



STUNT

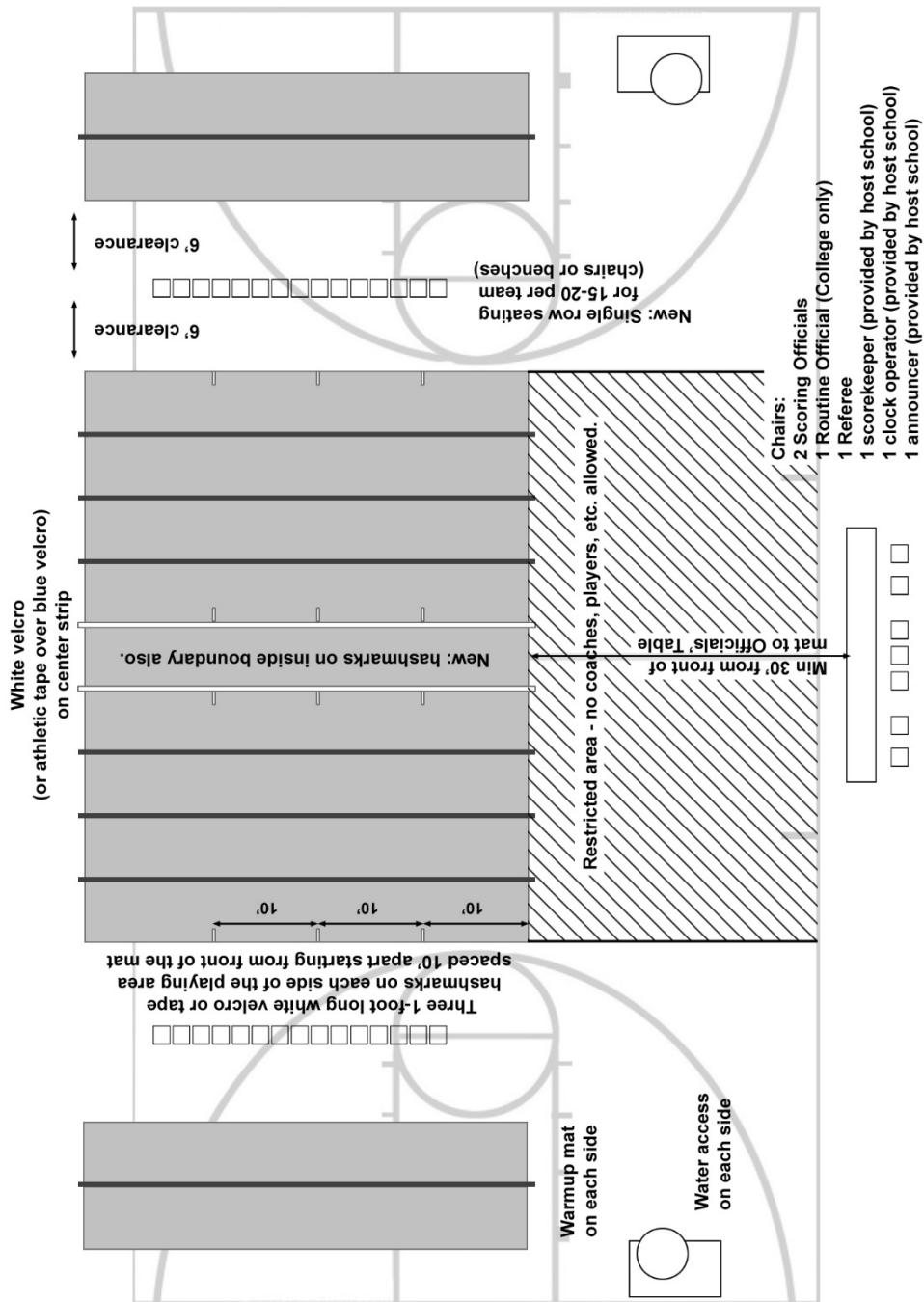
2018 Game Hosting Packet

Hosting School Checklist

Set Up

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

- _____ Download/Print Officials Packet (ranking sheets, referee score book, etc.)
- _____ Athletic Trainers secured with emergency plan in place
- _____ Competition floor set up per the following diagram
 - _____ 9 strips for the floor, 2 strips on each side for warmup
 - _____ White Velcro strips separating the middle strips & hash marks
 - _____ Chairs for team benches (20 chairs for each team)
 - _____ Water stations for each bench
- _____ Operational basketball scoreboard or flip card scoreboard
- _____ Music downloaded and ready to play
- _____ Microphone for announcer
- _____ Walkie Talkie setup for referee and head official
- _____ Sound system and music tested
- _____ Officials' video equipment for routine review (if available)



For High School games, if there is a shortage of mats, the following steps can be taken:

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

ANNOUNCER

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

- Announcer Script - Pregame – all of the pregame and introductory announcements are specifically scripted. The information is highlighted for easier reading.
- Announcer Script – During the Game – the document describes the announcer responsibilities but does not give specific lines to read. The document also includes important information about the game that the announcer must know.
- Additional Announcements – a list of different announcements to read during quarter breaks and halftime.

Announcer: Pregame

5 minutes prior to game start – As soon as the coaches & captains take the floor.

WELCOME THE CROWD AND READ THE FOLLOWING:

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

_____.

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

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

A STUNT game will feature 4 quarters of competition:

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

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

The judges will rank the teams at the end of each round based on the execution of the performances.

- **The team with the best execution 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 are unable to perform the necessary skills in a routine. Should a team “Forfeit”, then that team will receive zero points for that round, but also regain possession.**
- **The team with the highest point total at the end of the 4th quarter will be declared the Winner.**

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

PAUSE FOR A FEW SECONDS AND THEN START TEAM INTRODUCTIONS

Today's game will feature the following STUNT Teams: (read however you want)

Team: _____

City: _____

Mascot: _____

Head Coach: _____

Team: _____

City: _____

Mascot: _____

Head Coach: _____

PAUSE FOR A FEW SECONDS AND THEN CUE THE NATIONAL ANTHEM

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

REFEREE TAKES OVER TO ANNOUNCE WHO WON POSSESSION AND STARTS GAME.

ANNOUNCER SCRIPT

DURING GAME

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

Examples include:

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

The _____ closes the gap by winning that round and bringing the game to within ____ points!

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

Example:

Ladies and Gentleman, that concludes the 1st quarter of today's game. Oklahoma State University pulls ahead with a score of 16 and Texas A&M is close behind in second with a score of 14. We will take a 2 minute quarter break and then start the 2nd quarter, Pyramids and Tosses.

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

Game Timeline

1st Quarter – Partner Stunts (4 rounds)

2 Minute quarter break

2nd Quarter – Pyramids and Tosses (-4 rounds)

6 - 10 Minute Halftime (depending on coach agreement)

3rd Quarter – Group Jumps and Tumbling (4 rounds)

2 Minute quarter break

4th Quarter – Team Routine (3 rounds)

Before the 4th quarter, please announce:

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

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

In the event of a forfeit during the 4th quarter, or a tie at the end of the game, read the explanation below respectively:

- 4th Quarter Forfeit = 0 points are awarded to the forfeiting team. If the opposing team then performs, the scoring officials will award 0-3 points based on the teams execution of the performance.
- Ties = If the game ends in a tie, there will be a sudden death overtime. Teams will draw for possession, and the team with possession will select a quarter. Routine #1 will be performed by both teams. If still a tie, the other team will select the next quarter, and routine #2 of that quarter will be performed. This will continue until a team wins a round, thus winning the game.

Additional Announcements

- Want to learn more about STUNT? Visit USACheer.org for more information!
- Stay up to date on all things STUNT! Follow us on twitter/Instagram and facebook @stuntthesport
- 2018 is the 8th season of STUNT competition. Over 40 teams are participating at the college level this season. The college season will conclude April 27-29 at Michigan State University at the College STUNT National Championship.
- Several states have high school teams playing STUNT seasons this spring, including Oklahoma, California, New York, North Carolina, Florida, Kentucky, and several others! Visit usacheer.org to find out more!
- The National Interscholastic Athletic Administrators Association (NIAAA) is recommending STUNT, the new sport format developed from cheerleading, as an emerging varsity women's sport to their Athletic Director membership.
- Concessions
- Upcoming games
- Other local announcements

Score and Timekeeping Guide

2 Team Game using Basketball Scoreboard

SCORING

Quarters 1-3

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

Winner of each round receives 1 point, losing team receives 0 points

Ties - Both teams receive 1 point (possession alternates)

4th Quarter

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

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

Overtime

Overtime scoring is based on which quarter is selected by the team with possession. If they choose Quarters 1 – 3, follow Quarter 1-3 scoring above. If they choose the 4th Quarter, use the 4th Quarter scoring above.

Forfeits

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

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

Time Keeping

Quarter Breaks = 2 minutes on the game clock
(between 1st and 2nd quarters, between 3rd and 4th quarters)

Halftime = 10 minutes on the game clock

Timeouts = 1 minute on the game clock
Each team receives three timeouts per game.

POSSESSION ARROW



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

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

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

To start the 2nd and 4th quarter, the team with the lowest score gets possession, regardless of what happened in the previous rounds.

Within a quarter, whoever wins the round gets possession (make it, take it).

If the round ends in a tie, possession alternates to the other team.

In the event of a forfeit, the forfeiting team gets possession.

In overtime, the visiting team calls the coin toss. Winner gets possession. From there on, possession alternates for each new overtime round.

Officials Scorecards & Score Sheets

You'll need to print the following copies for the officials

SCORE CARD – 2 per game – 1 for the official table as a master score card and 1 for the referee

SCORE SHEET QTR 1 -3– (3) per game per official, per game

SCORE SHEET QTR 4 – (1) per game per official, per game

Tip – You can print 3 score sheets for qtr's 1-3 and then the 1 for qtr 4 back to back for a total of 2 pages per game per official.

It's always great to have a couple extra on hand just in case!

Reporting Scores: Each conference or state will have a different way to report scores. Be sure to have the home coach, head official, or referee report scores as outlined by your conference or state following each game or meet.



STUNT Official Scorebook

Date:

Game #:

Home:

Away:

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



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 Round Ranking Sheet



TEAM

Opponent



Qtr 1 Round 1	Minors	Majors	Notes (for incorrect count/skills only)
(routine #)			
Round 2			
(routine #)			
Round 3			
(routine #)			
Round 4			
(routine #)			

Qtr 2 Round 1	Minors	Majors	Notes (for incorrect count/skills only)
(routine #)			
Round 2			
(routine #)			
Round 3			
(routine #)			
Round 4			
(routine #)			

Qtr 3 Round 1	Minors	Majors	Notes (for incorrect count/skills only)
(routine #)			
Round 2			
(routine #)			
Round 3			
(routine #)			
Round 4			
(routine #)			

Qtr 4 Round 1	Minors	Majors	Notes (for incorrect count/skills only)
Qtr 1			
(routine #)			
Qtr 3			
(routine #)			
Qtr 2			
(routine #)			
Round #2			
Qtr 1			
(routine #)			
Qtr 3			
(routine #)			
Qtr 2			
(routine #)			
Round #3			
Qtr 1			
(routine #)			
Qtr 3			
(routine #)			
Qtr 2			
(routine #)			

COACHES:

Minors & Majors will show a summary of execution/timing/bobbles/drops

You should review your personal film from your game to assess each of the marks

The Notes will ONLY reflect areas that you are doing incorrect skills

You may only have contact with the referee for your games - not the scoring officials