

2020 Hosting Packet

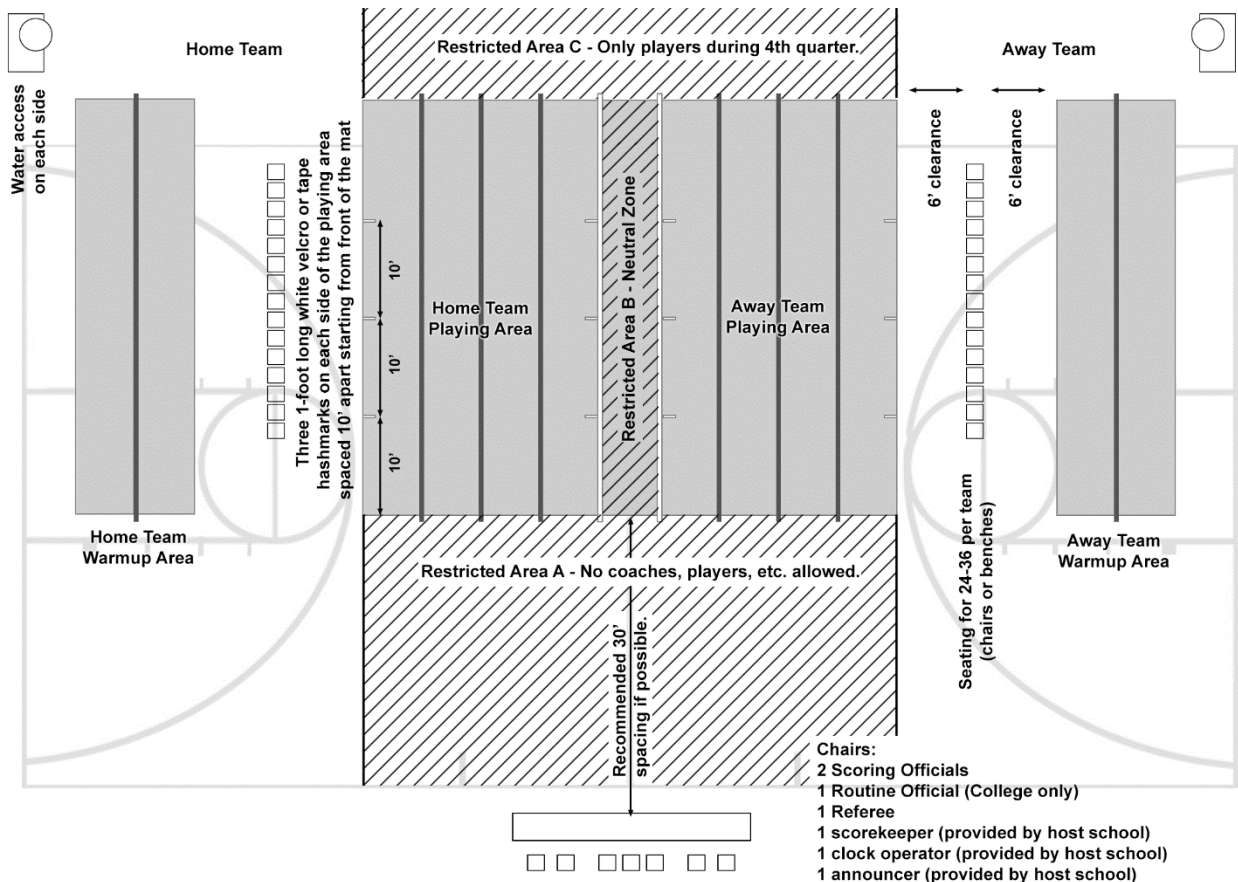
Last update: 1/30/20

Hosting School Setup Checklist

Please have everything set up at least an hour prior to game start.

- Print Officials Packet (end of this document)
- Athletic Trainers secured with emergency plan in place
- Game floor set up per the following diagram
 - 9 strips for the floor, 2 strips on each side for warmup
 - White Velcro/tape strips separating the neutral area
 - Measured hash marks
 - Chairs for team benches (20 chairs for each team)
 - Water stations for each bench
- Operational scoreboard or flip card scoreboard
- Music downloaded and ready to play (Some facilities have spotty wifi, and a corded connection is preferred over Bluetooth for music quality.)
- Microphone for announcer
- Sound system and music tested
- Walkie Talkie setup for referee and head official (if available)
- Officials' video equipment for routine review (if applicable)

Game Floor Layout



When hosting games, if there is a shortage of mats, the following steps can be taken:

1. Remove the center strip but leave the 6' spacing between sides.
2. Only provide one warmup mat strip on each side.
3. Remove warmup mat strips and allow additional time to warm up before the game and quarters on the team's side of the matted floor.

Announcer Script

There are three sections provided for the announcer; a pregame script, a sample script of what to do throughout the game, and a list of additional announcements. Please read carefully prior to the game start and let the game director know if you have any questions.

Announcer: Pregame

5 minutes prior to game start – Have the National Anthem cued or the singer ready, then WELCOME THE CROWD AND READ THE FOLLOWING:

Good Evening Ladies & Gentlemen, and welcome to today's STUNT game here at _____.

Today's event features the new women's varsity sport format called "STUNT." USA Cheer is the national governing body for all things related to cheerleading and has developed this new and exciting sport created from the athletic skills of traditional and competitive cheer.

STUNT has been presented to the NCAA for consideration as a new NCAA Women's Varsity Sport. Once accepted by the NCAA, STUNT will offer tremendous athletic and academic opportunities at the collegiate level for thousands of female athletes.

A STUNT game will feature 4 quarters of competition:

- **1st quarter = Partner Stunts**
- **2nd quarter = Pyramids & Tosses**
- **3rd quarter = Jumps & Tumbling**
- **4th quarter = Team Routine**

In each of the first 3 quarters, there are 4 rounds of competition. In each round, teams will perform 1 of 6 (7 for college) pre-choreographed routines head-to-head on the competition floor. The team with possession in each round will determine which routine is performed.

- **The team with the best execution of that routine wins the round and will be awarded 1 point.**
- **The team that loses the round will not receive any points.**
- **In the case of a tie, both teams will be awarded 1 point.**
- **A team may forfeit a round if they don't want to perform that routine. Should a team "Forfeit", that team will receive zero points for that round. The opposing team may choose to perform the forfeited routine and will receive 1 point if the routine is performed with fewer than 8 deductions, otherwise, they also get zero. Regardless of points awarded possession alternates.**
- **The team with the highest point total at the end of the 4th quarter will be declared the Winner.**

We appreciate your attendance and thank you for your support of these athletes and the new sport they represent.

ANNOUNCER: Now Ladies and Gentlemen, please rise, remove your hats, and join in the singing of our National Anthem.

(ANTHEM, with introduction if being sung)

PAUSE FOR A FEW SECONDS AND THEN START TEAM INTRODUCTIONS

As the coaches and captains approach the referee for the opening coin toss, allow me to introduce the STUNT teams competing in this game:

(read however you want)

Team: _____

City: _____

Mascot: _____

Head Coach: _____

Team: _____

City: _____

Mascot: _____

Head Coach: _____

(Coin Toss Happens)

The referee will motion to the team who won the toss and will show a 1 or a 2 to show which half they have chosen for possession.

REFEREE THEN ANNOUNCES WHO WON THE COIN TOSS AND WHO WILL BEGIN WITH POSSESSION.

Sample scripts:

“The Tigers have won the toss and choose to take possession to begin the first half. The Eagles will have possession of the second half.”

“Central has won the coin toss and has chosen to defer possession to the second half. Therefore, State will have possession to begin the game.”

Players and coaches will return to their benches, and play will begin, following the direction of the referee.

Announcer: During Game

After each round, announce who won and the points awarded. You may say this however you want and change it up as you go.

The _____ win the first round of the partner stunt quarter and receives 1 point. The score is now ___ to ___.

- Periodically give the total game score along with who wins the round.
- During the quarter breaks announce the total game score and explain the next quarter.

Ladies and Gentlemen, that concludes the ___ quarter of today's game. _____ pulls ahead with a score of ___ and _____ is close behind with a score of ___. We will take a 2 minute quarter break and then start the ___ quarter, ___(quarter name)___.

- During quarter breaks, please read announcements from the provided list of additional Announcements.

Game Timeline (note, the number of rounds may be different based on state/level, etc.)

1st Quarter – Partner Stunts (4 rounds)

Quarter break – 2 min

2nd Quarter – Pyramids and Tosses (4 rounds)

Halftime (10 min college, 8 min high school and below)

3rd Quarter – Jumps and Tumbling (4 rounds)

Quarter break – 2 min

4th Quarter – Team Routine (3 rounds)

BEFORE THE 4th QUARTER, ANNOUNCE:

In the 4th quarter, teams will be performing a combined routine with three segments. There are three rounds in this quarter, and the scoring is as follows:

- **Teams are awarded points for each of the 3 segments of each round.**
- **Depending on which team wins each segment, each team may score up to three points for each round.**

CALLING OUT THE 4TH QUARTER POINTS

Each section of the 4th quarter round is scored individually. Follow the head official as they signal to the referee and work with them to announce this. Practice before the game begins.

“The first point for partner stunts (is awarded to _____/is a tie with one point going to each team).

The second point for Jumps & Tumbling (is awarded to _____/is a tie with one point going to each team).

The final point for Pyramids & Tosses (is awarded to _____/is a tie with one point going to each team).

That leaves round one with ____ points for _____ and ____ points for _____.”

IN THE EVENT OF A FORFEIT DURING THE 4th QUARTER, OR A TIE AT THE END OF THE GAME, READ THE EXPLANATION BELOW RESPECTIVELY.

- **4th Quarter Forfeit:** Zero points are awarded for each forfeited segment of the 4th quarter. Forfeited segments performed by the opposing team resulting in fewer than 8 deduction points in errors receive 1 point. If all 3 segments are forfeited, possession automatically alternates to the opposing team.
- **Overtime:** If the game ends in a tie, there will be a sudden death overtime. Teams will play Routine 1 from the 4th Quarter to determine the winner. If that round results in a tie, we move up to Routine 2 from the 4th quarter, and so on until a winner is determined. There are no coaches' challenges in the overtime period.

What to say during a “Coach’s Challenge” (if applicable)

Each coach has one challenge per half, as long as they have a timeout.

When a challenge is called, you will announce what the referee tells you to say. These are just some of the examples of what you might say based off the referee’s information.

The call is under official review for the challenge. (Team Calling the challenge) is challenging the previous call for (use one of the following).

- **Technique**
- **Counts**
- **Modifications**
- **General Rescoring**
- **Combination of any of the above items**

Challenge Results

During a challenge, a call can be overturned or not. If the call is overturned, it still might not be enough to change the score. This should be explained in the announcement following a challenge.

Examples:

“The officials have reviewed the routine and the original call stands. _____ loses a timeout and the game continues with the score at....”

“The officials have reviewed the routine and the original call is overturned. _____ keeps their timeout and the new result is that (the other team won the round, or that it’s now tied, etc.)”

“The officials have reviewed the routine and although the original call was overturned, it was not enough to affect the outcome of the round. _____ keeps their timeout and the game continues with the score remaining at....”

Additional Announcements

- Want to learn more about STUNT? Visit STUNTtheSport.org for more information!
- Stay up to date on all things STUNT! Follow STUNT on twitter, Instagram, and facebook @stuntthesport
- 2020 is the 10th season of the sport of STUNT. Over 50 teams are participating at the college level this season. The college season will conclude May 1-3 in Norman, Oklahoma at the College STUNT National Championship.
- There are over 250 high school teams playing STUNT this spring, throughout Oklahoma, California, New York, North Carolina, Florida, Kentucky, and several others! Visit STUNTtheSport.org to find out more!
- Concessions
- Upcoming games
- Other local announcements
- Visit stunthesport.org and sign the petition to help establish STUNT as an NCAA emerging sport!

Score and Timekeeping Guide

(2 Team Game using Basketball Scoreboard)

SCORING

Quarters 1-3

Watch the floor referee. They will signal which team wins the round in the 1st, 2nd, and 3^d quarters.

Winner of each round receives 1 point, losing team receives 0 points. Winner gets possession.*

Ties - Both teams receive 1 point. Possession alternates.*

* Except at the beginning of each quarter. See the section on Possession rules for details about possession.

4th Quarter

Watch the floor referee. They will signal which team wins the round and how many points each team gets. This is slightly different from the first three quarters.

Each team will receive up to 3 points per round as determined by the Scoring Officials and indicated by the Referee. For example, a 4th quarter round could result in a 2-1 score, a 3-0 score, or a 1-3 score, depending on which team won or tied each of the three segments of the routine. It could even be a 3-3 score if the teams tied each of the segments.

Overtime

Overtime scoring is based on 4th Quarter scoring above.

Forfeits

Forfeiting team = 0 points and regains possession (unless it's the last round of the quarter).

Team that doesn't forfeit must perform in order to get points. The officials will decide if the performing team gets 0 or 1 point in quarter 1 through 3, and 0-3 points in quarter 4 based on the execution of the routine. A team can forfeit just one segment of the routine for the 4th quarter.

TIME KEEPING

Quarter Breaks = 2 minutes on the game clock (after the 1st and 3rd quarters)

Halftime = 10 minutes on the game clock for college, 8 minutes on the game clock for high school and younger (this may vary)

Timeouts = 1 minute on the game clock.

Each team receives three timeouts per game.

POSSESSION ARROW



The referee will designate which team has possession. Use of the possession arrow is not necessary but may be helpful to the referee.

In STUNT, “possession” means your team gets to call which routine will be performed in the round. It plays to your strength or the other team’s weakness.

1st quarter possession: The home team calls the opening coin toss. The team that wins the coin toss can choose to start the game with possession or defer to the 2nd half for possession. If they defer, the other team gets possession and chooses which routine will be played first.

2nd and 4th quarter possession: To start the 2nd and 4th quarter, the team with the lowest score gets possession, regardless of what happened in the previous rounds. If the score is tied to start the 2nd or 4th quarter, THEN possession alternates from whoever had it in the last round.

3rd quarter: Possession is the opposite team of whichever team started the game with possession.

All other rounds within a quarter:

- Whoever wins the round gets possession (make it, take it).
- If the round ends in a tie, possession alternates to the other team.
- In the event of a forfeit, the forfeiting team gets possession. In the 4th quarter, a team would have to forfeit all three segments in order to get possession.

MUSIC:

Test music sound system before the game.

For the first three quarters, the same music is used for all “Routine 1”s, the same music is used for all “Routine 2”s, etc. They are around 35 second clips and are labeled for each round, i.e. “Q1-3 Routine 3.mp3”.

In the 4th quarter, the music is longer. These are around 1:50 in length and are labeled for the 4th Quarter, i.e. “Q 4 Routine 3.mp3”.

The team will call which routine will be performed. This will be shown on the hand of the referee. The teams will take the floor. The referee will allow teams to get set. The referee will blow their whistle. Count off 2 seconds, then start the music for that routine.

Officials Scorecards & Score Sheets

You'll need to print the rest of this packet for each game. These include the right number of copies for the scoring officials and referee for one game.

- Referee: Scorecard (can be used for 4 games)
- Scoring Officials:
 - Game Summary Sheet – 2 per game
 - Scorebook: 1 per game
 - Qtr 1-3 Scoresheet (6) – 3 per game for each official
 - Qtr 4 Scoresheet (2) – 1 per game for each official
- Tip – You may print out additional scoresheets to have on hand just in case they are needed.
- Reporting Scores: Each conference or state will have a different way to report scores. Be sure to have the home coach, head official, or referee report scores as outlined by your conference or state following each game or meet.

TEAMS		AWAY	HOME	Coin Toss		
TIMEOUTS (3/GAME)		1 2 3	1 2 3			
CHALLENGE (1/HALF)		1	1			
QTR	RND#	RT #	AWAY	POSS	HOME	SCORE
1	1					
	2					
	3					
	4					
2	1					
	2					
	3					
	4					

CHALLENGE (1/HALF)		1	1			
QTR	RND#	RT #	AWAY	POSS	HOME	SCORE
3	1					
	2					
	3					
	4					
4	1					
	2					
	3					

TIMEOUTS (1 / 7 OT)		1	1		
RT #	QTR #	AWAY	POSS	HOME	SCORE
OT	1				
	2				
	3				
	4				

TEAMS		AWAY	HOME	Coin Toss		
TIMEOUTS (3/GAME)		1 2 3	1 2 3			
CHALLENGE (1/HALF)		1	1			
QTR	RND#	RT #	AWAY	POSS	HOME	SCORE
1	1					
	2					
	3					
	4					
2	1					
	2					
	3					
	4					

CHALLENGE (1/HALF)		1	1			
QTR	RND#	RT #	AWAY	POSS	HOME	SCORE
3	1					
	2					
	3					
	4					
4	1					
	2					
	3					

TIMEOUTS (1 / 7 OT)		1	1		
RT #	QTR #	AWAY	POSS	HOME	SCORE
OT	1				
	2				
	3				
	4				

TEAMS		AWAY	HOME	Coin Toss		
TIMEOUTS (3/GAME)		1 2 3	1 2 3			
CHALLENGE (1/HALF)		1	1			
QTR	RND#	RT #	AWAY	POSS	HOME	SCORE
1	1					
	2					
	3					
	4					
2	1					
	2					
	3					
	4					

CHALLENGE (1/HALF)		1	1			
QTR	RND#	RT #	AWAY	POSS	HOME	SCORE
3	1					
	2					
	3					
	4					
4	1					
	2					
	3					

TIMEOUTS (1 / 7 OT)		1	1		
RT #	QTR #	AWAY	POSS	HOME	SCORE
OT	1				
	2				
	3				
	4				

TEAMS		AWAY	HOME	Coin Toss		
TIMEOUTS (3/GAME)		1 2 3	1 2 3			
CHALLENGE (1/HALF)		1	1			
QTR	RND#	RT #	AWAY	POSS	HOME	SCORE
1	1					
	2					
	3					
	4					
2	1					
	2					
	3					
	4					

CHALLENGE (1/HALF)		1	1			
QTR	RND#	RT #	AWAY	POSS	HOME	SCORE
3	1					
	2					
	3					
	4					
4	1					
	2					
	3					

TIMEOUTS (1 / 7 OT)		1	1		
RT #	QTR #	AWAY	POSS	HOME	SCORE
OT	1				
	2				
	3				
	4				



STUNT Official Scorebook

Date:

Game #:

Home:

Away:

Round	Routine Number	Poss (x)	Round Score	Total Score	Poss (x)	Round Score	Total Score
Quarter 1: Partner Stunts							
1							
2							
3							
4							
Quarter 2: Pyramids and Tosses							
1							
2							
3							
4							
Quarter 3: Jumps and Tumbling							
1							
2							
3							
4							
Quarter 4: Team Routine							
1							
2							
3							
Quarter				Overtime			
1							
2							
3							
4							
5							
6							
Home Final					Away Final		



T N T S

Team: _____ Date: _____

Opponent: _____

Q1	Routine #	Minor 1	Minor 2	Major 1	1	2	3	4	5	6	7	8	9
Round 1													
Round 2													
Round 3													
Round 4													

Q2	Routine #	Minor 1	Minor 2	Major 1	1	2	3	4	5	6	7	8	9
Round 1													
Round 2													
Round 3													
Round 4													

Q3	Routine #	Minor 1	Minor 2	Major 1	1	2	3	4	5	6	7	8	9
Round 1													
Round 2													
Round 3													
Round 4													

Q4	Routine #	Minor 1	Minor 2	Major 1	1	2	3	4	5	6	7	8	9
Round 1	Q1												
Round 1													
Round 1													
Round 2	Q2												
Round 2													
Round 2													
Round 3	Q3												
Round 3													
Round 3													

PLEASE NOTE:
 IC - Incorrect Counts
 M - Modified/Omitted Skills
 * It is the coach's responsibility to review personal film from the game to assess each of the errors.
 * There will be no further discussion about the Game Summary with the officials.

STUNT Officials Scoresheet Q1-Q3



Official: _____

Quarter: 1 2 3



	Team:	W/L/T	W/L/T	Team:
Round 1 Routine:				
Round 2 Routine:				
Round 3 Routine:				
Round 4 Routine:				

STUNT Officials Scoresheet Q1-Q3



Official: _____

Quarter: 1 2 3



	Team:	W/L/T	W/L/T	Team:
Round 1 Routine:				
Round 2 Routine:				
Round 3 Routine:				
Round 4 Routine:				

STUNT Officials Scoresheet Q1-Q3



Official: _____

Quarter: 1 2 3



	Team:	W/L/T	W/L/T	Team:
Round 1 Routine:				
Round 2 Routine:				
Round 3 Routine:				
Round 4 Routine:				



STUNT Officials Scoresheet Q4



Official: _____

	Team:	W/L/T	W/L/T	Team:
Round 1 Routine:				
Round 2 Routine:				
Round 3 Routine:				



T N D S

Team: _____ Date: _____

Opponent: _____

Q1	Routine #	Minor 1	Minor 2	Major 1	1	2	3	4	5	6	7	8	9
Round 1													
Round 2													
Round 3													
Round 4													

Q2	Routine #	Minor 1	Minor 2	Major 1	1	2	3	4	5	6	7	8	9
Round 1													
Round 2													
Round 3													
Round 4													

Q3	Routine #	Minor 1	Minor 2	Major 1	1	2	3	4	5	6	7	8	9
Round 1													
Round 2													
Round 3													
Round 4													

Q4	Routine #	Minor 1	Minor 2	Major 1	1	2	3	4	5	6	7	8	9
Round 1	Q1												
Round 1													
Round 1													
Round 2	Q2												
Round 2													
Round 2													
Round 3	Q3												
Round 3													
Round 3													

PLEASE NOTE:
 IC - Incorrect Counts
 M - Modified/Omitted Skills
 * It is the coach's responsibility to review personal film from the game to assess each of the errors.
 * There will be no further discussion about the Game Summary with the officials.

STUNT Officials Scoresheet Q1-Q3



Official: _____

Quarter: 1 2 3



	Team:	W/L/T	W/L/T	Team:
Round 1 Routine:				
Round 2 Routine:				
Round 3 Routine:				
Round 4 Routine:				

STUNT Officials Scoresheet Q1-Q3



Official: _____

Quarter: 1 2 3



	Team:	W/L/T	W/L/T	Team:
Round 1 Routine:				
Round 2 Routine:				
Round 3 Routine:				
Round 4 Routine:				

STUNT Officials Scoresheet Q1-Q3



Official: _____

Quarter: 1 2 3



	Team:	W/L/T	W/L/T	Team:
Round 1 Routine:				
Round 2 Routine:				
Round 3 Routine:				
Round 4 Routine:				



STUNT Officials Scoresheet Q4



Official: _____

	Team:	W/L/T	W/L/T	Team:
Round 1 Routine:				
Round 2 Routine:				
Round 3 Routine:				