PCA Charitable Cheerleading Competition Score Sheet for Sin City Classic 2025

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?

SUBTOTALS

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.")

	$ 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
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 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.

	Points (circle one)	0	1	2	3	4	5	6	7	8	9	10
10 Turns		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 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		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 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 the team.
10 Leaps		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 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 the team.
10 Jumps		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 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 turns by half or less than half the team.		10=high difficulty jumps by more than half of the team.
10 Dance Lifts/Tumbling Skills *Dance Lifts = Top person elevated from the performance surface by 1+ dancers and set back down. Can be upright or inverted. Can pass through but not hold at extended level. Cannot release during lift. Can dismount from lifts held at waist or shoulder level.*		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 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 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)

	Points (circle one)	0	1	2	3	4	5	6	7	8	9	10
10 Technique of the skills (listed above) performed		0	1	2	3	4	5	6	7	8	9	10
10 Spacing (formations, transitions, staging)		0	1	2	3	4	5	6	7	8	9	10
10 Synchronization (timing in unison in moves, floorwork, and skills performed)		0	1	2	3	4	5	6	7	8	9	10
10 Sharpness and placement (of motions and of body control during skills performed)		0	1	2	3	4	5	6	7	8	9	10

SUM TOTAL

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

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

bobbies, collisions
+ falls
+ safety vio
+ time vio

AVERAGE TOTAL
(average of Sum Total scores across judges) [ ] minus

DEDUCTIONS [ ] equals

GRAND TOTAL [ ]