



VARSITY INTERMEDIATE DIVISIONS DIFFICULTY GRID

| Point Values | Tumbling Difficulty | Point Values | Stunt Difficulty | Points Values | Pyramid Difficulty | Point Values | | Jumps Difficulty |
|--------------|--|--------------|---|---------------|--|--------------|------------|---|
| 2.0 – 3.0 | Examples: <ul style="list-style-type: none"> Forward/Backward Rolls Cartwheels Forward/Backward Walkovers (See Intermediate restrictions) | 2.0 - 3.0 | Examples: <ul style="list-style-type: none"> One Leg Variations Below Prep Level Extension Preps (See Intermediate restrictions) | 2.0 - 3.0 | Examples: (Pyramids Involving) <ul style="list-style-type: none"> One Leg Stunts at Prep Level Extended Two Leg Stunts (See Intermediate restrictions) | 2.0 – 3.0 | 5.0 - 7.0 | Examples: <ul style="list-style-type: none"> Single Advanced Jumps (See Intermediate restrictions) |
| 3.0 – 4.0 | <ul style="list-style-type: none"> Round-offs Standing BHS Round-off BHS (See Intermediate restrictions) | 3.0 - 4.0 | <ul style="list-style-type: none"> One Leg Variations at Prep Level Extensions (See Intermediate restrictions) | 3.0 - 4.0 | (Pyramids Involving) <ul style="list-style-type: none"> Multiple Novice Level Transitions Extensions (See Intermediate restrictions) | 3.0 – 4.0 | 7.0 - 9.0 | <ul style="list-style-type: none"> Connected Advanced Double Jump Combinations (See Intermediate restrictions) |
| 4.0 - 5.0 | <ul style="list-style-type: none"> Standing BHS Series Round-off BHS Back Tuck Round-off Tucks Jump BHS Combinations (See Intermediate restrictions) | 4.0 - 5.0 | <ul style="list-style-type: none"> Extended One Leg Stunts Single Twisting Transitions OR Dismounts TO or FROM Two Leg Stunts (See Intermediate restrictions) | 4.0 - 5.0 | (Pyramids Involving) <ul style="list-style-type: none"> Multiple Extended Structures Involving Extended One Leg Stunts AND <ul style="list-style-type: none"> Multiple Transitional Elements of which ONE is a Release Move. (See Intermediate restrictions) | 4.0 – 5.0 | 9.0 - 10.0 | <ul style="list-style-type: none"> Connected Advanced Triple Jump Combinations OR Advanced Double Combinations PLUS a Single Advanced Jump (Must include variety) (See Intermediate restrictions) |

| Additional Jumps information | Tosses Information |
|--|--|
| <p>Examples of Advanced Jumps:</p> <ul style="list-style-type: none">• Herkie/Hurdler (left/right and front/side) (Herkie/Hurdler in different directions are considered the same jump)• Toe Touch• Pike• Double Nine• Around the World• Etc. <p>Jump Combinations:</p> <ul style="list-style-type: none">• Jumps Connected with Continuous Movement (May use approaches of choice) | <p>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).</p> <p>(See actual Intermediate restrictions)</p> |

INTERMEDIATE 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**