

# 000000Cheer Texas All-Star Evaluations 2015-2016

	Level 1	Level 2	Level 3	Level 4	Level 5R	Level 5
<b>Running Tumbling</b>	*Cartwheel *Round off *Back walkover *Front walkover	*Front walkover, round off, back handspring(s), step out, round off, back handspring(s) *Multiple back handsprings	*Front walkover, round off, back handspring(s), back tuck *Multiple back handsprings to a back tuck *Front flip	*Front flip, round off, back handspring(s), layout AND/OR *Whip to back handspring(s), layout	*Front entry skill (ie. Front walkover and/or front flip) to round off back handspring(s) full AND/OR *Whip, back handspring(s), full	*Front entry skill (ie. Front walkover and/or front flip) to round off back handspring full AND/OR *Whip, full AND/OR *Back handspring(s), double full
<b>Standing Tumbling</b>	*Back walkover *Front walkover	*Strong back handspring *Back walkover, back handspring	*Strong multiple back handsprings *Jump(s) to multiple back handsprings combo	*Standing back tuck *Jump(s) to back handspring(s), layout *Back handspring(s), whip, back handspring(s), layout	*Jump(s) to standing back *Back handspring(s) to full *Back handspring(s), whip, back handspring(s), full	*Jump(s) to full sequence *Back handspring(s), whip, full *Back handspring(s), double full
<b>Jumps</b>	*Be able to connect a jump sequence *Pointed toes *Good jump technique	*Must connect a jump sequence *Pointed toes *Strong jump technique	*Must connect a jump sequence *Pointed toes *Strong jump technique	*Must connect a jump sequence *Pointed toes *Excellent jump technique *Jumps must be level	*Must connect a jump sequence *Pointed toes *Excellent jump technique *Jumps must be level	*Must connect a jump sequence *Pointed toes *Excellent jump technique *Jumps must be level

Child's age as of August 31, 2015	AGE
<b>Tiny</b>	5 & Younger
<b>Mini</b>	8 & Younger
<b>Youth</b>	11 & Younger
<b>Junior</b>	14 & Younger
<b>Senior 5R</b>	10 - 18
<b>Senior L5</b>	12 - 18



\*These are desired skills, however if you have these it does not guarantee your placement on that level team.

\*We base teams on age, skill level, and what will benefit the team and individual.