PCA Charitable Cheerleading Competition Score Sheet for Gay Games Guadalajara 2023

POM (formerly "Show Cheer") DIVISION

Judge's name	Preferred Name of Competing Group								competitors			
		Team Affiliati	ion (if Group represents a city	or larger Team)					_	Majority (>50%)	
IMPACT SCORES max 30												
What impact did performance & performers have or	n the community, spectators, and judges	?										
10 Fundraising Score	Individual online fundraising totals for eac	h group memb	oer contribute to group averag	e. Group average	determines po	ints on a stepwise	scale. Highes	t group avg (if	over \$75) in divis	sion gets 10 points	i.	SUBTOTALS
	Points	0	1 2	3	4	5	6	7	8	9	10	
Γ	avg \$ raised by ppl in Group circle one	U	1 2	3	4	•	group avg	group avg	group avg	group avg	highest group avg	
	write in the average in dollars						to \$24.99	\$25-49.99	\$50-74.99	\$75+	in division	
10 Choreography/Theme What this routine was designed to sho	Appeal and creativity of your use of poms, wcase.	optional prop	s, apparel, theme, choreograp	hy/transitions, an	d variety of skill	s; appropriatenes	s of this routin	e for this event				
	Points			_		_		_		_		
	circle one	0	1 2	3	4	5	6	7	8	9	10	
10 Athlete Showmanship What these people did with this routine	Performers' expression, engagement, and	energy throug	hout the routine, and its appro	priateness for this	s event							
	Points											
	circle one	0	1 2	3	4	5	6	7	8	9	10	
DIFFICULTY SCORES max 30												
Difficulty of Skills (Skills in three categories: Turns, K.	licks/Leaps/Jumps. and Dance Lifts/Tum	blina Skills). S	Score is based on the relative	difficulty level, aud	antity performe	d. percent of perfo	ormers doina t	he skills.				
10 Turns	Points (circle one)	0	1 2	3	4	5	6	7	8	9	10	
	,	0 pts = no Turns are performed	1-2 pts = low difficulty turns are performed by half or less than half the team	3-4 pts = low diffic of performed by mo the team		5-6 pts = medium d			m difficulty turns are	9 pts = high difficult turns by half or less than half of team.	y 10 pts = high	
10 Kicks/Leaps/Jumps	Points (circle one)		1 2	3	4	5	6	7	8	9	10	
		0 pts = no Kicks, Leaps, or Jumps performed.	1-2 pts = low difficulty kicks/leaps/jumps are performed i half or less than half of the team.	3-4 pts = low diffic by kicks/leaps/jumps more than than h	s are performed by	5-6 pts = medium d kicks/leaps/jumps a half or less than half	ire performed by	7-8 pts = mediui kicks/leaps/jump more than half o	os are performed by	9 = high difficulty kicks/leaps/jumps by half or less than half of the team.	10=high difficulty kicks/leaps/jumps by more than half of the team.	
10 Dance Lifts/Tumbling Skills	Points (circle one)	0	1 2	3	4	5	6	7	8	9	10	
back down. Can be upright or inverted.	n the performance surface by 1+ dancers and set . Can pass through but not hold at extended level. nt from lifts held at waist or shoulder level.	0 pts = no dance lifts or tumbling skills performed	1-2 pts = low difficulty dance lifts/tumbling skills are performed I half or less than half of the team.	3-4 pts = low diffic oy lifts/tumbling skill: more than half of	s are performed by	5-6 pts = medium d lifts / tumbling skills by half or less than h	are performed		m difficulty dance dils are performed of the team.	9 = high difficulty dance lifts / tumbling skills by half or less than half of the team.	10= high difficulty dance lifts / tumbling skills by more than half of the team.	
TECHNIQUE SCORES max 40												
TECHNIQUE SCORES max 40 Technical execution of the elements in the routine. S	Score is based on judges' discretion. Below	v average = 0-	-4, Average = 5-8, Above aver	age = 9-10)							1	
Technique of the skills (listed ab	pove)											
10 perfomed	Points (circle one)	0	1 2	3	4	5	6	7	8	9	10	
10 Spacing (formations, transitions	s, staging) Points (circle one)	0	1 2	3	4	5	6	7	8	9	10	
Synchronization (timing in unisc	on in moves.											
10 floorwork, and skills performed)		0	1 2	3	4	5	6	7	8	9	10	
Sharpness and placement (of n		•	,			-		_			10	
10 body control during skills perfor	rmed) Points (circle one)	0	1 2	3	4	5	6	7	8	9	10	OUR TOTAL
A control of the Board at determination				-1-14							1	SUM TOTAL
An entry in the Pom division will incorporate use of put acquiring poms to compete in this division is a barra				pirit Buckets may	, pe incorporat	ea in addition to, l	put not substi	tuting for, pon	15.		For 1 judge	

DEDUCTIONS

Deductions for collisions & prop drops, athlete falls/drops, safety, and time limit. Deductions may be scored by one judge and not the whole panel of judges.

Deductions: these points will be deducted once from the Average Total Score (average across judges). Calculate the Average Total Score first. Then subtract Total Dedux.

Collisions and prop drops Unintentional collision with another per		ormer; unintent	ionally dropping a pom, bucket,							1	
(deduct 1 point each) or other prop		or other prop			tally as they happen				x1		
Athlete falls/drops Unintentional falls/drops where the athle		ete's initially non-weightbearing body part								1	
(deduct 3 points each) contacts the floor				tally as they happen				х3			
		Trick outside of "Max Tricks" in PCA Rules,	, violation of an	y safety rule of this event,							1
(deduct 5 points each) explic		explicit language/offensive theme			tally as they happen		x5				
Time Limit Violation Time limit deductions when music or performing the		ctions when music or performing the		up to 5 seconds over time	>5 to 10 seconds over time	> 10 seconds o	er time				1
(deduction based on length)	routine runs ove	er 3:00 minutes	circle one deduct 1 point deduct 4 points deduct 8 po		deduct 8 point	s					
										Total Dedux	
											1
									bobbles, collisions + falls		
									+ safety vio		
									+ time vio		
							AVERAGE		•		•
							TOTAL		DEDUCTIONS		GRAND T
							101742	1	DEBOOMONO		OILT-LITE !
					(average of Sum Total score:	s across judges)		minus		equals	
								1			

times x1, x2, x3, or x5 Subtot Dedux