



## College DIVISIONS DIFFICULTY GRID

Point Values	Tumbling Difficulty	Point Values	Stunt Difficulty	Additional Stunt Information
2.0 - 3.0	Examples: <ul style="list-style-type: none"> <li>• Forward/Backward Rolls</li> <li>• Cartwheels</li> <li>• Front/Back Walkovers</li> <li>• Round-offs</li> </ul>	2.0 - 3.0	Examples: <ul style="list-style-type: none"> <li>• One Leg Variations Below Prep Level</li> <li>• Extension Preps</li> <li>• One Leg Variations at Prep Level</li> </ul>	(Elite stunt skills for Advanced division Include but are not limited to) <ul style="list-style-type: none"> <li>• Full-up/Double to Extended Position</li> <li>• Release Moves/Inversions that Land in an Extended Position</li> <li>• Tick Tock Variations</li> <li>• Toss Extended Stunts</li> <li>• Other Unique Mounts and Transitions of Similar Difficulty Level or Higher Difficulty</li> </ul>
3.0 – 4.0	Examples: <ul style="list-style-type: none"> <li>• Standing BHS</li> <li>• Round-off BHS</li> <li>• Standing BHS Series</li> <li>• Round-off BHS Series</li> <li>• Jump BHS Series</li> </ul>	3.0 – 4.0	Examples: <ul style="list-style-type: none"> <li>• Extensions</li> <li>• Extended One Leg Stunts</li> <li>• Extended One Leg Stunts <b>AND</b> Twisting Skill Single Twisting Transition <b>OR</b> Dismount <b>TO OR FROM</b> Two Leg Stunts</li> </ul>	
4.0 – 5.0	Examples: <ul style="list-style-type: none"> <li>• Standing Back Tuck</li> <li>• Standing BHS Tuck</li> <li>• Jump Combinations to Standing BHS Tuck</li> <li>• Jump Combinations to Standing Back Tuck</li> <li>• Round-off BHS Back Tuck</li> <li>• Round-off Back Tuck</li> <li>• Elite Passes that Include Layouts, Whips, Fulls, etc.</li> </ul>	4.0 – 5.0	Examples: <ul style="list-style-type: none"> <li>• Multiple Elite Skills</li> <li>• Multiple Elite Skills <b>AND</b> Single Twisting Transition or Dismount <b>FROM</b> One Leg Stunts <b>OR</b> Extended Stunt Sequence Performed by Single Base. Unassisted <b>COED STYLE</b></li> </ul> <p>(See examples of Elite stunt skills)</p>	(See progressions for additional skills)

Point Values	Pyramid Difficulty	Point Values	Jumps Difficulty	Additional Jumps Information
2.0 – 3.0	Examples: (Pyramids Involving) <ul style="list-style-type: none"><li>One Leg Stunts at Prep Level</li><li>Extended Two Leg Stunts</li><li>Extended One Leg Stunts</li></ul> (See actual Advanced restrictions)	2.0 – 3.0	Examples: <ul style="list-style-type: none"><li>Single Advanced Jumps</li></ul> (See examples of Advanced jumps)	Examples of Advanced Jumps: <ul style="list-style-type: none"><li>Herkie/Hurdler (left/right and front/side)</li></ul> (Herkie/Hurdler in different directions are considered the same jump) <ul style="list-style-type: none"><li>Toe Touch</li><li>Pike</li><li>Double Nine</li><li>Around the World</li><li>Etc.</li></ul> Jump Combinations: <ul style="list-style-type: none"><li>Jumps Connected with Continuous Movement</li></ul> (May use approaches of choice)
3.0 – 4.0	(Pyramids Involving) <ul style="list-style-type: none"><li>Multiple (2 or more) One Leg Stunts</li><li>Multiple (2 or more) One Leg Stunts <b>AND</b></li><li>Multiple Transitional Elements <b>ONE</b> of which is a Release Move</li></ul> (See actual Advanced restrictions)	3.0 – 4.0	<ul style="list-style-type: none"><li>Connected Advanced Double Jump Combinations</li></ul> (See examples of Advanced jumps)	
4.0 – 5.0	(Pyramids Involving) <ul style="list-style-type: none"><li>Extended One Leg Stunts with Multiple Transitional Sequences <b>PLUS</b> one of the following:</li><li>Braced Flip Transition <b>OR</b></li><li>Arm Braced Tick Tock <b>AND</b></li><li>Multiple Extended Structures</li></ul> (See actual Advanced restrictions)	4.0 – 5.0	<ul style="list-style-type: none"><li>Connected Advanced Triple Jump Combination <b>OR</b> Advanced Double Jump Combinations <b>PLUS</b> a Single Advanced Jump</li></ul> (Must include variety)  (See examples of Advanced jumps)	

## Tosses Information

- 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).

## ADVANCED 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**