



**STUNT**

**Youth  
Hosting Packet  
Spring 2026**

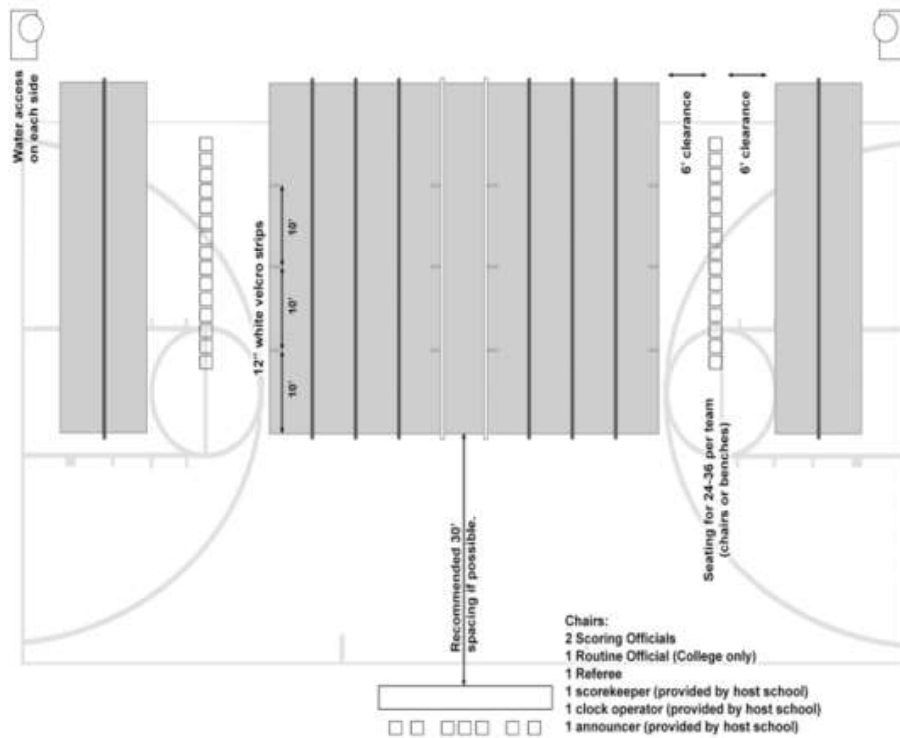
Updated 1/21/2026

# 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 (at end of this document as well as in your "Materials" in USA Cheer portal)
- 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) designated 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 is not available)
- Print Music Guide (page 13 of this document)
  - 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 (pages 4-9 of this document)
- All sound equipment tested for volume and connection
  - Form of communication for routine official and referee
    - Walkie Talkies (recommended)
    - Bluetooth Wireless ear pods (back-up source if walkie talkies are unavailable)
- Print Live Stream Script for Commentators (page 10 of this document)
  - Print full set of 8-count sheets for live stream announcer
- Officials' video equipment for routine review
  - Video equipment Operator (recommended)

# 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 6' spacing between sides (no mat in the neutral zone)
- Only provide one warm-up 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 the outcome of the 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 minutes

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

## **IF POINT IS ONLY AWARDED TO ONE TEAM:**

**The \_\_\_\_ (mascot) \_\_\_\_ win the first round of the partner stunt quarter and receive 1 point. The score is now \_\_\_\_ to \_\_\_\_.**

## **IF 'WITHIN 2' POINTS ARE AWARDED:**

**The round was scored with both teams being within 2 deduction points of each other. The \_\_\_\_ (mascot) \_\_\_\_ won the round and is awarded 2 points. The \_\_\_\_ (mascot) \_\_\_\_ are awarded 1 point.**

- *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*

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

## **First 'Within 2' of the Game (Referee signals for awarding point)**

**Two fingers will be shown by the referee with arm straight up by their head to signal that this round has been scored 'Within 2'. The referee will then indicate points awarded by directing one arm with two fingers pointed at the team receiving 2 points and one arm with 1 finger pointing at the team receiving 1 point.**

## **First 'Forfeit' of the Game (Coach signals forfeit)**

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

### **First Non-Allowable Self-Forfeit of the Game**

(to be announced after round completes, before points awarded for the round are announced)

The \_\_\_\_ (mascot) \_\_\_\_ has called a non-allowable self-forfeit, resulting in a Technical Point being awarded to \_\_\_\_ (mascot) \_\_\_\_.

### **Quarter 4 Specific Script:**

*BEFORE THE 4<sup>TH</sup> QUARTER BEGINS, 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 6 points per round.**

*CALLING OUT 4<sup>TH</sup> QUARTER POINTS:*

*Each segment of the 4<sup>th</sup> quarter round is scored individually.*

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

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

(you will announce 1 of the 3 scenarios for each section)

- **For Partner Stunts (wait for the call...):**
  - Zero (0) points are awarded.
  - The point is awarded to \_\_\_\_ (team name) \_\_\_\_
  - The points are awarded within 2, with \_\_\_\_ (team name) \_\_\_\_ receiving 2 points, \_\_\_\_ (team name) \_\_\_\_ receiving 1 point.
- **For Jumps & Tumbling (wait for the call...) the point is awarded:**
  - Zero (0) points are awarded.
  - The point is awarded to \_\_\_\_ (team name) \_\_\_\_
  - The points are awarded within 2, with \_\_\_\_ (team name) \_\_\_\_ receiving 2 points, \_\_\_\_ (team name) \_\_\_\_ receiving 1 point.
- **For Pyramids & Tosses (wait for the call...) the point is awarded:**
  - Zero (0) points are awarded.
  - The point is awarded to \_\_\_\_ (team name) \_\_\_\_
  - The points are awarded within 2, with \_\_\_\_ (team name) \_\_\_\_ receiving 2 points, \_\_\_\_ (team name) \_\_\_\_ receiving 1 point.

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

**IN THE EVENT OF A TECHNICAL POINT BEING AWARDED -  
FOR NON-ALLOWABLE SELF-FORFEIT:**

*Directly following the round in which a Technical Foul has been assessed due to a non-allowable self-forfeit*

**Teams are only allowed one (1) self-forfeit per half. \_\_\_\_ (team name) \_\_\_\_ has been assessed a Technical Foul due to calling a non-allowable self-forfeit.  
\_\_\_\_ (team name) \_\_\_\_ has been awarded 1 Technical Point.**

*Then begin the announcement for round points awarded*

**IN THE EVENT OF A TECHNICAL POINT BEING AWARDED -  
FOR DELAY OF GAME:**

*Directly following the Coin Toss before Quarter 1, Round 1, the Referee will signal Technical Foul and Technical Point Awarded due to Delay of Game*

**\_\_\_\_ (team name) \_\_\_\_ has been assessed a Technical Foul due to Delay of Game.  
\_\_\_\_ (team name) \_\_\_\_ has been awarded 1 Technical Point.**

*Then begin game announcements*

**IN THE EVENT OF A FORFEIT IN THE 4<sup>TH</sup> QUARTER:**

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

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

*(NO Overtime for the 8U division. NO Overtime for the 11U division EXCEPT in post-season championship games)*

**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 (as long as it was not the last routine called in the 4<sup>th</sup> Quarter, if it was then Routine 2 will be played.) 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.**

## Additional Announcements

- Want to learn more about STUNT? Visit [STUNTtheSport.org](https://STUNTtheSport.org) for more information!
- Stay up to date on all things STUNT! Follow @STUNTtheSport on Twitter/X, Instagram, and Facebook!
- 2026 is the 16<sup>th</sup> season of the sport of STUNT. This season, we have 75+ college teams playing across the country representing NCAA Divisions I, II, and III, NAIA and Club!
- STUNT has officially advanced to NCAA Championship Sport status, marking a historic milestone for women's collegiate athletics. The first NCAA STUNT Championship is scheduled to take place in Spring 2027.
- There are over 400 high school, junior high, and club teams playing STUNT throughout the country. Visit [stuntthesport.org](https://stuntthesport.org) to find out more!
- The Great Midwest Athletic Conference, LoneStar Conference, and Great Lakes Valley Conference are now sponsoring STUNT as a championship sport with more conferencing making plans to join them in the future.
- Concessions - Remind people that you are selling concessions! (if applicable)
- Upcoming games - Tell the crowd about other Upcoming STUNT games/tournaments
- 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 (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 are located in the rulebook, 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.

<p style="text-align: center;"><b>Quarter 1: Partner Stunts</b></p>	<p style="text-align: center;"><b>Quarter 2: Pyramids &amp; Tosses</b></p>	<p style="text-align: center;"><b>Quarter 3: Jumps &amp; Tumbling</b></p>
<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 above head</li> <li>• No bobbles and good flexibility of top athletes</li> </ul>	<ul style="list-style-type: none"> <li>• Synchronization of skills between groups</li> <li>• Technique, 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 athletes</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, then 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.

**'WITHIN 2'** - Winning team receives 2 points, losing team receives 1 point

**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 6 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, a 6-3 score, or other variations, depending on which team won or tied each of the three sections of the routine. It could be a 3-3 score if the teams tied each of the sections.

### **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 section 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

**Timeouts** = 30 or 90 seconds on the game clock depending on the timeout called. Each team receives 2 30-second timeouts and two 90-second 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 (Quarter 3 & 4) possession:** The team that did NOT start the game with possession will have possession to begin Quarter 3. Possession alternates every round.

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.

# 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.

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 team up to 20 seconds 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
  - Game Summary Sheet Home Team (1) - 1 per game for each team
  - Game Summary Sheet Away Team (1) - 1 per game for each team



# Youth STUNT Official Scorebook



Date: \_\_\_\_/\_\_\_\_/\_\_\_\_

Start Time: \_\_\_\_\_ End Time: \_\_\_\_\_

**HOME TEAM**

**AWAY TEAM**

				Coin Toss					
				<	>				
TO	POSS	ROUND SCORE	HOME SCORE	ROUTINE	AWAY SCORE	ROUND SCORE	POSS	TO	
<b>QUARTER 1 - PARTNER STUNTS</b>									
<b>QUARTER 2 - PYRAMIDS &amp; TOSSES</b>									
<b>QUARTER 3 - JUMPS &amp; TUMBLING</b>									
<b>QUARTER 4 - TEAM ROUTINE</b>									
<b>OVERTIME</b>									
				<b>FINAL</b>					

**Note any music malfunctions -**

Quarter: \_\_\_\_\_ Round: \_\_\_\_\_ Routine: \_\_\_\_\_

Details:

**Note any injury timeouts -**

Quarter: \_\_\_\_\_ Round: \_\_\_\_\_ Routine: \_\_\_\_\_

Details:



**20 MINUTES PRIOR TO GAME TIME:**

- Line up teams alongside mats, check for jewelry/nails - not allowed
- **Check jerseys and spotters attire**
- Start 15 MINUTE WARM-UP, then National Anthem

**COIN TOSS:**

**Up to 2 Coaches & 4 Athletes. Show coin, 1 person to call, home team calls in air.**

1. **Welcome** - Introduce yourself.
2. **Whistle** - Blow to start & stop music/for injury.
3. **Spotters** - Must be contrasting color to jerseys
4. **Boundaries** - *Out of bounds will be evaluated, coaches must stay in coaches' area, call routines from front corner of mat*
5. **Coaches** - No electronic devices, only 1 coach calls routines
6. **Timeouts** - Three 60-second per regular game, two 30-second per 8-round
7. **Self-Forfeit** - **ONLY 1 allowed per half.**
8. **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			
TECH. FOULS	1	2	3	1	2	3	VENUE:
SELF FORFEITS	1 <sup>ST</sup>	2 <sup>ND</sup>	1 <sup>ST</sup>	2 <sup>ND</sup>			
TIMEOUTS	1	2	3	1	2	3	
QTR	RND	RT#	AWAY	POSS	HOME	SCORE	
<b>1</b>	1						
	2						
	3						
	4						
<b>2</b>	1						
	2						
	3						
	4						
QTR	RND	RT#	AWAY	POSS	HOME	SCORE	
<b>3</b>	1						
	2						
	3						
	4						
<b>4</b>	1						
	2						
	3						
	4						
	RND	RT#	AWAY	POSS	HOME	SCORE	
<b>OT</b>							



**20 MINUTES PRIOR TO GAME TIME:**

- Line up teams alongside mats, check for jewelry/nails - not allowed
- **Check jerseys and spotters attire**
- Start 15 MINUTE WARM-UP, then National Anthem

**COIN TOSS:**

**Up to 2 Coaches & 4 Athletes. Show coin, 1 person to call, home team calls in air.**

1. **Welcome** - Introduce yourself.
2. **Whistle** - Blow to start & stop music/for injury.
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REF	AWAY			HOME			GAME #
TEAM							
COIN TOSS	WIN / LOSS			WIN / LOSS			TIME:
POSSESSION	Q1	Q3	Q1	Q3			
TECH. FOULS	1	2	3	1	2	3	VENUE:
SELF FORFEITS	1 <sup>ST</sup>	2 <sup>ND</sup>	1 <sup>ST</sup>	2 <sup>ND</sup>			
TIMEOUTS	1	2	3	1	2	3	
QTR	RND	RT#	AWAY	POSS	HOME	SCORE	
<b>1</b>	1						
	2						
	3						
	4						
<b>2</b>	1						
	2						
	3						
	4						
QTR	RND	RT#	AWAY	POSS	HOME	SCORE	
<b>3</b>	1						
	2						
	3						
	4						
<b>4</b>	1						
	2						
	3						
	4						
	RND	RT#	AWAY	POSS	HOME	SCORE	
<b>OT</b>							



# STUNT Officials Scoresheet Q1-Q3



Official: \_\_\_\_\_ Quarter: 1 2 3

	Home Team	Points Awarded (0/1/2)		Away Team
Round 1 Routine:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Round 2 Routine:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Round 3 Routine:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Round 4 Routine:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Quarter Score:</b>		<input type="checkbox"/>	<input type="checkbox"/>	



# STUNT Officials Scoresheet Q1-Q3



Official: \_\_\_\_\_ Quarter: 1 2 3

	Home Team	Points Awarded (0/1/2)		Away Team
Round 1 Routine:				
Round 2 Routine:				
Round 3 Routine:				
Round 4 Routine:				
<b>Quarter Score:</b>				



# STUNT Officials Scoresheet Q1-Q3



Official: \_\_\_\_\_ Quarter: 1 2 3

	Home Team	Points Awarded (0/1/2)		Away Team
Round 1 Routine:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Round 2 Routine:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Round 3 Routine:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Round 4 Routine:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Quarter Score:</b>		<input type="checkbox"/>	<input type="checkbox"/>	



# STUNT Officials Scoresheet Q4



Official: \_\_\_\_\_ Quarter: **4**

	Home Team	Points Awarded (0/1/2)	Away Team
Round 1 Routine:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Round 2 Routine:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Round 3 Routine:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Round 4 Routine:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Quarter Score:</b>		<input type="checkbox"/>	<input type="checkbox"/>



# STUNT Officials Scoresheet Q1-Q3



Official: \_\_\_\_\_ Quarter: 1 2 3

	Home Team	Points Awarded (0/1/2)		Away Team
Round 1 Routine:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Round 2 Routine:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Round 3 Routine:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Round 4 Routine:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Quarter Score:</b>		<input type="checkbox"/>	<input type="checkbox"/>	



# STUNT Officials Scoresheet Q1-Q3



Official: \_\_\_\_\_ Quarter: 1 2 3

	Home Team	Points Awarded (0/1/2)		Away Team
Round 1 Routine:				
Round 2 Routine:				
Round 3 Routine:				
Round 4 Routine:				
<b>Quarter Score:</b>				



# STUNT Officials Scoresheet Q1-Q3



Official: \_\_\_\_\_ Quarter: 1 2 3

	Home Team	Points Awarded (0/1/2)		Away Team
Round 1 Routine:				
Round 2 Routine:				
Round 3 Routine:				
Round 4 Routine:				
<b>Quarter Score:</b>				



# STUNT Officials Scoresheet Q4



Official: \_\_\_\_\_ Quarter: **4**

	Home Team	Points Awarded (0/1/2)	Away Team
Round 1 Routine:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Round 2 Routine:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Round 3 Routine:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Round 4 Routine:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Quarter Score:</b>		<input type="checkbox"/>	<input type="checkbox"/>



# Youth Game Summary Home Team



Home

Away

## Q1 Minor Feedback

### Quarter 1: PS

12+	Major	Mod. (8-count Row #)	Q1: PS	RT #	W2	12+	Major	Mod. (8-count Row #)
IC			Rnd 1					
Synch.			Rnd 2					
Form.			Rnd 3					
Motions			Rnd 4					

## Q2 Minor Feedback

### Quarter 2: PT

12+	Major	Mod. (8-count Row #)	Q2: PT	RT #	W2	12+	Major	Mod. (8-count Row #)
IC			Rnd 1					
Synch.			Rnd 2					
Form.			Rnd 3					
Motions			Rnd 4					

## Q3 Minor Feedback

### Quarter 3: JT

12+	Major	Mod. (8-count Row #)	Q3: JT	RT #	W2	12+	Major	Mod. (8-count Row #)
IC			Rnd 1					
Synch.			Rnd 2					
Form.			Rnd 3					
Motions			Rnd 4					

## Quarter 4

PS 12+	JT 12+	PT 12+	Maj.	Mod. (8-count Row #)	Q4	RT #	PS W2	JT W2	PT W2	PS 12+	JT 12+	PT 12+	Maj.	Mod. (8-count Row #)
					Rnd 1									
					Rnd 2									
					Rnd 3									
					Rnd 4									

IC - Incorrect Count, Synch. - Synchronization, Form. - Formations, Motions, Steps, FA - Feet/Legs Apart, BL - Bent Legs, FF - Flexed Feet

# Youth Game Summary Away Team

Away

## Quarter 1: PS

12+	Major	Mod. (8-count Row #)	Q1: PS	RT #	W2	12+	Major	Mod. (8-count Row #)
			Rnd 1					
			Rnd 2					
			Rnd 3					
			Rnd 4					

## Q1 Minor Feedback

IC Steps  
 Synch. FA  
 Form. Bases  
 Motions Tops

## Quarter 2: PT

12+	Major	Mod. (8-count Row #)	Q2: PT	RT #	W2	12+	Major	Mod. (8-count Row #)
			Rnd 1					
			Rnd 2					
			Rnd 3					
			Rnd 4					

## Q2 Minor Feedback

IC Steps  
 Synch. FA  
 Form. Bases  
 Motions Tops

## Quarter 3: JT

12+	Major	Mod. (8-count Row #)	Q3: JT	RT #	W2	12+	Major	Mod. (8-count Row #)
			Rnd 1					
			Rnd 2					
			Rnd 3					
			Rnd 4					

## Q3 Minor Feedback

IC Steps  
 Synch. FA  
 Form. BL  
 Motions FF

## Quarter 4

PS 12+	JT 12+	PT 12+	Maj.	Mod. (8-count Row #)	Q4	RT #	PS W2	JT W2	PT W2	PS 12+	JT 12+	PT 12+	Maj.	Mod. (8-count Row #)
					Rnd 1									
					Rnd 2									
					Rnd 3									
					Rnd 4									