# SSMS Cheer and Mascot Constitution

# 2016-2017

1. Philosophy and Purpose
2. The purpose of the cheerleader is to support Sulphur Springs ISD by promoting school spirit. Being a cheerleader is a HONOR and SPECIAL privilege. Cheerleaders and mascots exist to promote good sportsmanship, good citizenship, leadership and wholesome and enthusiastic school spirit. Cheerleaders are first and foremost ambassadors and leaders of their school. Cheerleaders are in a high profile position and should exemplify both individual and group behavior suitable to their position and in accordance with the social and academic good standing policy.
3. Expectations of a Cheerleader
4. Academic Good Standing
   1. Cheerleader’s grades will be checked at each six weeks. If a student is found to be failing a course at six weeks they will be placed on probation and only reinstated when they are passing all courses at the following 3 weeks.
   2. Students who are not passing at the recheck 3 week mark will be suspended from all cheerleading activities for 3 weeks and probation for the final 3 weeks.
5. Social Good Standing
   1. Social good standing is defined as the following:
   2. Refraining from profane, vulgar, lewd, “adult,” or otherwise unacceptable behavior for that of A MIDDLE SCHOOL STUDENT.
   3. Sharing pictures on social media of unacceptable images, words, actions, events, or activities (alcohol, nudity, profanity, etc.).
   4. If a student has a suspension for any reason, 5 or more days of SAC, or any days in an alternative program (AEP, DAEP, etc.) they will be removed from cheerleading.
   5. Students having any days assigned and served in an alternative program while serving as a cheerleader will be dismissed and barred from trying out the following year.
   6. A Student may not have truancy filed against them and remain in cheerleading. Students will be dismissed, but will be allowed to run the following year.
   7. If a student has legal action taken against them, this is ground for immediate dismissal from cheerleading, without the ability to try out again.
   8. Students who are not found to be in good standing will serve a penalty. Punishment can be anywhere in severity from 1-6 weeks probation, for minor infractions, to immediate dismissal. This will be determined case by case and addressed by either the advisor, an administrator, or both.
6. Mandatory Events
   1. Summer Camp
      1. Dates will be August 1-3
         1. If the student cannot or will not attend summer camp they will be removed from the squad.
         2. The cost for camp is included in the overall cost
         3. The cost of camp is the responsibility and duty of each cheerleader, and is due no later than 1 week before the camp start date.
   2. All practices are mandatory
      1. If a cheerleader cannot attend practices, punishment will be enforced via the demerit system, as follows.
      2. Cheer folder with constitution, cheer, calendar, and schedule will be brought to EVERY practice or a demerit will be given.
   3. All Football, Basketball games with the addition of other events at the request of the administrators, coaches, or advisors are considered mandatory. (Unless participating in basketball games as a player)
7. Physicals
   1. Physicals are required for every cheerleader each year.
   2. Students who do not have a current physical on file with SSISD must have a completed in full and submitted in order to participate.
8. Squad Size, Form, and selection:
9. SSMS cheerleading will consist of:
   1. 12 members and 1 Mascot
      * 1. The mascot has the same requirements of any other cheerleader on the squad.
10. Demerit System and Demerit Clearance
11. Demerits will be given to cheerleaders who do not follow the academic and social good standing clauses or for one of the following reasons. If a cheerleader earns a demerit(s) it could be, though is not limited to the following. Parents will be notified for each demerit earned.
12. 1 Point Demerit
    1. Tardiness to a game, practice or any event decided on by an administrator, advisor or coach.
       1. Tardiness is defined by the advisor.
    2. Gum or jewelry at any mandatory event.
    3. Cell phones at any mandatory event.
    4. Wearing the wrong uniform or any part of the uniform (socks, under garments, shoes, bow, etc.)
    5. 1 point demerit can be cleared by a one mile run.
13. 3 Point Demerit
    1. Unexcused absence from a game, practice (boot camp included), event decided on by an administrator, advisor or coach, or failure to complete a fundraiser.
       1. Acceptable Excused Absences or tardiness will not earn a demerit if the advisor is given a minimum of a 1 day notice.
          1. Acceptable absences or tardiness are defined as the following:
             1. doctor or other physician’s visit
             2. previously arranged school events
             3. Family emergency if advisor is contacted by the parent/guardian.
    2. No cheerleader except the chosen mascot may be allowed to wear the mascot’s uniform.
    3. Detention for any reason.
    4. 3 demerits may be cleared with one hour of community service completed on the weekend or after school hours, from the approved list of business, and with a completed form from the supervisor.
14. 6 Point Demerit
    1. Safety violations on or off school campus in regards to cheerleading, tumbling, or stunting.
    2. Disrespect to a superior on or off campus
    3. A single SAC day for any infraction that warrants such disciplinary actions.
    4. Any violation of the social good standing clause
    5. Cheerleaders who accumulate 6, or miss one game for unexcused absence, will sit out the next game.
15. 9 Point Demerit
    1. School suspension
    2. Any violation of the social good standing clause.
    3. Cheerleaders who accumulate 9 demerits, or fail one 6 weeks will sit out three games, regardless of demerit clearance.
16. Potential cheerleaders and tryout information
17. Any student wishing to tryout for cheerleading must have been enrolled in SSISD for the entire 6 weeks prior to tryouts.
18. Clinic to teach cheer, chant, and dance tryout material will be held the week of tryouts.
19. Mock tryouts will be the day prior to official tryouts.
20. The judges panel will consist of 3 NCA spirit judges.
21. The tryout will be closed.
    1. Spectators attempting to watch the tryouts will be removed from the campus, and run the risk of having you removed as well.
22. Any potential cheerleader and their parent/guardian must read and sign a copy of the entire constitution prior to the tryout date.
23. Candidates and parents must complete and submit the entire application on or before the deadline.
24. Cheerleading and mascot meeting will be held the three weeks prior to tryouts.
25. The tryout date will always be set as the Friday before spring break pending unforeseeable circumstances.
26. The decision of the tryout judges is final and nonnegotiable.
27. Tryout General Information
28. Each candidate will be assigned as they turn in their packets a number and placed in groups of 3 or 4.
    1. Students will complete a general tryout
29. Each potential member will perform jumps and cheer individually (each candidate will spirit or tumble in to the center of the gym)
    1. One of the jumps must be a toe touch
    2. Following the jumps the candidate will then perform the individual cheer, taking as much time as needed to prepare after jumps.
    3. Every individual will exit to the east (athletic hallway) of the gym.
       1. The will exit through the athletic/band hall and enter the cafeteria to wait for the group portion of tryouts.
    4. Group tryouts will begin at the conclusion of the individual portion ( chant and dance)
    5. When a group is finished exiting will be the same as with the individual.
    6. You must remain in the cafeteria until callbacks. If an applicant leaves the cafeteria for any reason they will have their scores voided and be asked to leave.
    7. Once callbacks have been made others are free to go.
    8. No results will be distributed at the tryout site. Results will be posted on the school website.
30. Tryout Dress Code
    1. Clinic: All candidates must come to clinic dressed out in shorts, T-shirt, socks, and tennis shoes. No sweats, dress shirts, or pants will be allowed. Participants must wear hair in a high ponytail. No jewelry may be worn.
    2. Tryout: All candidates must come to tryouts in black or blue shorts, a plain white t-shirt with no logos, white socks, white tennis shoes, hair in a ponytail without bows, ribbons, or other accessories/jewelry.
    3. Name tags will be given to each candidate with a number. Name tag must be placed on the right lower portion of the candidates shorts in clear and visible site of the number.
31. Tryout Eligibility & Requirements
    1. In order for a student to be eligible to tryout he/she must currently be enrolled in and attending SSISD six weeks prior to tryouts.
    2. Student must not have been placed in AEP during the current school year.
    3. Student must not have been expelled during the current school year.
    4. Student must meet state guidelines for attendance.
    5. If a student quits or is removed from the program during the current year for any reason, the student will not be allowed to try out for cheerleader the following year without written approval from the coach and principal on campus.
    6. Students and Parent/Guardian must submit tryout information by March 2, 2016. The required information must be completed in full. By submitting the information you are agreeing to abide by all guidelines set forth.
    7. Teacher evaluations are due before the day of try-outs.
    8. Student must not have an outstanding balance due from the previous year of cheering at Sulphur Springs Middle School.
32. Tryout Selection

POSSIBLE 20 POINTS- Cheer (precision, arm placement, technique)

POSSIBLE 20 POINTS- Dance (precision, projection, timing, rhythm, coordination)

POSSIBLE 20 POINTS- Jumps (form, height, flexibility, variety)

Jumps-Each candidate must perform three jumps; One must be a toe touch. The candidate may choose any other two.

POSSIBLE 20 POINTS- Crowd Appeal/Projection (neatness, fitness, facial expression, energy, enthusiasm)

POSSIBLE 15 POINTS- Teacher evaluation forms

POSSIBLE 5 POINTS- tumbling

* 1. Injured applicants must have a video to submit that has been recorded in the past 6 months. If an applicant does not have a video that meets this criteria they may not be eligible to try out. If this is your situation please have your parent call and set up a meeting with the advisor at least 3 weeks prior to tryouts.

1. Mascot Tryouts and Selections

POSSIBLE 60 POINTS- Skit (purpose, creativity, use of props)

POSSIBLE 20 POINTS- Crowd Appeal/Involvement (neatness, fitness, facial expression, energy, enthusiasm)

POSSIBLE 20 POINTS- Teacher evaluation forms