



STUNT

# Hosting Packet

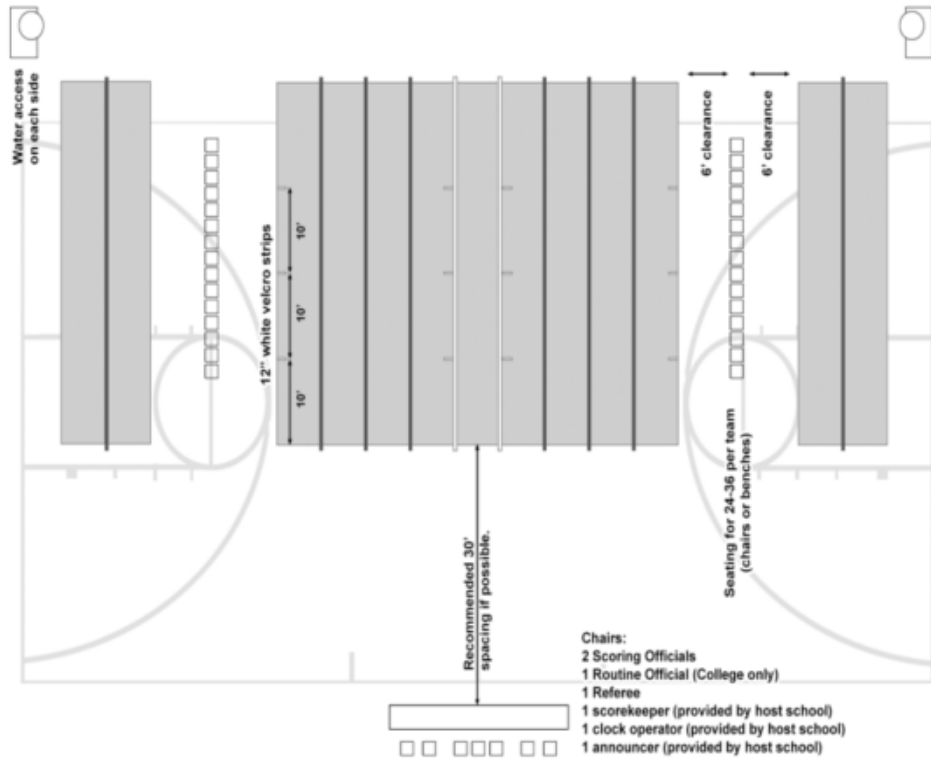
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## Hosting Setup Checklist

The following should be set up at least one (1) hour prior to the start of the first game of the day.

- Print Officials Packet
- Print game/tournament schedule
- Athletic Trainer on site with Emergency Plan
- Game Floor set-up (diagram on next page):
  - Nine (9) mats for main floor
  - Two (2) mats on each side (behind bench) for warm-ups
  - White Velcro/tape strips separating the neutral area
  - Measured hash marks designate with white Velcro/tape (from the front of the mat, placed at 10' intervals)
  - Chairs for team benches (16-20 recommended)
  - Water stations for each bench
- Operational scoreboard (flip board will work if electronic isn't available)
- Print Music Guide
  - Have STUNT music downloaded and ready to play through a cord connection (Bluetooth not preferred)
  - Have extra songs downloaded and ready to play between rounds and during quarter breaks, halftime, and timeouts
- Microphone for announcer
  - Print Announcer Script
- All sound equipment tested for volume and connection
- Form of communication for head official and referee (required for College)
  - Walkie Talkies (recommended)
  - AirPods (back-up source if walkie talkies are unavailable)
- Print Live Stream Script for Commentators
  - Print full set of 8-count sheets for live stream announcer
- Officials' video equipment for routine review (required for College)

# Game Floor Layout



If your facility does not have thirteen (13) mats for the full set-up, the following steps can be taken:

1. Remove the center mat but leave the 6' spacing between sides (no mat in the neutral zone).
2. Only provide one warmup mat on each side.
3. Remove warm up mat and allow additional time to warm up before the game and quarters on the team's side of the matted floor.

## **Announcer Script**

Provide your announcer with the three (3) sections of this script prior to the game for review. The script is broken down into three (3) sections:

- Pre-game
- During the Game
- Announcements

## **Pre-game Script**

*5 minutes prior to the 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 "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 recommended by the NCAA's Committee for Women's Athletics as an Emerging Sport! 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:**

- Quarter 1 = Partner Stunts
- Quarter 2 = Pyramids & Tosses
- Quarter 3 = Jumps & Tumbling
- Quarter 4 = Team Routine

**Each quarter of play consists of rounds in which teams will perform 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 4<sup>th</sup> quarter will be declared the winner of the game.

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

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

*(ANTHEM, with introduction is 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 2 to show which half they have chosen for possession.*

**ANNOUNCE 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.*

### **During the Game Script**

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

**The \_\_\_\_ (mascot) \_\_\_\_ win the first round of the partner stunt quarter and receive 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 per quarter varies based on level, etc.

Quarter 1 – Partner Stunts

Quarter break – 2 minutes

Quarter 2 – Pyramids and Tosses

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

Quarter 3 – Jumps and Tumbling

Quarter break – 2 min

Quarter 4 – Team Routine

### *BEFORE THE 4TH QUARTER, ANNOUNCE:*

**In the Quarter 4, teams will be performing a combined routine with three segments. 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 4TH QUARTER POINTS:*

Each segment of the 4<sup>th</sup> 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 IN THE 4TH QUARTER:*

**Zero points are awarded for each forfeited segment of the 4<sup>th</sup> 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.**

*IN THE EVENT OF A TIE AT THE END OF A GAME:*

**When a game ends in a tie, there will be a sudden death overtime.**

**Teams will play Routine 1 from the 4<sup>th</sup> Quarter to determine the winner. If that round results in a tie, we move up to Routine 2 from the 4<sup>th</sup> quarter, and so on until a winner is determined. There are no coaches' challenges in the overtime period.**

*WHAT TO SAY DURING A COACHES' 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 from the list of challenge options.*

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

- **Incorrect Counts**
- **Modification**
- **Omission**
- **Incorrect Opening Formation**
- **Fall**
- **Out of Bounds**

*WHAT TO SAY FOR THE 'OUTCOME OF THE CHALLENGE'*

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. The Referee will tell you what to say from a list of options.

**"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 (wins the round/the round results in a tie). The game continues with the score at \_\_\_\_."**



## **Additional Announcements**

- Want to learn more about STUNT? Visit [STUNTtheSport.org](http://STUNTtheSport.org) for more information!
- Stay up to date on all things STUNT! Follow STUNT on twitter, Instagram, and Facebook @stuntthesport
- 2021 is the 11<sup>th</sup> season of the sport of STUNT, and we have 48 college teams playing across the country!
- There are over 400 high school , junior high, and club teams playing STUNT this spring throughout the country. Visit [STUNTtheSport.org](http://STUNTtheSport.org) to find out more!
- Concessions - Remind people that you are selling concessions!
- Upcoming games - Tell the crowd about other upcoming STUNT games
- Other local and sponsor announcements

## Live Stream Script for Commentators

**Helpful Materials:** Ask your event host to print and provide you with copies of the below materials to help you better understand and comment on the game.

- **8-COUNT SHEETS:**
  - The SKILLS being performed in each round are listed in the LEFT column, highlighted in grey. Each ROW is the (1) 8-count of music, in order of the routine from top to bottom.
- **GLOSSARY:**
  - Abbreviations are used for most of the skills.
  - A key of those abbreviations is located in the rule book, at the end of the glossary.
- **SCORING GUIDE:**
  - This is a great resource to help understand the basics of what is considered a small or 'minor' error vs a large or 'major' error.

These are the main areas the officials are watching when scoring in each quarter and are great talking points during the routines: Be careful using the words 'major' and 'minor' when referring to noticeable errors. These are actual scoring terms.

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<b>Quarter 1: Partner Stunts</b>	<b>Quarter 2: Pyramids &amp; Tosses</b>	<b>Quarter 3: Jumps &amp; Tumbling</b>
<ul style="list-style-type: none"><li>- Synchronization of skills between groups</li><li>- No traveling of stunts (bases feet)</li><li>- Bases arms fully straight when holding stunts</li><li>- No bobbles and good flexibility of top girls</li></ul>	<ul style="list-style-type: none"><li>- Synchronization of skills between groups</li><li>- Height, flexibility, and synchronization of basket tosses</li><li>- No traveling of stunts or pyramid structures (bases feet)</li><li>- No bobbles and good flexibility by top girls</li><li>- Connections between groups</li></ul>	<ul style="list-style-type: none"><li>- Synchronization and flexibility on jumps</li><li>- Legs together on tumbling skills</li><li>- No steps or hops on landings of jumps or tumbling skills</li><li>- Synchronization on tumbling skills with more than one athlete together</li></ul>

**Quarter 4:** Officials are looking for the same things listed above. The order skills being performed in Quarter 4 are Partner Stunts, Jumps & Tumbling, Pyramids & Tosses. Officials are also watching for teams to transition on and off the mat at the correct time.

# **Score and Timekeeping Guide**

(Using Basketball Scoreboard)

## **SCORING**

### **Quarters 1-3**

*Watch the floor referee. They will signal which team wins the round in Quarters 1-3.*

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.

### **Quarter 4**

*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 Quarter 4 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 be a 3-3 score if the teams tied each of the segments.

### **Overtime**

Overtime scoring is the same as Quarter 4 scoring.

### **Forfeits**

Forfeiting team receives 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 Scoring Officials will decide if the performing team gets 0 or 1 point in Quarters 1-3, 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 Quarter 4.

## TIME KEEPING

**Quarter Breaks** = 2 minutes on the game clock (after Quarters 1 and 3)

**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 3 timeouts per game.

## POSSESSION ARROW



The Referee will designate which team has possession. Use of the possession arrow is not required 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.

**Quarter 1 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 second half for possession. If they choose to defer, the other team gets possession and chooses which routine will be played first.

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

**Quarter 3 possession:** The team that did NOT start the game with possession will have possession to begin Quarter 3.

*All other rounds within a quarter:*

- o Whoever wins the round gets possession (make it, take it).
- o If the round ends in a tie, possession alternates to the other team.
- o In the event of a forfeit, the forfeiting team gets possession.
  - In Quarter 4, a team has to forfeit all three sections in order to gain possession.

## MUSIC

Test sound system and music before the game.

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

For Quarter 4, the music is longer. These are approximately 1:50 in length and are labeled for Quarter 4; i.e. 'Q4 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.

Have extra songs downloaded and ready to play between rounds and during quarter breaks, halftime, and timeouts. It is a good idea to set fan favorite songs after each routine track so it automatically plays following the round while officials are scoring.

## **Officials Packet**

Hosts need to print the required Officials Packet which includes the right number of copies for the Scoring Officials and Referee for one (1) game and will need to be provided for each individual game. Do not print front to back unless specified. It is recommended that the host sites provide additional copies of these items to have on hand in case needed.

- Referee:
  - Scorecard (can be used for 4 games). It is recommended that this is printed on cardstock like material.
- Scoring Officials:
  - Scorebook: 1 per game
  - Quarter 1-3 Scoresheet (6) – 3 per game for each official
  - Quarter 4 Scoresheet (2) – 1 per game for each official
  - Game Summary Sheet – 2 per game
- Reporting Scores: At the end of games or tournaments, the event director will be required to report scores. Be sure to have the hosting coach, head official or referee report scores as outlined by USA Cheer.

	AWAY			HOME		
TEAM						
COIN TOSS						
POSS	Q1	Q2	Q3	Q1	Q2	Q3
TIMEOUTS	1	2	3	1	2	3
CHALLENGE	1			1		

QTR	RND	RT #	AWAY	POSS	HOME	SCORE
1	1					
	2					
	3					
	4					
2	1					
	2					
	3					
	4					

CHALLENGE	1			1		
-----------	---	--	--	---	--	--

QTR	RND	RT #	AWAY	POSS	HOME	SCORE
3	1					
	2					
	3					
	4					
4	1					
	2					
	3					

OT TIMEOUTS	1			1		
-------------	---	--	--	---	--	--

	RT#	AWAY	POSS	HOME.	SCORE
OT	1				
	2				
	3				

	AWAY			HOME		
TEAM						
COIN TOSS						
POSS	Q1	Q2	Q3	Q1	Q2	Q3
TIMEOUTS	1	2	3	1	2	3
CHALLENGE	1			1		

QTR	RND	RT #	AWAY	POSS	HOME	SCORE
1	1					
	2					
	3					
	4					
2	1					
	2					
	3					
	4					

CHALLENGE	1			1		
-----------	---	--	--	---	--	--

QTR	RND	RT #	AWAY	POSS	HOME	SCORE
3	1					
	2					
	3					
	4					
4	1					
	2					
	3					

OT TIMEOUTS	1			1		
-------------	---	--	--	---	--	--

	RT#	AWAY	POSS	HOME.	SCORE
OT	1				
	2				
	3				

	AWAY			HOME		
TEAM						
COIN TOSS						
POSS	Q1	Q2	Q3	Q1	Q2	Q3
TIMEOUTS	1	2	3	1	2	3
CHALLENGE	1			1		

QTR	RND	RT #	AWAY	POSS	HOME	SCORE
1	1					
	2					
	3					
	4					
2	1					
	2					
	3					
	4					

CHALLENGE	1			1		
-----------	---	--	--	---	--	--

QTR	RND	RT #	AWAY	POSS	HOME	SCORE
3	1					
	2					
	3					
	4					
4	1					
	2					
	3					

OT TIMEOUTS	1			1		
-------------	---	--	--	---	--	--

	RT#	AWAY	POSS	HOME.	SCORE
OT	1				
	2				
	3				

	AWAY			HOME		
TEAM						
COIN TOSS						
POSS	Q1	Q2	Q3	Q1	Q2	Q3
TIMEOUTS	1	2	3	1	2	3
CHALLENGE	1			1		

QTR	RND	RT #	AWAY	POSS	HOME	SCORE
1	1					
	2					
	3					
	4					
2	1					
	2					
	3					
	4					

CHALLENGE	1			1		
-----------	---	--	--	---	--	--

QTR	RND	RT #	AWAY	POSS	HOME	SCORE
3	1					
	2					
	3					
	4					
4	1					
	2					
	3					

OT TIMEOUTS	1			1		
-------------	---	--	--	---	--	--

	RT#	AWAY	POSS	HOME.	SCORE
OT	1				
	2				
	3				



# STUNT Official Scorebook



Date:

Game #

		HOME:			AWAY:		
Round	Routine #	Poss (X)	Round Score	Total Score	Poss (X)	Round Score	Total Score
<b>Quarter 1: Partner Stunts</b>							
1							
2							
3							
4							
<b>Quarter 2: Pyramids and Tosses</b>							
1							
2							
3							
4							
<b>Quarter 3: Jumps and Tumbling</b>							
1							
2							
3							
4							
<b>Quarter 4: Team Routine</b>							
1							
2							
3							
<b>Quarter</b>		<b>Overtime</b>					
1							
2							
3							
4							
<b>HOME FINAL</b>					<b>AWAY FINAL</b>		





# 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:				



# 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:				





# STUNT Game Summary Sheet



Team: \_\_\_\_\_

Opponent: \_\_\_\_\_

Q1	RT #	Less than 8	8 or more	Open. Form.	1	2	3	4	5	6	7	8	9
Rnd 1 PS													
Rnd 2 PS													
Rnd 3 PS													
Rnd 4 PS													

Q2	RT #	Less than 8	8 or more	Open. Form.	1	2	3	4	5	6	7	8	9
Rnd 1 PT													
Rnd 2 PT													
Rnd 3 PT													
Rnd 4 PT													

Q3	RT #	Less than 8	8 or more	Open. Form.	1	2	3	4	5	6	7	8	9
Rnd 1 JT													
Rnd 2 JT													
Rnd 3 JT													
Rnd 4 JT													

Q4	RT #	Less than 8	8 or more	Open. Form.	1	2	3	4	5	6	7	8	9
Rnd 1 PS													
Rnd 1 JT													
Rnd 1 PT													
Rnd 2 PS													
Rnd 2 JT													
Rnd 2 PT													
Rnd 3 PS													
Rnd 3 JT													
Rnd 3 PT													

M – Modified Skill  
 O – Omitted Skill  
 Open. Form. – Incorrect Opening Formation

**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 Sheet with the Officials.**



# STUNT Game Summary Sheet



Team: \_\_\_\_\_

Opponent: \_\_\_\_\_

Q1	RT #	Less than 8	8 or more	Open. Form.	1	2	3	4	5	6	7	8	9
Rnd 1 PS													
Rnd 2 PS													
Rnd 3 PS													
Rnd 4 PS													

Q2	RT #	Less than 8	8 or more	Open. Form.	1	2	3	4	5	6	7	8	9
Rnd 1 PT													
Rnd 2 PT													
Rnd 3 PT													
Rnd 4 PT													

Q3	RT #	Less than 8	8 or more	Open. Form.	1	2	3	4	5	6	7	8	9
Rnd 1 JT													
Rnd 2 JT													
Rnd 3 JT													
Rnd 4 JT													

Q4	RT #	Less than 8	8 or more	Open. Form.	1	2	3	4	5	6	7	8	9
Rnd 1 PS													
Rnd 1 JT													
Rnd 1 PT													
Rnd 2 PS													
Rnd 2 JT													
Rnd 2 PT													
Rnd 3 PS													
Rnd 3 JT													
Rnd 3 PT													

M – Modified Skill  
 O – Omitted Skill  
 Open. Form. – Incorrect Opening Formation

**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 Sheet with the Officials.**