

What Level am !?

Key:

CW= Cartwheel

HS= Handstand

BWO= Back Walkover

FWO= Front Walkover

BWR= Backward Roll

FWR= Forward Roll

RO= Round Off

BHS= Back Handspring

FHS= Front Handspring

Full= Full Twist

Cheerleading is split into levels. To enter prestigious competitions like The Cheerleading Worlds in Florida, you must be levels 5/6/7. For smaller renowned competitions in the United States, such as The Summit and All-Star Worlds, you can compete at any level but usually require being awarded a BID by scoring highly at a UK competition.

There is the option to be on a high-level non-tumbling team; however, we encourage all athletes to train in tumbling while they are young to build a comprehensive skill set. The descriptions below will help you determine which Development Programme (Stunts Checklist) or Tumbling Class (Cheerleading Bingo) is right for you. Athletes will be asked to move up to the next level when coaches can check off all skills as Hit/Perfected, or if an athlete is needed at a higher level and wouldn't be hindered by a move.

Our Development Programmes and Tumbling classes will work together in tandem, focusing on stunt and tumbling skill technique.



BWO Series BWO Switch Leg

Valdez

BWR to HS BWO BWR

FWO CW BWO

FWO Round Off CW BWO Series CW Switch leg BWO

Power Hurdle RO

Levelled Toe Touch Jump

Mastered Jump Approach

Levelled Pike Jump Mastered Jump Landing

FWO Series Arm
motions
known &
sharply
executed

Prep Level Stunts Level 1
Stunting
Ability

Hurdler Jump Ability

Flyers:
Both Heel
Stretches

Flyers: Levelled Arabesque Flyers:
Both Front
Stretches

Flyers: Both leg Splits

HS FWR



BHS step-out-BWO-BHS

BWO Switch Leg-BHS

Valdez-Bhs BWR -to HS BHS Step-Out

FHS FWR RO BHS

FHS

FWO RO BHS Series

CW BHS
Series

BWO BHS

BHS T-Jump BHS

Toe Touch
Jump
showing
flexibility

Front
Hurdler
Jumps
showing
flexibility

Levelled Pike Jump Jump
Approach,
Landing &
Arm
placement

RO BHS Rebound 1/2 turn RO BHS Arm motions known & sharply executed

Level 2
Stunts
Ability

Level 1
Stunts
Ability

RO BHS
Rebound
1/2 turn
RO BHS
Series

Flyers: Both
Leg Heel
Stretchesgood
flexibility

Flyers: Levelled Arabesque Flyers:
Both Front
Stretches
-good
flexibility

Flyers: Scale & Scorpion Bonus: RO BHS Tuck on Tumble Track



Standing 3x BHS

RO Tuck BWO BHS-BHS BHS-Jump-BHS-BHS

FWO Aerial

FWO RO BHS Tuck RO BHS
Rebound
1/2 turn
RO BHS
Tuck

Punch Front Aerial-RO- BHS-Tuck RO Series BHS Tuck

Toe Touch
Jump with
high level
of flexibility

Front
Hurdler
Jumps with
high level of
flexibility

Pike Jump with good level of flexibility

Mastered
leg/arm
control &
placement in
Jumps

Power Hurdle RO BHS Tuck Double Jump-3x BHS Level 3
& below
Stunts
Ability

FWO RO Tuck

Toe Touch BHS

Flyers:

Both Leg Heel Stretchesover stretched Flyers:

Bow and Arrow, Scale, Needle Flyers:

Both Front Stretchesover stretched

Aerial

Bonus:
Standing
Tuck on
Tumble
Track



Standing BHS Tuck Jump BHS Tuck

Standing BHS Layout

Standing Tuck BWO BHS Tuck

Punch Front RO BHS Layout

RO Layout CW Tuck RO Whip to Layout FWO RO BHS Layout

Toe Touch &
Front
Hurdler
Jumps - high
level of
flexibility

Ability to fill multiple stunt positions



Pike Jump with high level of flexibility

Above Average Performing Quality

RO BHS Tuck BHS Tuck Standing BHS Tuck BHS BHS Tuck

Level 4 & below Stunting ability

RO BHS Layout

RO Layout Stepout

Flyers:
Both Leg
Heel
Stretches-

over

stretched

Bo A S N

Flyers:

Bow and Arrow, Scale & Needle Flyers:

Both Front Stretchesover stretched Bonus: RO
BHS Layout
1/2 Twist
on Tumble
Track

Bonus: RO
BHS Full
Twist on
Tumble
Track



CHER/TUMBLE BINGO

Jump Back Tuck

2x BHS Layout BHS Tuck to Layout

RO Full RO BHS Full

FWO RO BHS Full

RO Whip through to Full

Punch Front to Full FHS
Punch
Front to
Full

RO Arabian stop Full

Toe Touch
Jump- with
high level
of flexibility

Front
Hurdler
Jumps-with
high level
of flexibility

Pike Jump with high level of flexibility

Level 5 & below Stunts Ability

Flyers:
All Body
Positionsover
stretched

Ability to fill multiple stunt positions

Bonus:
Double
Full on
Tumble
Track

Bonus: Standing Full on Tumble Track Bonus: 2x
Full on
Tumble
Track







Thigh stand	Extended Flat Back
Gut Stand	Quarter Up to Prep
Knee Stand	 Quarter Up to Prep Level Lib
Prep	Prep Cradle
Prep Level Lib	Prep Lib Cradle
Show and Go Extension	Tic Toc (Prep Lib-Lib)
Teddy Bear Prep	1/4 Tic Toc (Prep Lib-Lib)
Extended Teddy Bear	Pyramid-held Extension
Flat Back	







Attempted Hit Perfected	Extension	Attempted Hit Perfected	Straight Ride Basket
	Prep Level Lib		Prep to prep tick-toc (lib to body position)
	1/2 Up to Prep		Prep to prep tick-toc (body position)
	1/2 Up to Extension		Ground inversion to Prep Lib
	1/2 Up to Prep Lib		Ground inversion to Extension
	Barrel Roll		Prep 1/2 tick-toc
	1/2 to Cradle (assisted)		Bonus- Ext Lib
	1/4 Cradle from Prep		
		**	







Full Down from Prep		Tick Toc Prep Lib to extended Lib
		,
Full Down from Extension		1/2 Up to Extension
Full Up to Prep (traditional)		1/2 Up to Extended Lib
Full Up to Prep (cross foot)		Prep Full around to Prep Lib
Full Up to Prep Lib (traditional)		Prep Lib full around tic tock to Prep Lib
Full Up to Prep Lib (ruby slipper)		Full Twist Basket
Ground to Extended Lib (inversion)		
	Full Up to Prep (cross foot) Full Up to Prep Lib (traditional) Full Up to Prep Lib (ruby slipper) Ground to Extended	Full Up to Prep (cross foot) Full Up to Prep Lib Etraditional) Full Up to Prep Lib Eruby slipper) Ground to Extended







Attempted Hit Perfected	Switch Up to Extended Lib	Attempted Hit Perfected	Prep Double-Down
	Hi to Low Extended Lib to Prep Lib		Prep Level inversion to Extended Lib
	Low to high prep Lib to extended Lib		Extension Double Down
	Full Up to Lib		Kick Full Basket
	11/2 up to Prep Lib (traditional)		Kick Full Cradle from Prep Lib
	11/2 up to Prep Lib (ruby slipper)		Ball Up to Extension







Full Up to Extended Lib	11/2 Twist to Prone
High to High Lib to Lib (Tick Toc)	Double Up to Extension (sponge, prep, extended)
11/2 Up to Extended Lib	Hand-in-Hand Prep invert to Extension
1/2 Up Switch Up (non-moving)	Double Down from Arabesque
Full Up switch up (1/2 1/2)	Hitch Kick Full Basket
Full Up switch up (non-moving)	Switch Kick Full Basket
Full around Tic Tock (low to high) Lib to Lib	