

PCA Charitable Cheerleading Competition Score Sheet for Sin City Classic 2024

POM DIVISION

Judge's name _____

Preferred Name of Competing Group _____

Number of competitors	
Majority (>50%)	

Team Affiliation (if Group represents a city or larger Team) _____

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.")											SUBTOTALS				
	\$ bucketed by Group	Rank within division	Points circle one	0	1	2	3	4	5	6	7		8	9	10	
Pom (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 your use of poms, optional props, apparel, theme, choreography/transitions, and variety of skills; appropriateness of this routine for this event											SUBTOTALS					
<i>What this routine was designed to showcase.</i>																	

10 Athlete Showmanship	Performers' expression, engagement, and energy throughout the routine, and its appropriateness for this event											SUBTOTALS					
<i>What these people did with this routine.</i>																	

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	SUBTOTALS
		0 pts = no Turns are performed	1-2 pts = low difficulty turns are performed by half or less than half of the team.	2-3 pts = low difficulty turns are performed by more than half of the team.	3-4 pts = low difficulty turns are performed by more than half of the team.	4-5 pts = low difficulty turns are performed by more than half of the team.	5-6 pts = medium difficulty turns are performed by half or less than half of the team.	6-7 pts = medium difficulty turns are performed by more than half of the team.	7-8 pts = medium difficulty turns are performed by more than half of the team.	8-9 pts = high difficulty turns by half or less than half of the team.	9-10 pts = high difficulty turns by more than half of the team.	10 pts = high difficulty turns by more than half of the team.	
10 Kicks/Leaps/Jumps	Points (circle one)	0	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 by half or less than half of the team.	2-3 pts = low difficulty kicks/leaps/jumps are performed by more than half of the team.	3-4 pts = low difficulty kicks/leaps/jumps are performed by more than half of the team.	4-5 pts = low difficulty kicks/leaps/jumps are performed by more than half of the team.	5-6 pts = medium difficulty kicks/leaps/jumps are performed by half or less than half of the team.	6-7 pts = medium difficulty kicks/leaps/jumps are performed by more than half of the team.	7-8 pts = medium difficulty kicks/leaps/jumps are performed by more than half of the team.	8-9 pts = high difficulty kicks/leaps/jumps by half or less than half of the team.	9-10 pts = high difficulty kicks/leaps/jumps by more than half of the team.	10-11 pts = 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	
		0 pts = no dance lifts or tumbling skills performed	1-2 pts = low difficulty dance lifts/tumbling skills are performed by half or less than half of the team.	2-3 pts = low difficulty dance lifts/tumbling skills are performed by more than half of the team.	3-4 pts = low difficulty dance lifts/tumbling skills are performed by more than half of the team.	4-5 pts = low difficulty dance lifts/tumbling skills are performed by more than half of the team.	5-6 pts = medium difficulty dance lifts / tumbling skills are performed by half or less than half of the team.	6-7 pts = medium difficulty dance lifts / tumbling skills are performed by more than half of the team.	7-8 pts = medium difficulty dance lifts / tumbling skills are performed by more than half of the team.	8-9 pts = high difficulty dance lifts / tumbling skills by half or less than half of the team.	9-10 pts = high difficulty dance lifts / tumbling skills by more than half of the team.	10-11 pts = 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	SUBTOTALS
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	
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.

				# 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 vio
 + time vio

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