# GLOBAL ELITE Levels 1-7



## 2023 - 2024

### **GLOBAL ELITE CHEER STUNT & PYRAMID**

REV 4/2/2024

#### **STUNT QUANTITY CHART**

Number of Athletes	Majority	Most	Maximum
5 to 11	1	2	3
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>MOST</b> of the groups.			
4.5 pt	Mid	1 Level Appropriate Skill by MAXIMUM OR 1 Elite Skill by MOST of the groups.			
5 pt	Max	1 Elite skill performed by MAXIMUM of the groups.			

BUILDING	CREATIVIT
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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.

STUNT BUILDING DIFFICULTY					
3 pt	Below	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</b> <b>coed.</b>			
4.7 pt	Mid	2 level appropriate skills performed by MOST of the groups. 1 coed stunt if coed.			
4.85 pt	High	3 level appropriate skills performed by MOST of the groups. 1 coed stunt if coed.			
5 pt	Max	4 level appropriate skills performed by MOST of the groups. 1 Coed Stunt if coed.			

#### 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	* Body Control * Flexibility locked, and toes pointed. * Core engagement, level hips, chest up, legs					
BASING UNIT 0.0 - 2.0 pt	* Stunt Stability * Proper Athletic Stance * Feet Firmly Planted on Performance Surface * Arm Position in Extended stunts					
SPACING 0.0 - 2.0 pt	* Clearly defined formations * Spacing execution based on flyers hips.					
	* Entry and exits for skills 5 * Dismounts to performance surface or cradles * Control from skill to skill					
PACE 0.0 – 2.0 pt	* Even Flow fro * Good use of {					

## **GLOBAL ELITE CHEER JUMPS & TOSSES**

REV 4/2/2024

	T	OSS DIFFICULTY	TOS			ART		TOSS EXECUTION
1 pt	BELOW	Skills performed do not meet low requirements	Number of Majority	Majority	Most I	Maximum	TOP PERSON	<ul> <li>* Body control</li> <li>* Consistent execution of skills/trick between</li> <li>top person</li> <li>* Legs straight toes pointed</li> <li>* Arm placement</li> </ul>
2.2 pt	LOW	Less than <b>MAJORITY</b> of the team performs a toss.	Athletes				0.0 - 2 pt	
2.35 pt	MID	MAJORITY of the team performs a level	5 to 11	1	2	3		* Using arms/legs to throw together (timing)
2.55 pt		appropriate toss.	12 to 17	2	3	4	BASES 0.0 - 2 pt	<ul> <li>* Solid stance (little movement)</li> <li>* Controlled throw</li> </ul>
	MOST of the team performs a level		18 to 22	3	4	5		* Cradle (catch high & absorb)
2.5 pt		appropriate toss rippled or synchronized in the same section without recycling athletes.	23 to 30	4	5	6	HEIGHT	* Distance between top person's feet and the hands of the bases.
			31 to 38	5	6	7	0.0 - 1 pt	
JUMP DIFFICULTY			JUMP QUANTITY CHART					
	JC	JMP DIFFICULTY	JUN	IP QUAN	TITY CH	ART		JUMP EXECUTION
1.0 pt	Below	Skills performed do not meet the low	Number o	f			ARM PLACEMENT	* Approach * Consistent entry
1.0 pt 2.05 pt	Below	Skills performed do not meet the low				ART Maximum		* Approach
2.05 pt	Below	Skills performed do not meet the low requirement. 1 Jump was performed by <b>MOST</b> of the	Number o	f			PLACEMENT 0.0 - 2 pt	<ul> <li>* Approach</li> <li>* Consistent entry</li> <li>* Swing/prep</li> <li>* Arm position within jump(s)</li> <li>* Straight legs</li> </ul>
	Below Low Mid	Skills performed do not meet the low requirement. 1 Jump was performed by <b>MOST</b> of the team.	Number o Athletes	f Majority	Most	Maximum	PLACEMENT	<ul> <li>* Approach</li> <li>* Consistent entry</li> <li>* Swing/prep</li> <li>* Arm position within jump(s)</li> </ul>
2.05 pt	Below Low Mid High	Skills performed do not meet the low requirement. 1 Jump was performed by <b>MOST</b> of the team. 2 Jumps were performed by <b>MAJORITY</b> of	Number o Athletes 5 to 11	f Majority	Most 6	Maximum 10	PLACEMENT 0.0 - 2 pt LEG	<ul> <li>* Approach</li> <li>* Consistent entry</li> <li>* Swing/prep</li> <li>* Arm position within jump(s)</li> <li>* Straight legs</li> <li>* Pointed toes</li> </ul>
2.05 pt 2.2 pt	Below Low Mid High	Skills performed do not meet the low requirement. 1 Jump was performed by <b>MOST</b> of the team. 2 Jumps were performed by <b>MAJORITY</b> of the team. 2 jumps were performed by <b>MOST</b> of the	Number o Athletes 5 to 11 12 to 17	f Majority 5 6	Most 6 7	Maximum 10 12	PLACEMENT 0.0 - 2 pt LEG PLACEMENT	<ul> <li>* Approach</li> <li>* Consistent entry</li> <li>* Swing/prep</li> <li>* Arm position within jump(s)</li> <li>* Straight legs</li> <li>* Pointed toes</li> <li>* Hip placement / rotation / hyperextention</li> <li>* Chest placement</li> </ul>

## GLOBAL ELITE CHEER TUMBLING

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TUMBI		ANITITY	CHART	TUMBLING EXECUTION				
Number of				LOW 0 – 1.74	AVERAGE 1.75 - 1.99	GREAT 2.0 - 2.24	BEST 2.25 - 2.5	
Number of Athletes	Majority	Most	Maximum	APPROACH	BODY CONTROL	SYNCHORIZATION	LANDING	
Atmetes	itnietes			0 - 2.5 pt	0 - 2.5 pt	0 - 2.5 pt	0 - 2.5 pt	
5 to 11	5	6	7			* Synchronization of take off and landing		
12 to 17	6	7	9	or pass * Connection of skill or pass		<ul> <li>Legs and feet together</li> <li>Head placement</li> </ul>	* Squad passes *** Teams that do not perform at least 1 level	* Controlled * Chest Placement
18 to 22	8	10	12		* Proper sets for skill	appropriate pass	* Finished pass / skill	
23 to 30	10	13	16	* Chest Placement	* Hips squared	synchronized in a group (2 or more athletes) will		
31 to 38	14	18	22			automaticall receive .5 off for synchronization.		

	RUNNI	NG TUMBLING DIFFICULTY	STANDING TUMBLING DIFFICULTY		
3	Below	Skills performed do not meet 4.55 requirement	3	Below	Skills performed do not meet 4.55 requirement
4.55	Low	Majority of the team performs 1 level appropriate tumble skills.	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.	4.7	Mid	Most of the team performs 1 level appropriate tumble skill.
4.85	High	Most of the team performs 2 level appropriate tumble skills.	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	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 4/2/2024

	DANCE DIFFICULTY				ROUTINE COMPOSITION			
1.5 pt	Below	<b>ow</b> Skills do not meet the low range requirement.		Below	* Each section of the routine having a well-defined flow, transition and			
			2 - 2.9 pt	Low	formations. * The flow of the routine should seamlessly connect from section to section			
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 - 3.9 pt	Mid	without obvious gaps in transitions. * The pace of the routine should have consistent flow from beginning to end.			
		Skills performed with slow paced level changes, formations	4 - 4.9 pt	High	* Transitions need to be clean, creative and visual in composition.			
3.0 – 3.9 pt	Mid	and/or transitions with some mid-level footwork and some creativity	5 pt	Max	* The overall composition of the routine should engage the crowd and be entertaining and exciting.			
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	OVERALL PERFORMANCE					
		Skills performed with fast paced, intricate footwork, level	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.			
5 pt	Мах	changes, formations and transitions with high level of creativity	2 - 2.9 pt	Low	* This includes the entire team's energy, genuine enthusiasm, confidence, eye contact and sincere facial expressions.			
	DANCE EXECUTION			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.			
0.0 - 0.9 pt	Low	Skills performed with multiple errors in spacing, synchronization, motion placement and low energy and	4 - 4.9 pt	High	* Transitions from section to section of the routine should be executed to perfection and be visually pleasing to all.			
-		projection.	5 pt	Max	* Mistakes in formations, transitions, spacing and synchronization will be reflected in this score.			
1.0 – 1.9 pt	Mid	Skills performed with few errors in spacing, synchronization, motion placement and mid-level energy and projection.	<b>Note from the Judges</b> This performance section is subjective to the judges scoring. Judges reserve the right to apply additional deductions for the following:					
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.	<ul> <li>Dances that are not age appropriate</li> <li>Dances that are provocative or sexual in nature</li> </ul>					