PCA Charitable Cheerleading Competition Score Sheet

check one

Judge's name _____

Name of (Partner/Group) Stunt Group _____

Team Affiliation (if group represents a larger Team) _____

Group Stunt [ ]

Partner Stunt [ ]

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 Partner Stunts" 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
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 30 for Group Stunt, Max 20 for Partner Stunt

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

10 **Tosses** (not in Partner Stunt)	Points (circle one)	0	1	2	3	4	5	6	7	8	9	10

[ ]

10 **Mounts & Transitions**	Points (circle one)	0	1	2	3	4	5	6	7	8	9	10

[ ]

10 **Dismounts**	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 spot, back spot) 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: these points will be deducted from the Sum Total score of the routine from above.

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