that range **and** additionally performs additional skills yet **not** hitting the required percentage. This is based on:
  - **Skill Type/Difficulty**
  - **Variety**
  - **Number of Additional Skills Performed**