



VARSITY NOVICE DIVISIONS DIFFICULTY GRID

Point Values	Tumbling Difficulty	Point Values	Stunt Difficulty	Point Values	Pyramid Difficulty	Point Values	Jumps Difficulty
2.0 - 3.0	Examples: <ul style="list-style-type: none"> • Handstands to Rolls • Forward /Backward Rolls (See actual Novice restrictions)	2.0 - 3.0	Examples: <ul style="list-style-type: none"> • Two Leg Variations Below Prep Level • One Leg Variations Below Prep Level (See actual Novice restrictions)	2.0 - 3.0	Examples: (Pyramids Involving) <ul style="list-style-type: none"> • Two Leg Stunts Below Prep Level • One Leg Stunts Below Prep Level (See actual Novice restrictions)	2.0 - 3.0	Examples: <ul style="list-style-type: none"> • Single Jumps (See actual Novice restrictions)
3.0 - 4.0	<ul style="list-style-type: none"> • Cartwheels • Front/Back Walkovers • Round-offs (See actual Novice restrictions)	3.0 - 4.0	<ul style="list-style-type: none"> • Extension Preps (See actual Novice restrictions)	3.0 - 4.0	(Pyramids Involving) <ul style="list-style-type: none"> • One Leg Stunts at Prep Level • Multiple (2 or more) Two Leg Stunts (See actual Novice restrictions)	3.0 - 4.0	<ul style="list-style-type: none"> • Connected Double Jump Combinations (See actual Novice restrictions)
4.0 - 5.0	<ul style="list-style-type: none"> • Standing BHS • Round-off BHS (See actual Novice restrictions)	4.0 - 5.0	<ul style="list-style-type: none"> • One Leg Variations at Prep Level • Extensions (See actual Novice restrictions)	4.0 - 5.0	(Pyramids Involving) <ul style="list-style-type: none"> • Multiple (2 or more) Extended One Leg Stunts • Multiple (2 or more) Novice Level Transitions (See actual Novice restrictions)	4.0 - 5.0	<ul style="list-style-type: none"> • Connected Triple Jump Combinations OR Double Jump Combinations PLUS a Single Advanced Jump (Must include variety) (See actual Novice 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 Novice Toss restrictions)</p>

NOVICE 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