

Club Hosting Packet

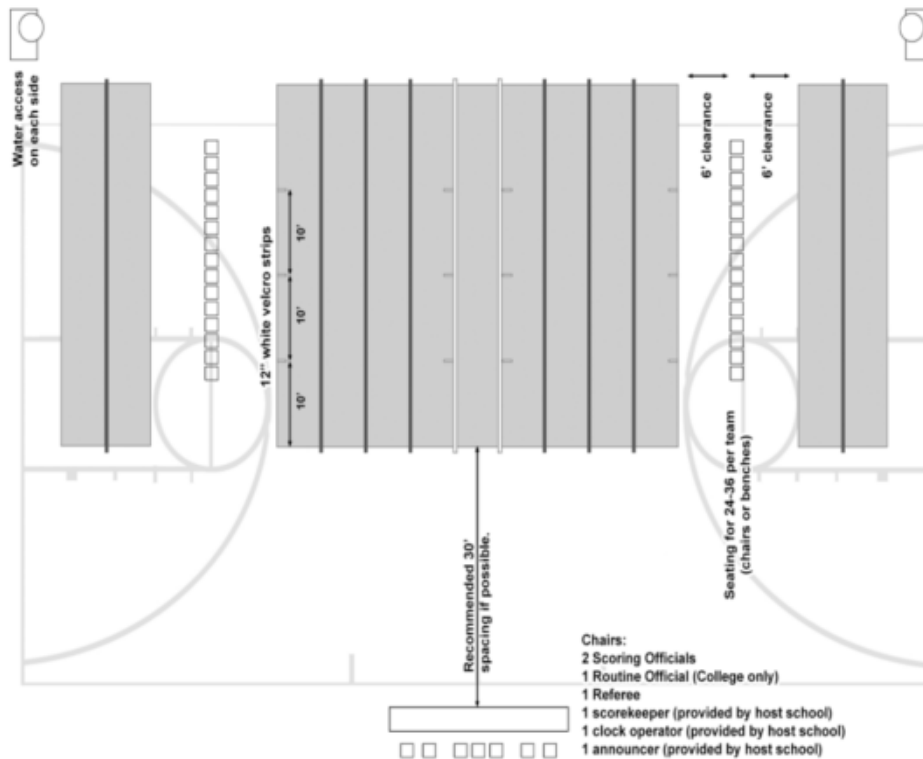
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Hosting Setup Checklist

The following should be prepared 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 (1-2" width, 12" length) 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 routine official and referee (recommended)
 - ☐ 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

Game Floor Layout



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

- Remove the center mat but leave the 6' spacing between sides (no mat in the neutral zone).
- Only provide one warmup mat on each side.
- 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 3 sections of this script prior to the game for review. The script is broken down into 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:

Welcome to today's STUNT game here at _____.

A STUNT game will feature 4 quarters of competition that consists of rounds in which teams will perform pre-choreographed routines head-to-head on the competition floor:

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

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.

(Play/perform National Anthem)

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 coin toss.

(team name) has won the coin toss.

The referee will then motion to the team who will begin with possession.

Sample Scripts depending on outcome of coin toss:

“The (mascot) choose to take possession to begin the first half. The (mascot) will have possession to begin the second half.”

“ (mascot) has chosen to defer possession to the second half. Therefore, (mascot) 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

Game Timeline:

- Quarter 1 – Partner Stunts
Quarter break – 2 minutes
- Quarter 2 – Pyramids & Tosses
Halftime – 8 minutes
- Quarter 3 – Jumps & Tumbling
Quarter break – 2 min
- Quarter 4 – Team Routine

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.*

That concludes the ____ quarter of today's game. ____ (team name) ____ pulls ahead with a score of ____ and ____ (team name) ____ 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.

First Forfeit of the Game:

Remember, the team that forfeits receives no points. The other team must meet a certain standard to be awarded the point.

Quarter 4 Specific Script:

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 three segments for one round. Depending on which team wins each segment, teams can score up to three points per round.

CALLING OUT 4TH QUARTER POINTS:

Each segment of the 4th quarter round is scored individually.

(Wait for the official to walk forward to accept the call and then announce..)

The points awarded in the (1st/2nd/3rd/4th) round are as follows:

- **For Partner Stunts (wait for the call...) the point goes to (team name).**
- **For Jumps and tumbling (wait for the call...) the point goes to (team name).**
- **For Pyramids and tosses (wait for the call...) the point goes to (team name).**

That's a total score of ____ points for (team name), and ____ points for (team name).

IN THE EVENT OF A FORFEIT IN THE 4TH QUARTER:

Zero points are awarded for each forfeited section of the 4th quarter. Forfeited sections performed by the opposing team resulting in fewer than 8 deduction points in the Partner Stunts and Pyramids & Tosses sections and fewer than 12 deduction points in the Jumps & Tumbling section receive 1 point.

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 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.

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
- STUNT was recently elevated at the collegiate level to NCAA emerging sport status by the Divisions I and II. 51 institutions currently offer STUNT as part of their athletic programs and STUNT is continuing to grow at all levels across the country.
- 2024 is the 14th season of the sport of STUNT. This year, we have 63 college teams playing across the country representing NCAA Divisions I, II, and III and the NAIA!
- There are over 400 high school, junior high, and club teams playing STUNT throughout the country. Visit stuntthesport.org to find out more!
- Concessions - Remind people that you are selling concessions! (if applicable)
- Upcoming games - Tell the crowd about other upcoming STUNT games/tournament.
- 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.

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

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 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.

Ties – Both teams receive 1 point.

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 possession continues to alternate.

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 = 8 minutes on the game clock.

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.

First half (Quarters 1 & 2) 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. Possession alternates every round.

Second half (Quarters 3 & 4) possession: The team that did NOT start the game with possession will have possession to begin Quarter 3. Possession alternates every round.

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'. You may want to put the Quarter 4 routines in a separate folder and remember

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.

Music tracks will only be stopped early if the Referee's whistle is blown.

Remember that music operators, scoreboard operators, and anyone at an official table must remain professional and not "cheer" for their team when serving in this capacity.

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: 1 per game
- 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
- 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.



STUNT Official Scorebook



Date:

Game #

		HOME:			AWAY:		
Round	Routine #	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							
HOME FINAL					AWAY FINAL		



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:				



20 MINUTES PRIOR TO GAME TIME:

- Line up teams alongside mats; check for jewelry – not allowed.
- Check jerseys and spotter attire.
- Start 15 MINUTE WARM UP, then National anthem.

COIN TOSS:

1. **Welcome** – introduce yourself.
2. **Whistle** – blow to start music and blow to stop music/for injury.
3. **Spotters** – must be in contrasting color to jersey colors.
4. **Boundaries** – out of bounds will be evaluated, coaches must stay in coaches' area, call routines from front of mat.
5. **Coaches** – no electronic devices; only 1 coach call routines.
6. **Timeouts** – 3 during regular game; 1 for overtime
7. **Q4** – transitions evaluated; can both teams execute 1 section of 3 different routine levels? No, 2 rounds only.
8. **Coin Toss** – *show coin; 1 person to call; home team calls in the air*
9. **Sportsmanship** – remind of good sportsmanship; *teams shake hands & wish good luck.*

REF	AWAY				HOME				GAME #
TEAM									
COIN TOSS	WIN / LOSS				WIN / LOSS				TIME:
POSSESSION	Q1 Q3				Q1 Q3				
TIMEOUTS	1	2	3	OT	1	2	3	OT	@
QTR	RND	RT #	AWAY	POSS	HOME	SCORE			
1	1								
	2								
	3								
	4								
2	1								
	2								
	3								
	4								
QTR	RND	RT #	AWAY	POSS	HOME	SCORE			
3	1								
	2								
	3								
	4								
4	1								
	2								
	3								
	RND	RT #	AWAY	POSS	HOME	SCORE			
OT	1								
	2								
	3								



GAME TIME:

- Watch after “ding ding” to make sure music start is correct.
- Watch for any injury issues.

HALFTIME (when applicable):

- **Mercy Rule** – losing team can inform the Referee they would no longer like to continue the game when it is mathematically impossible to catch up.
- **Overtime** – process for overtime.
- **Address anything additional needed.**

OVERTIME (when applicable):

- **High School** – begin with Routine 1, unless it was the last routine played in Quarter 4. Proceed to Routine 2.
- **Club 14U, 18U & 18+** – begin with Routine 1, unless it was the last routine played in Quarter 4. Proceed to Routine 2.

POST GAME:

- **High School** – Hand out GAME SUMMARY REPORTS to coaches.
- Enter scores immediately into Arbiter.

REF	AWAY				HOME				GAME #
TEAM									
COIN TOSS	WIN / LOSS				WIN / LOSS				TIME:
POSSESSION	Q1 Q3				Q1 Q3				
TIMEOUTS	1	2	3	OT	1	2	3	OT	@
QTR	RND	RT #	AWAY	POSS	HOME	SCORE			
1	1								
	2								
	3								
	4								
2	1								
	2								
	3								
	4								
QTR	RND	RT #	AWAY	POSS	HOME	SCORE			
3	1								
	2								
	3								
	4								
4	1								
	2								
	3								
	RND	RT #	AWAY	POSS	HOME	SCORE			
OT	1								
	2								
	3								