



MICHIGAN STATE FAIR JR. HIGH / FRESHMAN CHEERLEADING

Team Name _____
 Coach's Name _____
 School Name _____
 School Address _____
 City _____ State _____ Zip _____
 Federal Tax I.D. Number _____
 Coach's Home Address _____
 City _____ State _____ Zip _____
 Phone: Home (____) _____ School (____) _____
 E-mail _____

PLEASE COMPLETE THE FOLLOWING

_____ Coach - **Free** _____ Assistant Coach - **Free**
 _____ Number of Participants
\$8.00 Entry Fee per Participant _____ **Total Amount Due**
 One (1) parking pass for every four (4) participants
 will be provided for all teams that **respond by due date.**

 Please send Application and
 Check or Money Order made payable to:
"State of Michigan" by Friday, July 30th

**Attn: Jr. High / Freshman Cheer
 Michigan State Fair
 1120 W. State Fair Avenue
 Detroit, MI 48203**



MICHIGAN STATE FAIR JR. HIGH / FRESHMAN CHEERLEADING

COMPETITION DATE

Sunday, August 22nd, 2004

TIME SCHEDULE

10:45 a.m. - Coaches' Meeting **11:00 a.m.** - Competition Begins

COMPETITION AREA

Family Grove Area (North of Community Arts Building)
 Competition will take place on a grassy area weather permitting.

BAD WEATHER

In the event of bad weather the contest **WILL NOT** be canceled!
 Covered area for competition will be available.
Area may be on asphalt. Spectators should bring umbrellas!

RULES

See Rules on reverse side

AWARDS

1 st Place = Trophy + \$250.00	4 th Place = Trophy
2 nd Place = Trophy + \$150.00	5 th Place = Trophy
3 rd Place = Trophy + \$ 50.00	6 th Place = Trophy

NON-REFUNDABLE ENTRY FEE

\$8.00 per participant
 One (1) admission per registered participant, coach & assistant coach

DEADLINE

Friday, July 30th, 2004

COMPETITION QUESTIONS

Please call Competition Coordinator - **Cindy Tyzo**
 Work (248) 488-5852 Home (248) 539-1864

FAIR INFORMATION

Please call General Information - (313) 369-8250
 Entertainment & Special Events - (313) 369-8310



Return This Portion With Entry Fee(s)



MICHIGAN STATE FAIR GENERAL INFORMATION

All judges have been certified by the Michigan Cheer Judges Association.

Junior H.S. / Freshman Teams will perform first followed by Junior Varsity then Varsity. Order of competitors will be drawn prior to the competition.

In the event of bad weather you should report to the performing area, Family Grove, to be given relocation instructions. Remember this is an outdoor event therefore Teams must be flexible!

No team is to practice any stunts without their coach present.

A Fairground's map will be included with participants' ticket packet. Your gate pass is not only your pass to the competition it is your invitation to enjoy the whole day at the Michigan State Fair.

HAVE A GREAT DAY
AT THE
**MICHIGAN
STATE FAIR**



NOTE: Michigan State Fair, Staff, Contest Coordinator, Judges and Sponsor are not responsible for accidents, property loss or injuries related to the competition.

NATIONAL FEDERATION SPIRIT RULES APPLY

1. Each team will perform two (2) cheers. They may be stunting cheers, straight cheers, or a combination of stunting and straight cheers. They will be performed back to back.
2. All cheers will be timed and limited to one (1) minute. Timing begins with the first word or motions and ends with the last word or motion. Penalty for going over the time limit is 10 points.
3. No cheer will include any stunt that is over two (2) tiers.
4. The timer and penaltician will be separate person(s) from the adjudicator staff.
5. National Federation Spirit Rules will apply. Violation of the guidelines will result in a ten (10) point penalty for the cheer in which the violation occurred.
6. Judging Categories for Each Cheer - **10 Points Each**
 - **Floor Mobility** - accuracy of formations and effectiveness
 - **Leadership** - voice inflection, clarity, squad volume, facial expression, eye contact, enthusiasm and floor presence
 - **Group Coordination** - precision, arm motions, execution
 - **Creativity of Material** - variety, difficulty, creativity of: floor mobility, motion skills and enhancements
 - **Crowd Involvement** - cheer demonstrates the ability to get the crowd involved
 - **Overall Impression** - a culmination of the overall performance including appearance