

**GLOBAL ELITE**  
**Levels 1-7**

**2023 – 2024**



# GLOBAL ELITE CHEER STUNT & PYRAMID

REV 4/19/2024

## STUNT QUANTITY CHART

Number of Athletes	Majority	Most	Maximum
5 to 11	1	1	2
12 to 17	2	3	4
18 to 22	3	4	5
23 to 30	4	5	6
31 to 38	5	6	7

## STUNT QUANTITY

(RIPPLED OR SYNCHRONIZED IN THE SAME SECTION WITHOUT RECYCLING ATHLETES)

3 pt	Below	Skills performed do not meet the low requirement.
4 pt	Low	1 Level Appropriate Skill by <b>MAJORITY</b> of the groups.
4.5 pt	Mid	1 Level Appropriate Skill by <b>MOST</b> OR 1 Elite Skill by <b>MAJORITY</b> of the groups.
5 pt	Max	1 Elite skill performed by <b>MOST</b> of the groups.

## BUILDING CREATIVITY

0 - 2.5 pt	Incorporation of creative, innovative, and visual elements in the Entries, Transitions, and Dismounts of all Building skills. This includes both level and non-level appropriate skills. Pace/connection of skills will be considered.
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## STUNT BUILDING DIFFICULTY

3 pt	Below	Skills performed do not meet 4.55 requirement.
4.55 pt	Low	1 level appropriate skill was performed by <b>MOST</b> of the groups <b>1 coed stunt if coed.</b>
4.7 pt	Mid	2 level appropriate skills performed by <b>MOST</b> of the groups. <b>1 coed stunt if coed.</b>
4.85 pt	High	3 level appropriate skills performed by <b>MOST</b> of the groups. <b>1 coed stunt if coed.</b>
5 pt	Max	4 level appropriate skills performed by <b>MOST</b> of the groups. <b>1 Coed Stunt if coed.</b>

## PYRAMID DIFFICULTY

3 pt	Below	Skills performed do not meet the 4.55 requirements.
4.55 pt	Low	Skills performed had 1 structures and 1 level appropriate skill
4.7 pt	Mid	Skills performed had 2 structures and 1 level appropriate skill
4.85 pt	High	Skills performed had 2 structures and 2 level appropriate skills
5 pt	Max	Skills performed had 2 structures and 3 level appropriate skills

## STUNTS & PYRAMID EXECUTION

LOW 0 - 1.0	AVERAGE 1.1 - 1.4	GREAT 1.5 - 1.7	BEST 1.8 - 2.0
Top Person 0.0 - 2.0 pt	<ul style="list-style-type: none"> <li>* Body Control</li> <li>* Flexibility locked, and toes pointed.</li> <li>* Core engagement, level hips, chest up, legs</li> </ul>		
BASING UNIT 0.0 - 2.0 pt	<ul style="list-style-type: none"> <li>* Stunt Stability</li> <li>* Proper Athletic Stance</li> <li>* Feet Firmly Planted on Performance Surface</li> <li>* Arm Position in Extended stunts</li> </ul>		
SPACING 0.0 - 2.0 pt	<ul style="list-style-type: none"> <li>* Clearly defined formations</li> <li>* Spacing execution based on flyers hips.</li> </ul>		
TRANSITIONS 0.0 - 2.0 pt	<ul style="list-style-type: none"> <li>* Entry and exits for skills</li> <li>* Dismounts to performance surface or cradles</li> <li>* Control from skill to skill</li> </ul>		
PACE 0.0 - 2.0 pt	<ul style="list-style-type: none"> <li>* Even Flow from skill to skill</li> <li>* Good use of 8 counts</li> </ul>		

# GLOBAL ELITE CHEER JUMPS & TOSSES

REV 4/19/2024

TOSS DIFFICULTY		
1 pt	<b>BELOW</b>	Skills performed do not meet low requirements
2.2 pt	<b>LOW</b>	Less than <b>MAJORITY</b> of the team performs a toss.
2.35 pt	<b>MID</b>	<b>MAJORITY</b> of the team performs a level appropriate toss.
2.5 pt	<b>MAX</b>	<b>MOST</b> of the team performs a level appropriate toss rippled or synchronized in the same section without recycling athletes.

TOSS QUANTITY CHART			
Number of Athletes	Majority	Most	Maximum
5 to 11	1	1	2
12 to 17	2	3	4
18 to 22	3	4	5
23 to 30	4	5	6
31 to 38	5	6	7

TOSS EXECUTION	
<b>TOP PERSON</b> 0.0 - 2 pt	<ul style="list-style-type: none"> <li>* Body control</li> <li>* Consistent execution of skills/trick between top person</li> <li>* Legs straight toes pointed</li> <li>* Arm placement</li> </ul>
<b>BASES</b> 0.0 - 2 pt	<ul style="list-style-type: none"> <li>* Using arms/legs to throw together (timing)</li> <li>* Solid stance (little movement)</li> <li>* Controlled throw</li> <li>* Cradle (catch high &amp; absorb)</li> </ul>
<b>HEIGHT</b> 0.0 - 1 pt	* Distance between top person's feet and the hands of the bases.

JUMP DIFFICULTY		
1.0 pt	<b>Below</b>	Skills performed do not meet the low requirement.
2.05 pt	<b>Low</b>	1 Jump was performed by <b>MOST</b> of the team.
2.2 pt	<b>Mid</b>	2 Jumps were performed by <b>MAJORITY</b> of the team.
2.35 pt	<b>High</b>	2 jumps were performed by <b>MOST</b> of the team.
2.5 pt	<b>Max</b>	2 jumps <b>**MUST HAVE VARIETY **</b> and 1 additional jump performed by <b>MOST</b> of the team.

JUMP QUANTITY CHART			
Number of Athletes	Majority	Most	Maximum
5 to 11	5	6	10
12 to 17	6	7	12
18 to 22	9	10	18
23 to 30	11	12	22
31 to 38	15	16	30

JUMP EXECUTION	
<b>ARM PLACEMENT</b> 0.0 - 2 pt	<ul style="list-style-type: none"> <li>* Approach</li> <li>* Consistent entry</li> <li>* Swing/prep</li> <li>* Arm position within jump(s)</li> </ul>
<b>LEG PLACEMENT</b> 0.0 - 2 pt	<ul style="list-style-type: none"> <li>* Straight legs</li> <li>* Pointed toes</li> <li>* Hip placement / rotation / hyperextension</li> <li>* Chest placement</li> <li>* Landings - feet together / legs locked</li> </ul>
<b>TIMING</b> 0.0 - 1 pt	* Synchronization of skills performed by the group.

# GLOBAL ELITE CHEER TUMBLING

REV 4/19/2024

## TUMBLING QUANTITY CHART

Number of Athletes	Majority	Most	Maximum
5 to 11	5	6	7
12 to 17	6	7	9
18 to 22	8	10	12
23 to 30	10	13	16
31 to 38	14	18	22

## TUMBLING EXECUTION

LOW 0 – 1.74	AVERAGE 1.75 - 1.99	GREAT 2.0 - 2.24	BEST 2.25 - 2.5
APPROACH 0 - 2.5 pt	BODY CONTROL 0 - 2.5 pt	SYNCHORIZATION 0 - 2.5 pt	LANDING 0 - 2.5 pt
<ul style="list-style-type: none"> <li>* Arm placement into a skill or pass</li> <li>* Connection of skill or pass</li> <li>* Chest Placement</li> </ul>	<ul style="list-style-type: none"> <li>* Legs and feet together</li> <li>* Head placement</li> <li>* Proper sets for skill</li> <li>* Hips squared</li> </ul>	<ul style="list-style-type: none"> <li>* Synchronization of take off and landing</li> <li>* Squad passes</li> <li>*** Teams that do not perform at least 1 level appropriate pass synchronized in a group (2 or more athletes) will automaticall receive .5 off for synchronization.</li> </ul>	<ul style="list-style-type: none"> <li>* Controlled</li> <li>* Chest Placement</li> <li>* Finished pass / skill</li> <li>* Incomplete twisting skills</li> </ul>

## RUNNING TUMBLING DIFFICULTY

3	Below	Skills performed do not meet 4.55 requirement
4.55	Low	Majority of the team performs 1 level appropriate tumble skills.
4.7	Mid	Most of the team performs 1 level appropriate tumble skill.
4.85	High	Most of the team performs 2 level appropriate tumble skills.
5	Max	Maximum number of athletes perform 2 level appropriate tumble skills or 1 Elite and 1 level appropriate skill

## STANDING TUMBLING DIFFICULTY

3	Below	Skills performed do not meet 4.55 requirement
4.55	Low	Majority of the team performs 1 level appropriate tumble skills.
4.7	Mid	Most of the team performs 1 level appropriate tumble skill.
4.85	High	Most of the team performs 2 level appropriate tumble skills.
5	Max	Maximum number of athletes perform 2 level appropriate tumble skills IN THE SAME PASS or 1 Elite and 1 level appropriate skill IN THE SAME PASS

# GLOBAL ELITE CHEER OVERALL & DANCE

REV 4/19/2024

## DANCE DIFFICULTY

1.5 pt	Below	Skills do not meet the low range requirement.
2.0 – 2.9 pt	Low	Skills performed with few to no level changes, formations and/or transitions and minimal footwork and little creativity
3.0 – 3.9 pt	Mid	Skills performed with slow paced level changes, formations and/or transitions with some mid-level footwork and some creativity
4.0 – 4.9 pt	High	Skills performed with faster paced level changes, formations and/or transitions with some intricate footwork and creative visual effects
5 pt	Max	Skills performed with fast paced, intricate footwork, level changes, formations and transitions with high level of creativity

## DANCE EXECUTION

0.0 - 0.9 pt	Low	Skills performed with multiple errors in spacing, synchronization, motion placement and low energy and projection.
1.0 – 1.9 pt	Mid	Skills performed with few errors in spacing, synchronization, motion placement and mid-level energy and projection.
2.0 – 2.5 pt	High	Skills performed with little to no errors in spacing, synchronization, motion placement and a high level of energy and projection.

## ROUTINE COMPOSITION

1 - 1.9 pt	Below	* Each section of the routine having a well-defined flow, transition and formations.
2 - 2.9 pt	Low	* The flow of the routine should seamlessly connect from section to section without obvious gaps in transitions.
3 - 3.9 pt	Mid	* The pace of the routine should have consistent flow from beginning to end.
4 - 4.9 pt	High	* Transitions need to be clean, creative and visual in composition.
5 pt	Max	* The overall composition of the routine should engage the crowd and be entertaining and exciting.

## OVERALL PERFORMANCE

1 - 1.9 pt	Below	* The overall performance score of the routine is based on the judge impression of the entire routine as a whole.
2 - 2.9 pt	Low	* This includes the entire team's energy, genuine enthusiasm, confidence, eye contact and sincere facial expressions.
3 - 3.9 pt	Mid	* It should also encompass the athlete's ability to interpret the theme of the routine and project it in a manner so that it is easily recognizable.
4 - 4.9 pt	High	* Transitions from section to section of the routine should be executed to perfection and be visually pleasing to all.
5 pt	Max	* Mistakes in formations, transitions, spacing and synchronization will be reflected in this score.

## Note from the Judges

This performance section is subjective to the judges scoring. Judges reserve the right to apply additional deductions for the following:

- Dances that are not age appropriate
- Dances that are provocative or sexual in nature
- Dances that are not family friendly to all ages.
- Motions or gestures that are not age appropriate, sexual in nature, or imply harm.