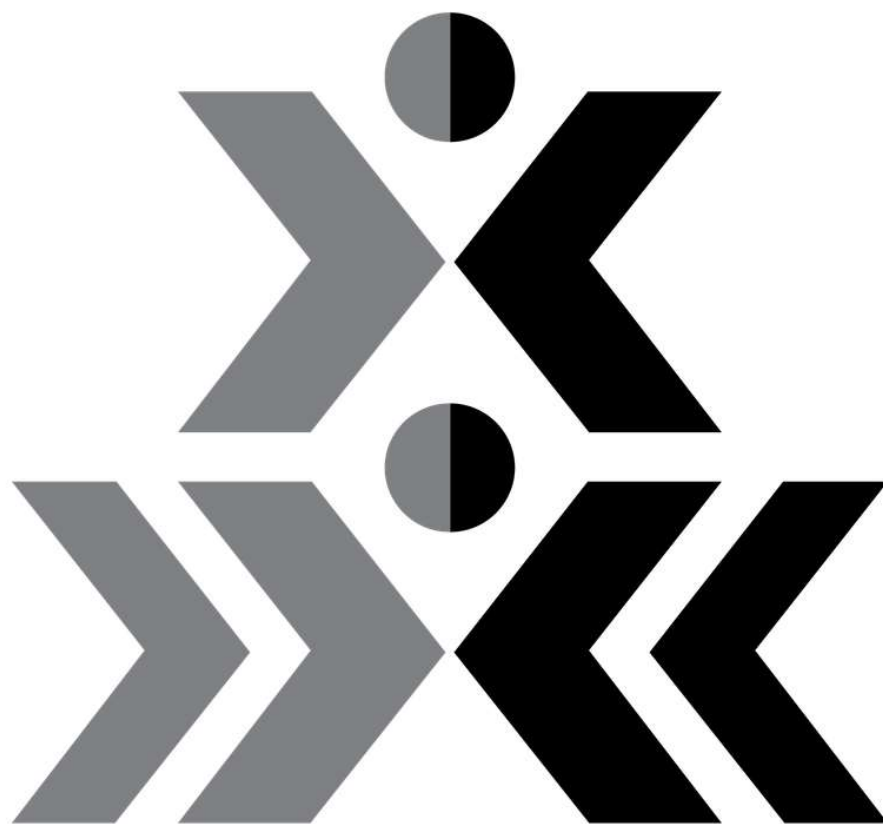




STUNT

Hosting Packet 2026-2027

Youth Club, Elementary School, Junior High/Middle School, High School

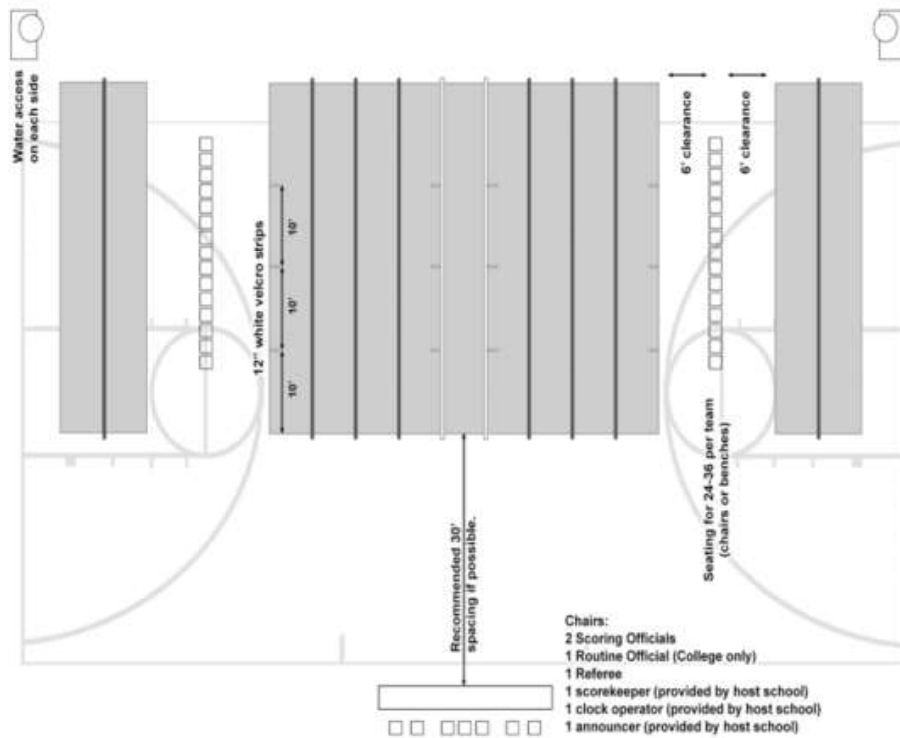
Updated 8/26/2026

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 (emailed to hosts and available to USA Cheer member coaches in the 'Materials' link within their 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

Titles of situations will be **BOLD AND UNDERLINED**.

Other information for greater understanding will be provided in italicized, but NOT bold.

Announcers script to read will be **BOLD**.

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 begins 2 minutes prior to scheduled game time)

The referee will signal possession to the team who won the coin toss.

____(team name)____ has won the coin toss.

The referee will then signal 'Possession' to the team who will begin with possession.

Sample Scripts depending on the outcome of the coin toss:

"The ____ (team/mascot) ____ choose to take possession to begin the first half. The ____ (team/mascot) ____ will have possession to begin the second half."

"____ (team/mascot) ____ has chosen to defer possession to the second half. Therefore, ____ (team/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
- 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.

IF POINT IS ONLY AWARDED TO ONE TEAM:

The ____(team/mascot)____ won the first round of the partner stunt quarter and received 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 ____(team/mascot)____ won the round and is awarded 2 points. The ____(team/mascot)____ are awarded 1 point.

IF 'TIE' IS AWARDED:

Both teams received the same amount of deductions that round, resulting in a Tie - each team received 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.

During the Game Script

First Time Situations

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

Two fingers straight up will be shown by the referee when the round has been scored 'Within 2'. The referee will then indicate points awarded showing 2 to one team and 1 to the other team.

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

The team that forfeits receives no points. The other team must now 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 4TH 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 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:

(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)____.

Other Game Situations

*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 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 12 deduction points in a particular section will 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 4th Quarter to determine the winner

(as long as it was not the last routine called in the 4th 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 4th quarter, and so on until a winner is determined.

Other Game Situations

IN THE EVENT OF A **MUSIC MALFUNCTION:**

IN QUARTERS 1-3:

Teams will repeat the round from the beginning performing all skills. If they modify or omit a skill that they previously did not, this will be reflected in their scoring. Otherwise, scoring will resume from the point of the interruption.

There has been a Music Malfunction. Both teams will be required to perform again from the beginning of the routine. Teams will perform all skills from the beginning of the routine and scoring will resume at the point of the malfunction.

QUARTER 4:

Teams will repeat play on the sections of the round that were either not completed, or were interrupted due to the music malfunction. They will not replay the sections that were completed prior to the interruption.

There has been a Music Malfunction. Music will be played from the beginning and teams will perform all skills starting in the section in which the malfunction happened. Scoring will resume at the point of the malfunction.

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!
- 2026-2027 is the 16th season of the sport of STUNT. This season, we have over 80 college, 400 school, and 70 youth club programs playing across the country! Visit stuntthesport.org to find out more!
- 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.
- CheerSounds is the Official Music Provider of STUNT the Sport! With products for every team and every budget, CheerSounds has you covered. Visit CheerSounds.com to get started today!
- Concessions - Remind people that you are selling concessions! (if applicable)
- Upcoming games - Tell the crowd about other Upcoming STUNT games/tournaments both on the day of and future events (schedule for other events found at stuntthesport.org → Club → Sanctioned Tournaments)
- Other local and sponsor announcements

Referee Signals

Coin Toss

One arm extended out and slightly upwards towards the direction of the team who won the coin toss and will determine if they will take possession first in the first half or defer possession to take possession first in the second half.

Possession

Both arms extended forward towards coach with possession



Routine Number

Referee will repeat routine number shown by coach back to coach and to the opposing coach at shoulder level, then above head to show spectators and auxiliary staff

Referee pictured below is signaling "Routine 3" to coach



Referee pictured below is signaling "Routine 6" to auxiliary staff, scoring officials, and spectators



Points Awarded

Zero Points Awarded

Hand in a "0" in front of the referee's shoulder



One Point Awarded

Arm extended towards coach receiving the point with hand in flat palm or with the number "1".



Tie

Both arms extended out toward each coach signaling one point awarded with each hand in flat palm or showing number "1".



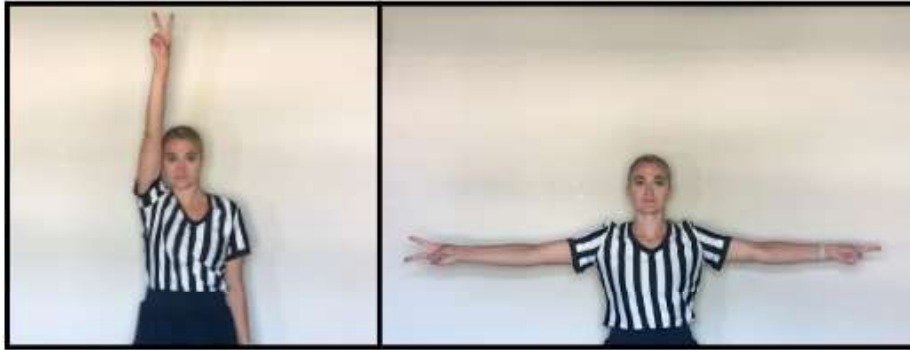
Referee Signals

Within 2 - Traditional Round

Step 1: Signal Traditional 'Within 2' with arm closest to team receiving two (2) points straight up overhead and auxiliary staff

Step 2: Signal points awarded with arm closest to team receiving two points extended out towards coach showing number "2" and arm closest to team receiving one point extended out towards coach showing number "1".

Referee pictured below is signaling "Step 1" in the left box and "Step 2" in the right box



Within 2 - Forfeit Round

Step 1: Signal zero points or one point awarded

Step 2: Signal Within 2 at shoulder level (there is no point associated with this, just a signal to the coach to understand where the teams scoring range was)

Other Game Elements

Timeout

Hands forming a "T" with NO space between hands



Forfeit

Arms crossed in an "X" position in front of chest/face



Technical Foul

Hands forming a "T" with a space between hands



Point Differential Rule

One hand 'patting' the top of the head

Live Stream Speaking Points 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 available in the USA Cheer app on the Rules books page
- 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.
 - Available in the USA Cheer app on the STUNT page under "STUNT Resources"

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
• Synchronization of skills between groups • No traveling of stunts (bases feet) • Bases arms fully straight when holding stunts above head • No bobbles and good flexibility of top athletes	• Synchronization of skills between groups • Technique, flexibility, and synchronization of basket tosses • No traveling of stunts or pyramid structures (bases feet) • No bobbles and good flexibility by top athletes • Connections between groups	• Synchronization and flexibility on jumps • Legs together during tumbling skills and on landings • No steps or hops on landings of jumps or tumbling skills or at prior to the start of standing tumbling • 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, 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.

Official Scorebook

Print the following page (Official Scorebook), 1 per game to provide for the scoreboard operator/auxiliary table to keep track of game on paper.



Youth STUNT Official Scorebook



Date: ____/____/____

Start Time: ____ End Time: ____

***REMINDER: If Auxiliary Table is BEHIND the field of play, swap the Home and Away team designations to allow for easier documentation**

HOME TEAM					Coin Toss < >	AWAY TEAM				
TO	POSS	ROUND SCORE	TECH POINTS	HOME SCORE	ROUTINE	AWAY SCORE	TECH POINTS	ROUND SCORE	POSS	TO
QUARTER 1 - PARTNER STUNTS										
QUARTER 2 - PYRAMIDS & TOSSES										
QUARTER 3 - JUMPS & TUMBLING										
PS	JT	PT	QUARTER 4 - TEAM ROUTINE			PS	JT	PT		
PS	JT	PT	OVERTIME			PS	JT	PT		
					FINAL					

Note any music malfunctions -

Quarter: ____ Round: ____ Routine: ____

Details:

Note any injury timeouts -

Quarter: ____ Round: ____ Routine: ____

Details:

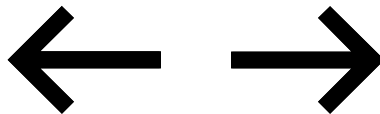
TIME KEEPING

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

Halftime = 8 minutes on the game clock

Timeouts = 60 seconds on the game clock. Each team receives 3 60-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 per game (3 per game for each official)
 - Quarter 4 Scoresheet: 2 per game (1 per game for each official)
 - Game Summary Sheet Home Team - First Half: 1 per game for each team
 - Game Summary Sheet Home Team - Second Half: 1 per game for each team
 - Game Summary Sheet Away Team - First Half: 1 per game for each team
 - Game Summary Sheet Away Team - Second Half: 1 per game for each team

The Officials Packet will be provided to the Event Host by USA Cheer or available to USA Cheer STUNT Members in the 'Materials' section of the membership portal.