## CHEER (GROUP STUNT DIVISION & PARTNER STUNT DIVISION) check one Name of (Partner/Group) Stunt Group Judge's name **Group Stunt** Team Affiliation (if group represents a larger Team) Partner Stunt max 30 IMPACT SCORES 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 aver (if over \$75) in division gets 10 points. SUBTOTALS Points avg \$ raised by ppl in Group circle one 3 4 6 7 9 10 0 1 2 5 8 group ava group avg group avg \$50-74.99 group avg \$75+ highest group Partner Stunt rite in amount in dollars 0 to \$24.99 \$25-49.99 avg in division group avg 0 to \$24.99 group avg \$25-49.99 group avg \$75+ aroup ava hiahest aroup Group Stunt \$50-74.99 avg in division 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. 10 Choreography/Theme What this routine was designed to showcase. Points 0 1 2 3 Δ 5 8 9 10 circle one 6 7 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 0 9 10 circle one 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. (not scored in 10 Toss (1, highest difficulty) Partner Stunt) Points (circle one) 0 1 2 3 4 5 8 9 10 10 Mounts & Transitions (highest difficulty) Points (circle one) 0 1 2 3 Δ 5 9 10 8 10 Mounts & Transitions (2nd highest difficulty) Points (circle one) 0 1 3 4 7 8 9 10 2 5 6 10 Dismount (1, highest difficulty) Points (circle one) 0 1 3 4 9 10 2 5 6 7 8 TECHNIQUE SCORES Max 30 Execution of the elements in the routine by members of the group or partner stunt Execution of Technique by Bases (sides, 10 front/back, pstunt base) during stunting Points (circle one) Λ 3 Λ 10 Execution of Technique by Top Person(s) 10 during stunting Points (circle one) 0 1 2 3 4 5 7 8 9 10 Execution of Technique by all during Points (circle one) 10 Motions/Dance/Tumbling/Jumps 0 1 2 3 4 5 6 7 8 9 10 SUM TOTAL

## PCA Charitable Cheerleading Competition Score Sheet for Gay Games Guadalajara 2023

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)		ime limit deductions when music or performing the outine runs over 1:00 minute		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			

