



Level 2

STUNTS		20
PYRAMIDS		20
TECHNIQUE		10
TOTAL		50

JUDGE _____



Level 2

Jumps		10
Standing Tumbling		5
Running Tumbling		5
Dance / Motions		5
Technique		5
TOTAL		30

JUDGE

STUNTING	PYRAMIDS	# of Participants	50%
4 - 7 point range	1-4 point range	5	1
PREP LEVEL ONE LEG STUNTS	PYRAMIDS W / 2+ FAIR STUNT GROUPS	6	1
PREP LEVEL TWO LEG STUNTS		7	1
DOUBLE BASE TWO LEG STUNTS w/STRAIGHT CRADLE		8	1
TOSSES		9	1
EXTENSIONS		10	1
INVERSIONS BELOW PREP LEVEL TO BELOW PREP LEVEL		11	1
		12	2
		13	2
7 - 10 point range	5 - 10 point range	14	2
1/2 UPS TO PREP LEVEL	MULTIPLE STUNT GROUPS W/ TRANSITIONS, INVERSIONS	15	2
FULL TWISTING TRANSITIONS BELOW PREP LEVEL	MOVING PYRAMIDS	16	2
QUICK TOSS TO PREP LEVEL POSITION	COMBINATION STUNTS W/ TRANSITIONS	17	2
1/2 UPS TO EXTENDED TWO FOOT SKILL		18	2
		19	2
		20	3
10 - 15 point range	10 - 14 point range	21	3
INVERSIONS BELOW PREP LEVEL TO PREP LEVEL	MULTIPLE EXCELLENT STUNTS W/ SINGLE LEG COMBOS	22	3
EXTENDED 1 LEG SKILLS	PYRAMIDS INVOLVING RELEASE SKILLS,	23	3
QUICK TOSS TO EXTENDED POSITION		24	3
		25	3
		26	3
		27	3
		28	4
15 - 20 point range	15 - 20 point range	29	4
FULL TWISTING TRANSITIONS AT PREP LEVEL	MULTIPLE EXCELLENT STUNTS W/ SINGLE LEG COMBOS	30	4
SWITCH UP TO EXTENDED SKILL	SINGLE BASED PYRAMIDS INVOLVING RELEASE SKILLS,	31	4
UNASSISTED STUNTS TO EXTENDED LEVEL		32	4
QUICK TOSS TO EXTENDED POSITION		33	4
		34	4

*Failure to perform a category appropriate cheeleading skill will result in a zero.

*Stunt Skills must be performed by AT LEAST 50% of team

SYF LEVEL 2 JUMP TUMBLE GRID

SYF 8.1 Rev. 2/23

JUMPS	STANDING TUMBLING	RUNNING TUMBLING	DANCE	# of Participants	25%	50%
1 - 4 point range	1 point range	1 point range	1 - 2 point range	5	1	2
BANANA	ROUND OFF	FORWARD ROLL	LEVEL CHANGE NOT INVOLVING ENTIRE TEAM	6	1	3
TUCK	FORWARD ROLL	BACKWARD ROLL	0 FORMATION CHANGES	7	1	3
STAG	BACKWARD ROLL	CARTWHEEL		8	2	4
SPREAD EAGLE	CARTWHEEL			9	2	4
	FRONT/BACK WALKOVER			10	2	5
				11	2	5
				12	3	6
				13	3	6
				14	3	7
5 - 6 point range	2 point range	2 point range	3 point range	15	3	7
SINGLE JUMP UNCONNECTED	AERIAL CARTWHEEL	ROUND OFF	1 LEVEL CHANGE INVOLVING ENTIRE TEAM	16	4	8
TOE TOUCH	FRONT HANDSPRING		1 FORMATION CHANGE	17	4	8
HERKIE				18	4	9
HURDLER				19	4	9
PIKE				20	5	10
				21	5	10
7 - 8 point range	3 point range	3 point range	4 point range	22	5	11
DOUBLE JUMP CONNECTED SKILLS (variety and average or good jumps below)	BACK HANDSPRING	FRONT/BACK WALKOVER	2 LEVEL CHANGES INVOLVING ENTIRE TEAM	23	5	11
TOE TOUCH			2 FORMATION CHANGES	24	6	12
HERKIE				25	6	12
HURDLER				26	6	13
PIKE				27	6	13
				28	7	14
9 - 10 point range	4 - 5 point range	4 - 5 point range	5 point range	29	7	14
TRIPLE JUMP CONNECTED (variety and average or good jumps below)	FORWARD ROLL BHS	R/O BACK HANDSPRING	3 LEVEL CHANGES INVOLVING ENTIRE TEAM	30	7	15
TOE TOUCH	CARTWHEEL BHS		3 FORMATION CHANGES	31	7	15
HERKIE				32	8	16
HURDLER				33	8	16
				34	8	17

*Failure to perform a category appropriate cheeleading skill will result in a zero.

*Tumbling must be performed by AT LEAST 25% of team
*Jump and Dance Skills must be performed by AT LEAST 50% of team

STUNTING	INVERSION (Flyer Going upside down)	PYRAMIDS	BASKET TOSSES SHOTGUN TOSSES	TUMBLING
2 foot Extended stunts allowed 1 foot Extended stunts not allowed Exception: Liberty Spotter required above prep level (Extensions, Qp and Liberty stunts) Spotter not required at/below prep level (Preps and Lower) Twisting allowed with restrictions Twist up to stunt: 1/2 spin allowed Twist dismounts from prep: full twist allowed Twist dismounts from extended: not allowed No release stunts allowed Base(s) or Back must connect at all times Exception: Cradle Exception: Log Roll Split Stunt Flyer needs to connect with 2 people (Base/Back Spot) Flat back stunts Spotter needed if extended No spotter needed at shoulders	Legal for Level 2 MUST BE DONE BELOW PREP LEVEL Must have head/neck/shoulder support Must have 2 bases and 1 back spot Exception: Suspended forward roll from prep Legal Skills Back walkover out of cradle Front roll out of cradle Roundoff into a load Front walkover into a load Back walkover into a load Back handspring into a load Front handspring into a load Suspended forward roll Must have hand support by two people Baja into a crade Baja from load to the ground	Brace connection needed (Connection is arm or leg) Brace needs to be at shoulder height or below Example: Prep Example: Shoulder stand Example: Shoulder sit Example: Standing on ground Release from bases allowed (Must be connected to brace(s) arm/arm Twisting stunts allowed Twisting release stunts NOT ALLOWED Inversions NOT ALLOWED NO front / back flips allowed Extended 2 foot stunts allowed Extended 1 foot stunts allowed Extended 1 foot stunts must connect with arm/arm contact EXCEPTION - LIBERTY/LIBERTY HITCH	BASKET TOSSES NOT ALLOWED AT LEVEL 2 SHOTGUN TOSSES Allowed at Level 2 Bases must toss flyer by holding feet Flyer may perform a single trick Legal Skills Straight Ride Pretty Girl Toss Back arch Ball out Toe Touch Pike Kick Full Twist	Skills need to have arm support on ground Legal Skills Forward Roll Backward Roll Cartwheel 1 hand cartwheel Front walkover Back Walkover Roundoff Aerial Front Handspring(s) Back Handspring(s)