

PCA Charitable Cheerleading Competition Score Sheet for 2026

CHEER (GROUP STUNT DIVISION & PARTNER STUNT DIVISION)

Judge's name _____

Name of (Partner/Group) Stunt Group _____

Team Affiliation (if group represents a larger Team) _____

check one

Group Stunt

Partner Stunt

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

Partner Stunt write in amount 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

Group Stunt write in amount 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 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 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 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

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

Execution of Technique by Top Person(s) during stunting Points (circle one) 0 1 2 3 4 5 6 7 8 9 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			

AVERAGE
TOTAL

(average of Sum Total scores across judges)

minus

DEDUCTIONS

equals

GRAND TOTAL

Total Dedux

bobbles
+ falls
+ top to ground
+ safety vio
+ time vio