

PCA Charitable Cheerleading Competition Score Sheet for Sin City Classic 2025

POM DIVISION

Judge's name _____ Preferred Name of Competing Group _____
 Team Affiliation (If Group represents a city or larger Team) _____

Number of competitors _____
 Majority (>50%) _____

IMPACT SCORES

max 30

What impact did performance & performers have on the community, spectators, and judges?

10 Fundraising Score Following PCA Fundraising Parameters. Scored within each division (e.g., "3rd highest" means "3rd highest against other Pom groups" not "3rd highest of the whole competition.")

Pom (Has 1 hour)	\$ bucketed by Group	Rank within division	Points circle one	0	1	2	3	4	5	6	7	8	9	10	SUBTOTALS
				Any amount over \$0.00	5th highest of division	4th highest of division	3rd highest of division	2nd highest of division	Highest of division						

10 Choreography/Theme Appeal and creativity of your use of poms, optional props, apparel, theme, choreography/transitions, and variety of skills; appropriateness of this routine for this event
 what this routine was designed to showcase

Points circle one	0	1	2	3	4	5	6	7	8	9	10	

10 Athlete Showmanship Performers' expression, engagement, and energy throughout the routine, and its appropriateness for this event
 what these people did with this routine.

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, Kicks/Leaps/Jumps, and Dance Lifts/Tumbling Skills). Score is based on the relative difficulty level, quantity performed, percent of performers doing the skills.

10 Turns	Points (circle one)	0	1	2	3	4	5	6	7	8	9	10	
0 pts = no turns are performed			1 pt = low difficulty turns done by half or less than half of the team.	2-3 points: low difficulty turns by more than half the team.	3	4-5 points: medium difficulty turns by half or less than half the team.	5	6-7 points: medium difficulty turns by more than half the team.	7	8-9 points: high difficulty turns by half or less than half the team.	9	10 pts = high difficulty turns by more than half of the team.	
10 Kicks	Points (circle one)	0	1	2	3	4	5	6	7	8	9	10	
0 pts = no kicks are performed			1 pt = low difficulty kicks done by half or less than half of the team.	2-3 points: low difficulty kicks by more than half the team.	3	4-5 points: medium difficulty kicks by half or less than half the team.	5	6-7 points: medium difficulty kicks by more than half the team.	7	8-9 points: high difficulty kicks by half or less than half the team.	9	10-high difficulty kicks by more than half of the team.	
10 Leaps	Points (circle one)	0	1	2	3	4	5	6	7	8	9	10	
0 pts = no leaps are performed.			1 pt = low difficulty leaps done by half or less than half of the team.	2-3 points: low difficulty leaps by more than half the team.	3	4-5 points: medium difficulty leaps by half or less than half the team.	5	6-7 points: medium difficulty leaps by more than half the team.	7	8-9 points: high difficulty leaps by half or less than half the team.	9	10-high difficulty leaps by more than half of the team.	
10 Jumps	Points (circle one)	0	1	2	3	4	5	6	7	8	9	10	
0 pts = no jumps are performed.			1 pt = low difficulty jumps done by half or less than half of the team.	2-3 points: low difficulty jumps by more than half the team.	3	4-5 points: medium difficulty jumps by half or less than half the team.	5	6-7 points: medium difficulty jumps by more than half the team.	7	8-9 points: high difficulty jumps by half or less than half the team.	9	10-high difficulty 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	
0 pts = no dance lifts or tumbling skills performed			1 pt = low difficulty dance lifts/tumbling skills done by half or less than half of the team.	2-3 points: low difficulty dance lifts/tumbling skills by more than half the team.	3	4-5 points: medium difficulty dance lifts/tumbling skills by half or less than half the team.	5	6-7 points: medium difficulty dance lifts/tumbling skills performed by more than half the team.	7	8-9 points: high difficulty dance lifts / tumbling skills by half or less than half the team.	9	10= high difficulty dance lifts / tumbling skills by more than half of the team.	

TECHNIQUE SCORES

max 40

Technical execution of the elements in the routine. Score is based on judges' discretion. Below average = 0-4, Average = 5-8, Above average = 9-10

10 Technique of the skills (listed above) performed	Points (circle one)	0	1	2	3	4	5	6	7	8	9	10	
10 Spacing (formations, transitions, staging)	Points (circle one)	0	1	2	3	4	5	6	7	8	9	10	
10 Synchronization (timing in unison in moves, floorwork, and skills performed)	Points (circle one)	0	1	2	3	4	5	6	7	8	9	10	
10 Sharpness and placement (of motions and of body control during skills performed)	Points (circle one)	0	1	2	3	4	5	6	7	8	9	10	

An entry in the Pom division will incorporate use of poms by majority of the competitors, for the majority of the routine. Other props like Spirit Buckets may be incorporated in addition to, but not substituting for, poms.

If acquiring poms to compete in this division is a barrier to your group, contact events@pridecheerleading.org

For 1 judge

SUM TOTAL

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 Deduct.		# times	x1, x2, x3, or x5	Subtot Deduct
Collisions and prop drops (deduct 1 point each)	unintentional collision with another performer; unintentionally dropping a pom, bucket, or other prop	tally as they happen	x1	
Athlete falls/drops (deduct 5 points each)	unintentional falls/drops where the athlete's initially non-weightbearing body part contacts the floor	tally as they happen	x3	
Safety Rule Violation (deduct 5 points each)	Trick outside of "Max Tricks" in PCA Rules, violation of any safety rule of this event, explicit language/offensive theme	tally as they happen	x5	
Time Limit Violation (deduction based on length)	Time limit deductions when music or performing the routine runs over 3:00 minutes	circle one	up to 5 seconds over time deduct 1 point	>5 to 10 seconds over time deduct 4 points
			> 10 seconds over time deduct 8 points	

Total Deduct
 bobbles, collisions
 + falls
 + safety vio
 + time vio

AVERAGE TOTAL	DEDUCTIONS	GRAND TOTAL
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(average of Sum Total scores across judges)

minus

equals