

High Performance Program 2025/2026

In 2021, BC Sport Cheer partnered with the Canadian Sport Institute Pacific (CSI-P) to offer the opportunity for BC athletes to be recognized as High Performance athletes within the Sport of Cheerleading.

Eligibility:

- Athlete must be intending to Cheer for the 2025-2026 Season
- Athlete must have been registered as a BC Sport athlete for the 2024-2025 season
- Athlete must have competed at the BC Provincial Championships in 2025 (either as a team or in a group or partner stunt), or have a special circumstance (competing at a conflicting National Championship etc)
- Athlete must meet requirements as set out below to fulfill the P1 or P2 standards OR must be a rostered athlete on Team Canada Senior National All-Girl or Coed

High Performance Pathway - Provincial Designation CoEd

The following skills will be used by BC Sport Cheer evaluators to identify High Performance Athletes in BC. The progressions listed below are skills necessary to compete at the highest level of Cheerleading, and necessary to move from the Provincial Level, to Canadian Developmental or Canadian Elite designation.

Coed Style Group Stunt

Athletes will be required to perform all skills within a base group (of 3). All basket requirements can add an additional base and front spot of their choice. All basket and stunt sequence skills must be performed. For additional requirements, each athlete may select the tumbling OR the stunting skills (not a combination of both). Please see the FAQs documents regarding use of spotters.

HOW TO APPLY

The process for all athletes is simple! Fill out an application form (1 per group) and provide BCSC with a link to your skills video demonstrating the P1 or P2 skills.

Please use this link: <https://forms.gle/DoxxBJZRVdYF8AA88> to register by OCTOBER 31st 2025

Please only submit one form per group and a coach evaluator will review your skills video and determine if a live zoom evaluation is necessary. Zoom assessments will be 15 minutes in length and you could be asked to demonstrate any of the stunting/tumbling skills if needed.

Note: it is possible for not all participants to receive designation within a group. If not all athletes perform the tumbling requirements, or are unable to satisfy the additional stunting requirements—one or more members may NOT be selected. In addition, coach evaluators may determine that the execution of skills performed does not meet the Provincial Standard.

Successful applicants will be notified by BCSC and will receive the next steps to register through CSIP.

Provincial Level 1 (P1)
Coed Level 7¹

Basket	Stunt Sequence	Additional Requirements
1 basket with flipping (Layout, Arabian, Xout) 1 basket with flipping and twisting (1 full twist- full basket, Xout full, double, Arabian Full, Arabian 1 ½,)	- One of: - BHS Full Up OR, - Cartwheel Full Up OR, - FHS 1.5 With: a backward flipping dismount - Roundoff Rewind to extension, Front Flipping Dismount - Toss full up, pop down - Extended hand in hand pop through to extension, pop down	- Jump Tuck, and 2 to Layout (minimum) - Specialty pass to a full or double OR - Rewind to body position, back layout half dismount - Extended Full Around

Provincial Level 2 (P2)
Level 6²

Basket	Stunt Sequence	Additional Requirements
Kick Double, Hitch or Switch Kick Double Basket	- BHS up to body position OR FHS ½ to body position, with a level 5 or 6 dismount of your choice - Rewind to Extended Level, pop down - Toss cupee (toss unassisted), pop down - Prep Level Hand in Hand, pop through to prep level or above	- Jump Tuck, and 2 to Layout (minimum) - Specialty pass to a full or double OR - Rewind to liberty - Hands Full Around to Extended Level - Toss liberty, body position double down

¹ Athletes must be age eligible for Level 7 to perform these skills

² Athletes must be age eligible for Level 6 to perform these skills

High Performance Pathway- Developing Towards Provincial Identification

The following skills are suggested progressions to assist athletes in working towards the provincial level. Mastering these skills will help athletes meet progressions to safely apply to the High Performance Program in future intake cycles. Athletes should master one level, and have approval and support from a certified coach before progressing to the next set of skills.

Level 5

Basket	Stunt Sequence	Additional Requirements
1. Hitch, or Switch or Kick Full Basket	1. Toss block 2. Walk in Extension, double down 3. Dual based 1 ½ to liberty, double down	1. Jump Tuck, and 2 to Tuck (minimum) 2. Specialty pass to a layout, or Running pass to a full OR 1. High to high 2. Toss hands press liberty

Level 4

Basket	Stunt Sequence	Additional Requirements
1. Kick Full Basket	1. Toss hands press extension 2. Walk in hands press extension, full down 3. Dual based full up to liberty, full down	1. Standing Tuck, and 2 to Tuck 2. Specialty pass to a layout OR 1. High to Low 2. Dual based switch up to liberty

Level 3 and below follows group stunt requirements

Basket	Stunt Sequence	Additional Requirements
1. Full twist basket	1. BHS up to prep- full down dismount 2. Switch up to prep level body position, press to extension, full twist dismount 3. Inversion to extended body position, ¼ twist cradle from single leg 4. Full twisting tic toc at prep level to body position	1. Series BHS 2. Specialty pass through to tuck OR 1. ½ twisting inversion to extended body position 2. Ball up to prep level heel stretch

Level 2

Basket	Stunt Sequence	Additional Requirements
1. Straight ride basket	1. Switch up to prep level body position, tic toc. 2. Inversion to extension, ¼ twist cradle 3. Full twisting tic toc at prep level to body position	3. Standing BHS and BWO BHS 4. Specialty pass through to back handspring OR 3. ½ twisting inversion to extension 4. Ball up to prep liberty

Level 1

Stunt Sequence	Additional Requirements
1. Show and Go to Extension 2. Switch up to liberty at prep, prone 3. ¼ up to prep, cradle 4. Extended flat back	1. Front walkover and back walkover 2. Specialty pass ending in a back walkover OR 1. ¼ twisting tic toc at prep level with a bracer(body position to body position) 2. ¼ twisting switch up to body position