

Garrison Independent School District's Cheerleading/Mascot Constitution

Purpose:

1. Cheerleaders/mascot shall promote and uphold school spirit.
2. They shall develop a good sports-like conduct among the students and adults.
3. They shall promote unification of the crowd's involvement during athletic events.
4. They shall strive to build better relationships between schools.
5. They shall strive to uphold the highest personal, as well as cheerleading standards.

Values of Cheerleading/Mascot:

1. Leadership
2. Physical fitness and coordination
3. Courtesy, tolerance, self-control
4. Good sports-like conduct
5. Sports appreciation
6. Responsibility
7. Communication skills
8. Self-confidence
9. Character, citizenship
10. Moral development

Conduct and responsibilities:

- 1. Any cheerleader/mascot who uses technology (cell phone, facebook, twitter, instagram, camera, etc...) in an inappropriate way will be benched for one week for the first offense and dismissed from the squad for the second offense. This includes using offensive and crude language and obscene body language on these accounts.**
2. A cheerleader/mascot shall cooperate with the head cheerleader, the sponsor, the game officials, squad members and teachers.
3. A cheerleader/mascot should be peppy, well groomed, and in command of the situation at all times.
4. A cheerleader/mascot should not eat, drink, or chew gum while on the field or court, with the exception of a water bottle.
5. A cheerleader/mascot should not be using a cell phone to take pictures, text, call, facebook, instagram, etc...when the clock is running during a game or when on the field or court.
6. A cheerleader should not sit in the stands or leave the squad until the end of the game.
7. A cheerleader/mascot should promote good sports-like conduct and school spirit through cooperation with other students, teachers, and administrators.
8. Cheerleaders/mascot should plan pep rallies, contribute spirit ideas and help control the attitude of the crowd.
9. A cheerleader/mascot must maintain a 75 average at the end of each grading period to be eligible to cheer.
10. The following incidences shall be evaluated by the advisor and demerits given accordingly:

- a. Undesirable and improper behavior.
 - b. Sloppy appearances or habits.
 - c. Undesirable (vulgar) language or gestures.
 - d. Failure to uphold the cheerleading/mascot constitution.
 - e. Violation of rules and regulations as stated in the Student Handbook/Code of Conduct.
 - f. Anything that harms the reputation of the cheerleader/mascot or the school.
 - g. Not attending scheduled practices or performances.
 - h. Consistent tardiness to scheduled practices.
 - i. Grade average at the end of three weeks report and six weeks grading period.
 - j. Failure to practice and learn required material.
11. A cheerleader/mascot must maintain **better than average** (95%) school attendance to be eligible to cheer.
 12. A cheerleader/mascot must maintain an overall 75 average (with the exception of Honors and AP classes). At the end of the six week grading period all grades will be checked. Any cheerleader/mascot with a grade below a 75 average will be issued demerits as stated in the Point System: Demerits section of this cheerleading constitution.
 13. A cheerleader/mascot must be **passing all subjects** at the time of tryouts to be eligible to tryout for cheerleader/mascot.
 14. A cheerleader/mascot must not have **more than ONE discipline referral** that are persistent in nature, as stated in the Student code of Conduct, during the course of the current year in order to be eligible to try out for cheerleader/mascot for next school year.
 15. **A cheerleader must attend summer camp and/or clinics.** Mascots will attend summer camp/clinics with squad if there is a mascot program available only.
 16. A cheerleader/mascot must participate in fundraising efforts of the squad unless excused by advisor. Any cheerleader/mascot that chooses not to participate in fundraising activities will not receive any portion of money raised from the fundraiser in which they do not participate. Money will be divided among participants according to quotas and time involved, or in the form of equipment or services that can be used for the whole squad.
 17. **A \$200 payment is due at the fitting of uniforms. ALL financial responsibilities must be paid in full by Meet the Bulldogs (Junior High before first football game) or the cheerleader/mascot will not be allowed to participate until financial obligations are met.**
 18. **Any cheerleader/mascot under care of doctor for substantial injuries must have written release form physician before cheerleader/mascot will be allowed to resume duties.**
 - A. **Any cheerleader with a pre-existing condition must be able to perform all duties of a cheerleader (jumps, stunting, etc...) and have a release from physician to try out.**
 19. Any cheerleader/mascot who becomes unable to fulfill their obligations of their position prior to the cheer camp can be replaced with an alternate candidate who scored immediately below them during tryouts. If the position is vacated after camp, the position will remain unfilled.

Uniform and Appearance:

1. Each person will be responsible for the care and maintenance of their cheer uniform. Furthermore, any portion of the uniform lost or damaged by the cheerleader which would cause them to deviate their appearance from the rest of the squad will not be allowed to cheer with squad in like uniform until that portion is replaced. Cheerleaders will be dressed alike at all times when in uniform.
2. The uniforms should be worn only in conjunction with school events.
3. Hair should be out of the face at all times.
4. Absolutely no jewelry may be worn at any time while cheering at practice or performances.
5. Make-up must be minimal.
6. Cheerleaders/mascot will be responsible for purchasing uniforms and needed supplies and equipment.
7. Cheerleaders/mascot must have met all financial obligations before trying out for the following year.
8. Any uniform or part of uniform provided by the school must be returned to the advisor in good condition by the end of the year or the cheerleader/mascot will be financially liable.

Games:

1. The cheerleader/mascot will cheer at all games, unless excused by the advisor.
2. They must arrive one hour before home games (or time specified by the sponsor) and be ready to cheer.
3. They will travel together to and from all out-of-town games as a squad, unless other arrangements have been previously made or permission has been given by the parent to travel home another way.
4. Mascot will perform only when in costume. The mascot will primarily be responsible for crowd leadership and involvement, which may include the use of props, skits, etc...

Practice Sessions:

1. All practices **are required**, unless excused by the advisor.
2. For any **unexcused** absences from practice, the cheerleader/mascot will receive 5 demerits and WILL be benched from that week's performance.
3. For excessive tardiness, the cheerleader/mascot will receive demerits and may be benched from that week's performance.
4. A cheerleader/mascot will be considered absent from practice if tardiness is 15 minutes or more. The cheerleader/mascot, unless excused by advisor, will receive 1 demerit per FIVE minutes and may be benched from that week's performance.

Camps/Clinics:

1. All camps/clinics are required.
2. Cheerleader/mascot must abide by constitution, as well as camp/clinic guidelines stipulated.
3. Camp All-Star/All American nominee will be selected by advisor, according to camp recommendations, based on a combination of the following, respectively:
 - a. Skill
 - b. Effort and initiative displayed at camp
 - c. Responsibility shown
 - d. Years of Experience on team

Competitions:

1. Mascot will not compete in competitions.
2. Cheerleaders absent from competition training may not be allowed to compete with squad unless absence has been excused by advisor.
3. Cheerleader may be benched, suspended, or dropped from competitions for undesirable or improper behavior, as stipulated in demerit section (11-6).

Point System: Demerits (*Demerit system will be effective upon election of new squad and remain in effect for the duration of school year until new election takes place.*) Please see the attached Merit and Demerit System.

1. Summer Camp
2. Practice

3. Games and /or Pep Rallies
4. A cheerleader/mascot will receive 5 demerits for each of the following incidences:
 - A. Undesirable or improper behavior while representing Garrison Independent School District.
 - B. Undesirable (vulgar) language or gestures.
 - C. Violation of rules and regulations as set forth in this cheerleading/mascot constitution and Student Handbook/Student Code of Conduct.
 - D. Anything that harms the reputation of the cheerleader/mascot and or the school.
 - E. Failure to perform duties as outlined in this constitution.
 - F. The advisor with the approval from the principal or superintendent shall have the power to suspend, bench, or drop from the squad any cheerleader/mascot for any undesirable or improper behavior.

Consequences of Demerits:

1. A cheerleader/mascot who receives up to 5 demerits in one week will not be allowed to cheer the following week.
2. A cheerleader/mascot who receives up to 10 demerits in one season will be placed on probation for one week, and will not cheer at the game and/or pep rally.
3. A cheerleader/mascot who receives up to 15 demerits in one season will be placed on probation for two weeks, and will not cheer at games and pep rallies.
4. A cheerleader/mascot who receives up to 20 demerits in one season will be dismissed from the squad and will not be allowed to try out the next year.
5. For all infractions listed under Section- Point System: Demerits, Rule 4 the cheerleader in question will be required to meet with the advisor and the principal or superintendent before being permitted to resume their responsibilities as a cheerleader. Should there be a second occurrence of the nature, he/she will be dismissed from the squad. (Once punishment is served, these demerits may not be worked off and will accumulate).
6. Permission to re-try out will not be given to anyone who has been dropped from the squad for the above reasons.
7. All demerits listed in Section-Point System: Demerits Rule 1-3, may be worked off with merits. A cheerleader/mascot may work off one demerit with three merits. See the attached [Demerit and Merit System](#).
8. A cheerleader will acknowledge demerits by initialing.

Cheerleader Selection Process:

1. Tryouts in front of judges (this will be a closed session- no one will be permitted to watch except judges and advisors involved in tryout procedure). Judges will be "impartial", associated with a professional cheerleading organization, such as NCA or UCA, and may not consist of anyone related to or having attachments to cheerleading candidates. Furthermore, the panel of judges is not to include advisor and/or other school personnel.
2. Candidates scores will be figured in the following manner:
 - A. Judges (minimum 3). The total points from each judge will be added together.
 - B. The largest break in the judges' scores will determine the number of squad members. In the event that more than 12 candidates are in the largest break, only the top twelve will be selected.
 - C. Only the candidate and their parents/guardian will be allowed to see their individual score.
3. Cheerleaders must attend mandatory tryout clinic prior to tryouts to be eligible to try out.
4. Cheerleader candidates may not wear any portion of a cheerleading uniform from a prior year during the tryouts, which would indicate their prior experience on the squad.
5. A candidate must have returned a signed agreement by cheerleader and a parent before candidate will be eligible for tryouts.
6. Head and/or assistant head cheerleader positions will be determined by the advisor based on a combination of the following: years of cheerleading experience, leadership skill, and qualities, judges' score, and current/prior record of demerits. The position will be selected from Junior and Senior cheerleaders.

7. Candidates must be enrolled by the spring semester in order to be eligible for cheerleading tryouts.
8. Cheer candidates may not have failing grades in more than one grading period before cheer tryouts.

Mascot Selection Process:

1. Tryouts in front of judges (this will be a closed session – no one will be permitted to watch except judges and advisors involved in tryout procedures). Judges will be “impartial” Judges will be associated with a professional cheerleading organization, such as NCA or UCA, and may not consist of anyone related to or having attachments to cheerleading candidates. Furthermore, the panel of judges is not to include advisor and/or other school personnel.
2. Candidate’s scores will be figured in the following manner.
 - A. Judges (minimum 3) will compile points given by each judge. Total points for three judges will be added together to arrive at total points received.
 - B. The top scorer will be selected as mascot.
 - C. In the event of a tie between 2 candidates for the spot, the tie will be broken by additional impromptu material to be performed by the two candidates.
3. Only the candidate and their guardian will be allowed to see the individual score.
4. Candidates must have returned a signed agreement by cheerleader and a parent before candidate will be eligible for tryouts.
5. Mascot candidates will perform a routine in costume, not to exceed 3 minutes in length, in front of judges. Routine may include props, music, etc. The mascot uniform may not be “dressed” prior to routine, but candidate may ad effects during routine, without assistance from others.
6. Mascot candidate may also be asked to perform a dance/cheer movement routine to a band tune.

DEMERITS AND MERITS

SUMMER CAMP

Not attending summer camp	Removal from squad
Not wearing proper camp attire	3 demerits
Not arriving on time for camp activities	3 demerits
Disrespectful to sponsor	1-10 demerits

PRACTICE

Late to practice (unexcused)	1-3 demerits
Not wearing proper practice clothes	1-3 demerits
Not having proper equipment	1-3 demerits
Inappropriate use of cell phone	1- 3 demerits
Not helping with sign painting	1-3 demerits
Disrespectful to sponsor or others on squad	1-10 demerits
Bad ATTITUDE	1-5 demerits
Unexcused absence	5 demerits

GAMES and/or PEP RALLIES

Incomplete uniform

Not cleaning up after game or pep rally
Use of cell phone (during game or pep rally)
Missing a performance (unexcused)

BENCHED

3 demerits
3 demerits
10 demerits

Not maintaining proper sideline/performance and behavior: 1-10 demerits

- *Not paying attention to game/pep rally
- *Talking to people in the crowd
- *Eating on the sidelines (except during halftime)
- *Excessive talking to other cheerleaders and goofing around
- *Not standing in correct formation or stance
- *Leaving sidelines without permission/not being on sidelines **at gametime**
- *Unsportsmanlike conduct towards the other team
- *Not showing respect during the National Anthem or school songs
- *Arguing or fighting about what cheers/chants to do next

CLASS

Below a 75 average	2 demerits
Office referral	1-10 demerits
Detention	5 demerits per day
ISS	10 demerits per day
Disrespect or Insubordination	Determined by sponsor

DEMERIT SCALE

5 demerits in one week	Benched from that week or next week's performance
10 demerits	Probation for 1 week
15 demerits	Probation for 2 weeks
20 demerits	Removal from the squad

MERITS

Three merits work off one demerit. Demerits must be worked off each week, in order to perform, cheer or dance. Demerits given under the "Class" category or received from behavior outside of practice may not be worked off. Once punishment is served for these demerits, the demerits will remain and accumulative for the season.

Service Work	1 merit per 15 minutes
Tutoring other students (approved by teacher)	1 merit per 15 minutes
Sponsors choice	1-6 merits
Locker decorations	3 merits
SUPER STARS (given at practice by captain or coach)	3 merits

Definitions

Merits	Rewards that erase demerits. 3 merits erase 1 demerit. Merits cannot erase demerits earned outside of practice.
Demerits	Affect your performances and spot on the squad. Merits and demerits will start over each year.
Benched	Attending all practices and events, but not participating at that particular game that week. The cheerleader/mascot will sit on the sidelines with the coach.
Probation	Attending all practices and events, but not participating in any of the events that week. (i.e. pep rally, game, clinics, parades, special activities, etc) The cheerleader/mascot will sit with the coach.
Removal	If a cheerleader/mascot is removed from the squad, then he/she may not tryout for cheerleader the following year.

Cheerleader/Mascot signature Date

Parent signature Date
