

Intermediate

	Skill	Bonus (0.2)
1.	Chase, cat leap	Scissor leap
2.	Tuck jump, star jump	
3.	Cartwheel ¼ turn	Side to side cartwheel, cartwheel ¼ turn
4.	Backward roll to straddle stand-jump to front support	
5.	Hold front support, hold side support to pike support	
6.	Bridge/Bridge kick over	Shoulder stand, roll to stand. Back bend, kickover or backward walkover
7.	Jump ½ turn	
8.	Round off, straight jump	Round off, jump, b/w roll to front support

**Max start score: 11.1 (all bonuses in routine, plus
0.3 execution bonus)**