PCA Charitable Cheerleading Competition Score Sheet for Sin City Classic 2024
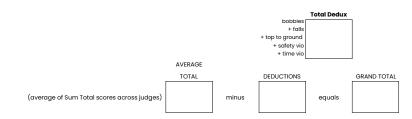
CHEER (GROUP STUNT DIVISION & PARTNER STUNT DIVISION)

check one

Judge's name _____   Name of (Partner/Group) Stunt Group _____   Group Stunt [ ]

Team Affiliation (if group represents a larger Team) _____   Partner Stunt [ ]

IMPACT SCORES   max 30

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

SUBTOTALS

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

	$ bucketed by Group	Rank within division	Points circle one	0	1	2	3	4	5	6	7	8	9	10
Partner Stunt (Has 30 min)	*write in dollar amount*	*write in 1st, 2nd, 3rd etc*			Any amount over $0.00	5th highest of division		4th highest of division		3rd highest of division		2nd highest of division		Highest of division
Group Stunt (Has 1 hour)					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 apparel, props, theme, choreography (not just stunt choreo, but also motions, dance, tumbling, jumps, transitions) and its appropriateness 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**   Peformers' 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 40 for Group Stunt, Max 30 for Partner Stunt

Difficulty of the skills in the routine.   Based on progressions within the three categories below. Progression Sheets separate.

10 **Toss (1, highest difficulty)**   (not scored in Partner Stunt)   **Points (circle one)**

	0	1	2	3	4	5	6	7	8	9	10

10 **Mounts & Transitions (highest difficulty)**   **Points (circle one)**

	0	1	2	3	4	5	6	7	8	9	10

10 **Mounts & Transitions (2nd highest difficulty)**   **Points (circle one)**

	0	1	2	3	4	5	6	7	8	9	10

10 **Dismount (1, highest difficulty)**   **Points (circle one)**

	0	1	2	3	4	5	6	7	8	9	10

TECHNIQUE SCORES   Max 30

Execution of the elements in the routine by members of the group or partner stunt

10 Execution of Technique by **Bases** (sides, front/back, pstunt base) during stunting   **Points (circle one)**

	0	1	2	3	4	5	6	7	8	9	10

10 Execution of Technique by **Top Person(s)** during stunting   **Points (circle one)**

	0	1	2	3	4	5	6	7	8	9	10

10 Execution of Technique by **all** during Motions/Dance/Tumbling/Jumps   **Points (circle one)**

	0	1	2	3	4	5	6	7	8	9	10

SUM TOTAL

For 1 judge

DEDUCTIONS

Deductions for bobbles, falls, 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
Building Bobble (deduct 1 point each)	Stunts/tosses that almost drop/fall but are saved, incl. incomplete twisting cradles	tally as they happen				x1	
Fall, early cradle, or illegal use of Required Spotter in P.Stunt. (deduct 2 points each)	Uncontrolled cradle/dismount, bringing down early. Base falling to the floor. PStunt Required spotter assist in balancing, saving, lifting, tossing, repositioning top person	tally as they happen				x2	
Top person fall to floor (deduct 3 points each)	Falls from stunt or toss where top person touches the performing surface	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 1:00 minute	**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
+ falls
+ top to ground
+ safety vio
+ time vio

AVERAGE
TOTAL

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