

PCA Charitable Cheerleading Competition Score Sheet for 2026

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	Individual online fundraising totals for each group member contribute to group average. Group average determines points on a stepwise scale. Highest group avg (if over \$75) in division gets 10 points.											SUBTOTALS		
	avg \$ raised by ppl in Group	Points circle one	0	1	2	3	4	5	6	7	8	9	10	
	write in the average in dollars								group avg 0 to \$24.99	group avg \$25-49.99	group avg \$50-74.99	group avg \$75+	highest group avg in 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 <i>What this routine was designed to showcase.</i>													
	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 <i>What these people did with this routine.</i>													
	Points circle one	0	1	2	3	4	5	6	7	8	9	10		

DIFFICULTY SCORES max 50

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	4-5 points: medium difficulty turns by half or less than half the team	6-7 points: medium difficulty turns by more than half the team	8-9 points: high difficulty turns by half or less than half the team.	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	4-5 points: medium difficulty kicks by half or less than half the team	6-7 points: medium difficulty kicks by more than half the team	8-9 points: high difficulty kicks by half or less than half the team.	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	4-5 points: medium difficulty leaps by half or less than half the team	6-7 points: medium difficulty leaps by more than half the team	8-9 points: high difficulty leaps by half or less than half the team.	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	4-5 points: medium difficulty jumps by half or less than half the team	6-7 points: medium difficulty jumps by more than half the team	8-9 points: high difficulty jumps by half or less than half the team.	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	4-5 points: medium difficulty dance lifts/tumbling skills by half or less than half the team	6-7 points: medium difficulty dance lifts/tumbling skills performed by more than half the team	8-9 points: high difficulty dance lifts / tumbling skills by half or less than half the team.	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)

Technique of the skills (listed above)	Points (circle one)	0	1	2	3	4	5	6	7	8	9	10	
10 performed													
10 Spacing (formations, transitions, staging)	Points (circle one)	0	1	2	3	4	5	6	7	8	9	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	
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	
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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.					# times	x1, x2, x3, or x5	Subtot Dedux
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 3 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 Dedux
bobbles, collisions
+ falls
+ safety via
+ time via

(average of Sum Total scores across judges)

AVERAGE
TOTAL

minus

DEDUCTIONS

equals

GRAND TOTAL