

FEAR THE TURTLE

2005-06 MARYLAND COMPETITIVE CHEER

SEASON REVIEW

TERPS PLACE SECOND AT NCA NATIONAL CHAMPIONSHIPS.

The 2005 University of Maryland competitive cheer team put on quite a show at the National Cheerleaders Association National Championships last year, finishing as runner-up for the national title. It was the perfect way to end a season full of hard work and determination. Last year's team prided themselves on being resilient in the face of adversity, and it certainly showed on the mat at the nationals in Daytona Beach, Fla.

In addition to the strong finish at Nationals, the Terrapins made numerous strong showings across the country.

They placed first at the Charm City Championships held in Baltimore, which was their first chance on the mat competing as a team. The team then went on to victory in Atlantic City, N.J., with a win at the East Coast Challenge. They captured another three titles before heading off to their first true test in New Orleans, La., at the North American Open, hosted by Cheerleaders of America. The Maryland women beat Northern Illinois, Alabama, and Middle Tennessee State by more than 30 points. Their performance not only earned them the competition's title, but also top tumbling and choreography honors. This was a major point for the Terps, as they beat out perennial powerhouse University of Kentucky Co-Ed for the tumbling award. Maryland was put on the map with its performance there.

The Terps were in the thick of their schedule at that point, returning from New Orleans on Monday afternoon and leaving for Atlanta on Thursday. After making a few changes in their routine at practice, the Terps traveled south once again.

They left Georgia placing third behind the University of Georgia All-Stars and UNC Charlotte, respectively. The women were relatively happy with their performance considering they were faced with some absent team members and three who were hampered by illness in Atlanta. They proved to themselves that they are strong women who can come together as a team when times are tough.

Two smaller competitions followed Atlanta, giving the Terps a chance to tweak their routine and add in additional difficulty that they had been working on all season. The UMBC Championship and the Atlantic Cheer and Dance Nationals were the perfect forum for them to relax, perform and have fun with their routine. They placed first in both events, giving them the last drop of confidence they needed heading into NCA Nationals in Daytona Beach.

The Terps made the best showing they ever had since they won NCA Nationals as a club team in 1999. After preliminary rounds, the women were leading their entire division, allowing them the coveted spot to perform last at finals. They had a few light practices and were confident and excited for what lay ahead. The following day they took the floor and performed their routine better than it had been performed all season, but the Terps were unable to outscore the four-time defending champion Louisville Cardinals and lost by less than a point. They did not leave discouraged, however; only with hopes for the coming season. Coach Lura Fleece and her team are sure they are poised for competing for a potential national title in April.

ALL-TIME RESULTS

2003-04

Head Coach: Lura Fleece

Jan. 17	Cheersport Nationals	2nd place
Jan. 18	Cheersport Nationals	3rd place
Final Standings: College/Open Elite All-Girl (COEAG)		
1. Florida Elite Allstars- GNSV		
2. NC State All-Girl Cheerleading		
3. MARYLAND		
4. University of Georgia All-Stars		
5. Legend Open All Girl		
6. Raleigh Rage Open All-Girl		
Feb 2	UMBC New Year's Bash Championship	1st place
Final Standings: Collegiate Open/ All-Girl		
1. MARYLAND		
2. Salisbury University		
3. Cheer Thunder Storm		
Feb. 7-8	American Masters Championship	1st place
Feb. 22	Spirit Unlimited Battle at the Boardwalk	1st place
1. MARYLAND		
2. Staten Island Elite/ Gemstation		
March. 15	Capital City Classic	1st place
1. MARYLAND		
2. PA Elite		
3. Elmira College		
4. Rainbow All-Stars		
March 20	Cheerleaders of America	1st place

2004-05

Head Coach: Lura Fleece

Dec. 5	Charm City Championship	Baltimore, Md.	1st place
Dec. 10-12	East Coast Challenge	Atlantic City, N.J.	1st place
1. MARYLAND			
2. Eastern Elite			
3. Celebrity Cheer			
Jan. 31	Maryland Cup	Upper Marlboro, Md.	1st place
Feb. 7	American Masters	Baltimore, Md.	1st place
Feb. 12	North American Collegiate Champ.	New Orleans, La.	1st place
1. MARYLAND			
2. Northern Illinois University			
3. University of Alabama			
Feb. 18	Cheersport Nationals	Atlanta, Ga.	3rd place
1. University of Georgia All -Stars			
2. UNC-Charlotte			
3. MARYLAND			
March 13	UMBC Championships	Catonsville, Md.	1st place
March 18	Atlantic Cheer and Dance Champ.	Fairfax, Va.	1st place
1. MARYLAND			
2. Morgan State			
3. Wilmington			
April 5-8	NCA National Championships	Daytona Beach, Fla.	2nd place
1. Louisville 9.20			
2. MARYLAND 9.01			
3. Massachusetts 8.89			
4. Georgia 8.60			
5. Oklahoma 8.40			
6. Missouri 8.34			
7. Illinois 8.30			
8. Stephen F. Austin 8.00			



FEAR THE TURTLE

2005-06 MARYLAND COMPETITIVE CHEER

SCORING & DEDUCTIONS

COMPETITIVE CHEER SCORING SCORESHEET SITE:

http://www.nationalspirit.com/upload/NCA_College_Championship_s.pdf

Competitive Cheer is yet to be sanctioned or recognized by the NCAA, but its rules and regulations are similar for each competitive event held, regardless of individual organization. Following are examples of the score and deduction sheets used at National Cheerleading Association Nationals, as well as a brief explanation of each category.

SCORESHEET CHEERLEADER FUNDAMENTALS

- 45-Second Crowd Cheer - only performed before prelims, shows judging panel how squad works their home crowd through showmanship and interaction. This score is out of 10 points and is the only score carried over to finals.
- Tumbling - tumbling is scored based upon difficulty of skills and sequence as well as synchronization in areas where more than one athlete tumbles at a time. Deductions are sustained if an athlete does not properly execute each skill in the tumbling pass.
- Partner Stunts - scored based upon difficulty and creativity of stunt as well as synchronization among the groups. Increased numbers of groups that can be made per number of athletes on the mat also result in a higher score. Deductions are taken for fallen stunts, as well as stunts that are not sturdy and safe.
- Pyramids - scored based upon difficulty and creativity of pyramid and stunt transitions to and from pyramids. Pyramids can only be built 2-1/2 high, and specific spotters are required for each flyer on the pyramid. Deductions are taken for fallen and/or unsteady pyramids.
- Basket Tosses and Jumps - basket tosses are scored based upon height of toss, difficulty of skill and execution. Basket-toss flyers are only allowed to complete one flipping rotation and two twisting rotations as a safety precaution. Deductions are taken for improper form and execution during skill as well as throwing and catching by bases. Jumps are scored based upon difficulty of sequence, and team execution and synchronization.
- Motions / Dance - scored based upon creativity of moves, transitions, formations, synchronization and flow with the music. Motions are scored based upon sharpness and synchronization as well.

ROUTINE EXECUTION

- Projection - scored based upon energy, crowd appeal and showmanship; the ability to capture the crowd's attention and keep it.
- Choreography - scored based upon creativity of music cut, formations, transitions and stunts; overall routine flow and innovation.
- Degree of difficulty - scored based upon level of skill required to complete routine, pace of routine and ability of team to perform their routine to the best of their ability.
- Overall effect - scored based upon performance impression, overall crowd appeal and creativity.

POINT DEDUCTION SHEET AND LEGALITY DEDUCTION SCORESHEET SITE:

<http://www.nationalspirit.com/upload/05-6CSGB-collegecheer.pdf>


While one panel of judges uses the scoresheet to score the team based upon the aforementioned criteria, there are judges who take deductions for points and rule infractions. The panel of judges do not deduct points; they score a routine based upon what it could be worth if it was perfect. After a performance, scores are averaged and then the deductions are removed.

POINT DEDUCTION SHEET

- The boxes on the right show the routine on paper. As the squad move through its routine, a judge will mark deductions on the appropriate time box in the area of the mat where they occurred. When the scoresheets are returned to the team, the coach will know in which areas they were marked down.

LEGALITY DEDUCTION SHEET

- Legality deductions are taken for stepping out of bounds, illegal stunt formations, incorrect number of spotters for flyers in pyramids and partner stunts, and a routine that is too long, for example. Some legality infractions will cause immediate disqualification.



NCA Championship Point Deduction Sheet

Team Name / Division: _____

Legend:

- 1 - Tumbling
- 2 - Partner Stunt
- 3 - Pyramid
- 4 - Basket Toss
- 5 - Motion/Dance
- 6 - Jump
- 7 - Stunt
- 8 - Fall

Comments:

Total: _____



NCA Championship Legality Deduction Sheet

Team Name / Division: _____

DEDUCTION CATEGORY	NUMBER OF DEDUCTIONS	DEDUCTIONS
Boundary Violations	_____ x (.8)	
Time of Routine	Overtime (each): 1-5 seconds = (.1) 6-10 seconds = (.3) 11+ seconds = (.5)	
Number of Participants	_____	
Safety Guidelines Violation (Tumbling, Stunts, Longships, etc.)		
Rule Infraction	Warning	Category Page # (x) (y)
_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	_____
Total Safety Infraction: _____		
LEGALITY DEDUCTION		

27
POINTS

1
TEAM







ABOUT COMPETITIVE CHEER

OFFICIAL CHEER COMPETITION RULES & REQUIREMENTS

Courtesy of the National Cheerleading Association

COLLEGE CHEER DIVISIONS

All teams will be required to compete in divisions according to NCAA football classifications. Schools that do not have football programs will compete in divisions according to the school's NCAA basketball program classifications.

PERFORMANCE AREA

All cheer teams competing in the Chick-fil-A Cheer & Dance Collegiate Championship will perform on a 42' deep x 54' wide carpeted, gymnastics floor mat. The mat will be placed over a concrete or wooden surface. Only soft-soled tennis shoes will be allowed on the performance surface. It is important that your routine be choreographed not to exceed these measurements, because penalty points will be assessed for going outside the performance area. This is particularly important in planning tumbling passes. This rule is designed for the safety of the participants due to over rotation of tumbling and uneven surfaces. The judges will score only what occurs within the boundaries. Cheerleaders may not reach outside the performance area to place or retrieve props during the routine.

ROUTINE REQUIREMENTS

- Each team will perform a choreographed routine not to exceed 2 minutes and 15 seconds (135 seconds).
- Music is allowed for all or part of each routine. No voice-overs or words may be recorded to make the team's vocal projection sound louder.
- Organized, formal entrances that involve organized cheers or run-ons with jumps, tumbling, or stunts are not permitted. Cheerleaders, dancers and mascots should enter the performance area in a timely fashion.
- Timing will begin with the first organized word, movement, or note of music by the team or individual after they are officially announced.
- Timing will end with the last organized word, movement, or note of music by the team or individual. Teams or individuals must exit the performance area immediately following the routine.
- Cheer teams should utilize all areas of their squad's technical strength in jumps, tumbling, partner stunts, pyramids, motion technique, projection and expression, choreography, showmanship, and dance.
- Only the following props are allowed for cheer teams: flags, banners, megaphones, pom poms, and signs. Flags and/or banners with poles or similar support apparatus may not be used in conjunction with a stunt or tumbling.
- Team/individual names will be called twice: once as the team/individual on deck and once as the next team/squad to perform.
- Routines must be appropriate for family viewing. Any vulgar or suggestive movements (hip thrusting, inappropriate touching/slapping/positioning to one another, etc.), words, costuming or music will result in a .5 score deduction. No tear-away uniforms or removal of clothing is allowed.
- Preliminary competition will be held indoors. Final competition will be held outdoors, so wind and/or sun could be a factor. Practice and prepare accordingly.
- Crowd Participation Score—Each team will be required to perform 45 seconds of "crowd involvement" material when they enter the mat for preliminaries. During this time, the team should display modern and/or traditional methods of getting the crowd to stand, clap, cheer and/or make noise. Technical skills should be kept to a minimum and will NOT be judged during this time. No basket tosses, 2 1/2 high pyramids, running tumbling passes or extended stunts will be allowed. The use of signs, flags, banners or other spirit related props are highly recommended. Due to safety concerns, items (T-shirts, towels, Frisbees, etc.) may not be thrown, tossed or released from the performance area into the crowd. Music may not be used during this segment. The actual crowd response will not be factored into the judges' scores. Only the material being presented will be judged. The 45 seconds will NOT count toward the 2 minutes and 15 seconds of the routine time. Timing will begin once the first person has stepped onto the performance area. Teams will be notified when their 45-second segment is over, and must immediately move into formation to start their routine performance. Teams should NOT huddle up together or convene following the 45-second segment. This could result in a .5 deduction. Each judge will score the crowd segment on a scale of 1-10. This will be its own judging category. This 45-second performance will be performed ONLY during preliminaries and NOT during finals. The crowd scores will, however, carry over to finals where they will be calculated into the teams' final score just as they were during the preliminary round.
- Boundary rules are in effect from the time teams enter the mat for their 45-second crowd segment and remain in effect until they leave the mat after their 2:15 performance. They CANNOT go out of bounds between the 45-second crowd segment and the 2:15 performance. Stepping on or touching the edge of the mat does not constitute a violation. They must noticeably touch out of bounds with an entire foot, hand or other body part for a violation to occur. Props may be partly touching out of bounds without penalty. A team member may touch a prop that is partially out of bounds as long as that person does not reach or touch out of bounds to retrieve or discard the prop. Doing so would result in a penalty. After the 45-second segment, members MAY only reach or touch out of bounds to discard props, but still may not step out of bounds. Only mascots may enter the floor for the 45-second segment, then leave the floor before the 2:15 performance. Any others doing so would result in a .5 rules violation. Any member participating in the 45-second segment must remain on the performance surface during the 2:15 performance as well to prevent a rules or boundary violation. They may not participate in the 45-second segment while off the performance surface. Throwing items from the performance surface into the stands will result in a .5 legality violation. There will be a .05 deduction for each boundary violation. Participating team members may enter the performance area immediately following the previous teams performance to set up props. This may not create any delay in the flow of the competition. Any delay as a result of the props will result in a .05 deduction.

- Boundary Violations: EACH boundary violation will result in a .05 deduction per occurrence (exception: dance teams do not have boundary violations). Deductions for boundary violations are given for stepping off (the entire foot) or touching (the entire hand or other body part) outside the performance area or an object outside the performance area. Stepping on or touching the edge of the mat does not constitute a violation. Props may be partly touching out of bounds without penalty. A team member may pick up or set down a prop that is completely outside the performance area. Tossing props off the performance floor is acceptable.
- Teams must follow the NCA Collegiate Safety Guidelines and General Requirements.

SAFETY RULES

- Use of mini-tramps, springboards, or any apparatus used to propel a participant is not permitted.
- Drops (knee, seat, thigh, front, back, and split drops) from a jump, stand or inverted position are prohibited unless the majority of the weight is first borne on the hands/feet that breaks the impact of the drop.
- Only the following props are allowed: flags, banners, megaphones, pom poms, and signs. Flags and/or banners with poles or similar support apparatus may not be used in conjunction with a stunt or tumbling.
- Soft-soled tennis shoes must be worn while competing; no jazz shoes and/or boots will be allowed.
- Jewelry of any kind is prohibited. This includes earrings, nose, tongue and belly button rings, necklaces and pins on uniforms.

TUMBLING

- Proper progression should always be followed while learning or attempting tumbling skills.
- Tumbling skills that exceed one flipping rotation and/or two twisting rotations are prohibited. (No double backs, triple fulls, etc.)
- Tumbling over, under, or through a stunt, individual, or prop is not permitted. Exception: forward roll over a prop is legal.
- Tumbling with a prop is prohibited. Example: back handsprings and back tucks with poms are illegal.

TOSSES

- Proper progression should be followed while learning and attempting basket toss skills.
- Basket/sponge tosses must be executed with both bases' feet on the ground.
- Basket/sponge toss dismounts must be caught by three (3) catchers (exception: front flip, #8 below, and traveling basket tosses where the partner is traveling feet first).
- Basket/sponge tosses must land in a cradle position only.
- Third catcher must always be in position to spot the head and neck areas of the person dismounting.
- Flipping dismounts from basket tosses exceeding one (1) rotation are prohibited.
- Twisting dismounts from basket tosses exceeding two (2) rotations are prohibited.
- Dismounts from basket/sponge tosses may be cradled by different bases other than those initiating the toss. The additional catchers (new bases) of such a toss, whether flipping or not, may not be participating in any other skill at the time the toss is initiated. The only flipping maneuver allowed from such a toss is a forward front rotation to two (2) additional catchers in position at the time of the toss.

PARTNER STUNTS

- Proper progression should always be followed while learning and attempting partner stunt skills.
- Split catches are prohibited.
- Free flying flips from toe pitches are prohibited.
- Flipping dismounts from extended stunts are prohibited (examples: extension flips, liberty flips, etc.)
- Flipping dismounts from non-extended stunts require the base and an additional spotter participating in the cradle.
- All flipping skills into stunts require an additional spotter.
- All flips from non-extended stunts MUST BE CRADLED ONLY. The spotter MUST assist the base in catching the cradle. (Flips to the ground, flips to crunches, flips to humpties, etc., are prohibited.)
- Double twisting dismounts from stunts require the base and an additional spotter participating in the cradle.
- Twisting dismounts from stunts exceeding two (2) rotations are prohibited.
- Combination flipping and full twisting dismounts from stunts are prohibited.
- Dismounts or transitional stunts moving in a downward direction may not land in an inverted position (head down) and/or change direction while in an inverted position. Slight dips (45 degrees or less) while in an inverted position will be allowed if the downward motion is created only by the bending of the bases' knees in order to transition or dismount the inverted person(s).
- Any "one-arm" stunt with the top person's foot extended away from the body must have a spotter in addition to the base (examples: heel stretch, arabesque, scorpion, etc.).
- Any dismount from a "one-arm" stunt other than a regular cradle or straight dismount to the ground requires a spotter in addition to the base. (Toe touch, full twist, etc.)
- Flips from stunts should not be performed during basketball games unless a matted or cushioned surface is utilized.

FEAR THE TURTLE

2005-06 MARYLAND COMPETITIVE CHEER

PYRAMIDS

1. Proper progression should be followed while learning and attempting pyramid skills.
2. Pyramids over 2 1/2 persons high are prohibited. Pyramid height is determined by the following:
 - _ 1 High = one standing person
 - _ 1 1/2 High = thigh stand, arm stand, shoulder straddle, chair sit stunt, table top and shoulder level splits
 - _ 2 High = Any single or double base stand or stunt at or above shoulder level.
Example: Shoulder stand, extension prep, extension, liberty, etc.
3. The second level bases in pyramids over 2 high may not be extended.
4. Dismounts or transitional pyramids moving in a downward direction may not land in an inverted position (head down) and or change direction while in an inverted position. Slight dips (45 degrees or less) while in an inverted position will be allowed if the downward motion is created only by the bending of the bases' knees in order to transition or dismount the inverted person(s).
5. All 2 1/2 high pyramids must have a qualified spotter in front and back for each person on the third level, and must be in position the entire time the top person(s) is at the 2 Ω high level. Spotters may stand slightly to the side but must remain in a position to adequately spot the top person. Spotters may not be a primary support of the pyramid. These spotters must be your own team's members and trained in proper spotting techniques.
6. Tension drops from stunts or pyramids to the ground are prohibited.
7. Back flip dismounts from 2 1/2 high pyramids are prohibited.
8. Front flips off pyramids require at least 2 catchers.
9. The third catcher in cradles must always be in position to spot the head and neck areas of the person dismounting.
10. Cradle dismounts from pyramids over 2 high require at least 2 catchers.
11. Flipping or twisting dismounts from pyramids exceeding one rotation are prohibited.
12. Twisting dismounts from pyramids over 2 high require 3 catchers.
13. Combined flip and twisting dismounts from pyramids are prohibited.
14. Free flying flips on to pyramids are prohibited.
15. 2 1/2 high pyramids should not be performed during basketball games unless a matted or cushioned surface is utilized.

COLLEGE CHEER JUDGING SCALE- FOR CHEERLEADING FUNDAMENTALS

Total points received per category will be based on overall quality and quantity of technical moves (both variety of skills and number of members performing skill) throughout routine. Specific skills performed that are not listed in one of the following skill categories will be placed in one of categories at the discretion of the judges. Zero points will be given in a category if skills for that particular category are not executed.

TUMBLING

Ranges of Scores and Skills

- _ 5-7 points Beginning-Intermediate tumbling skills (examples: forward rolls, cartwheels, round-offs) performed by the team with a high level of perfection, or Intermediate-Advanced tumbling skills executed with sub-standard technique and perfection.
- _ 7-9 points Intermediate-Advanced tumbling skills (examples: back handspring, round-off back handspring, round-off back tuck) performed by the majority of the team with a high level of perfection, or Advanced-Elite tumbling skills executed with sub-standard technique and perfection.
- _ 9-10 points Advanced-Elite tumbling skills (examples: standing back tuck, standing back handspring back tuck or round-off back handspring back tuck) performed by the majority of the team with a high level of perfection, and numerous strong specialty passes such as layouts, whips, fulls, etc., performed with a high level of perfection.

PARTNER STUNTS

Ranges of Scores and Skills

- _ 5-7 points Beginning-Intermediate partner stunt skills (examples: shoulder stands, extensions, chairs) performed by the team with a high level of perfection, or Intermediate-Advanced partner stunt skills performed with substandard technique and perfection. Spotters or additional bases may be used to help support the partner stunts in this category.
- _ 7-9 points Intermediate-Advanced partner stunt skills (examples: liberty variations, one-arm stunts, full twisting dismounts) performed by the majority of the team with a high level of perfection, or Advanced-Elite partner stunt skills performed with sub-standard technique and perfection. Spotters or additional bases may be used to help support the partner stunts in this category.
- _ 9-10 points Advanced-Elite partner stunt skills (examples: tossing with twisting, flipping and/or unique mounting techniques into liberty variations, one-arm stunts and/or multiple stunt sequences, flipping or double twisting dismounts) performed by the majority of the team with a high level of perfection. The majority of stunts in each stunt segment must be executed unassisted.

PYRAMIDS

Ranges of Scores and Skills

- _ 5-7 points Beginning-Intermediate pyramid skills (examples: 2 high, non-transitional, standard mount and dismount) performed by the team with a high level of perfection, or Intermediate-Advanced pyramid skills performed with sub-standard technique and perfection.
- _ 7-9 points Intermediate-Advanced pyramid skills (examples: 2 Ω high, transitional, variation of mounts and dismounts) performed by the majority of the team with a high level of perfection, or Advanced-Elite pyramid skills performed with sub-standard technique and perfection.
- _ 9-10 points Advanced-Elite pyramid skills (examples: multiple 2 Ω high, transitional, tossing or unique mounting techniques, flipping, twisting and/or unique dismounts) performed by the majority of the team with a high level of perfection.

BASKET TOSSES/JUMPS

Ranges of Scores and Skills

- _ 5-7 points Beginning-Intermediate basket tosses (example: nonflipping basket tosses) and/or jumps (examples: spread eagle, tuck jump, etc.) performed by the team with a high level of perfection, or Intermediate-Advanced basket tosses/jumps performed with sub-standard technique and perfection.
- _ 7-9 points Intermediate-Advanced basket tosses (examples: back tucks, layouts, fronts, full twists) and/or jumps (examples: toe touch, herkie, hurdler, etc.) performed by the majority of the team with a high level of perfection, or Advanced-Elite basket tosses/jumps performed with substandard technique and perfection.
- _ 9-10 points Advanced-Elite basket tosses (examples: double full twisting, pike fulls, X-out fulls) and/or jumps (examples: toe touch-back handspring or tuck, combination jumps) performed by the majority of the team with a high level of perfection.

MOTIONS/DANCE

Ranges of Scores and Skills

- _ 5-7 points Basic-Intermediate motions/dance performed by the team at a slow pace, or executed with standard technique and perfection, or Intermediate-Advanced motions/dance skills performed with sub-standard technique and perfection.
- _ 7-9 points Intermediate-Advanced motions/dance performed by the majority of the team at a moderate pace with good technique, or Advanced-Elite motions/dance skills performed with sub-standard technique and perfection.
- _ 9-10 points Advanced-Elite motions/dance performed by the majority of the team at a fast pace with strong technique, perfection, visual effect and crowd appeal.

COLLEGIATE PARTNER STUNT COMPETITION REQUIREMENTS

1. Participants must be official members of the school and cheerleading team they are representing and meet all of their school's eligibility requirements. The official NCA eligibility form must be submitted prior to the competition.
2. Length of routine can be NO LONGER THAN FORTY-FIVE (45) SECONDS. The following penalties will apply for the routine going over the time limit: 1-5 seconds (.1), 6-10 seconds (.3), over 11 seconds (.5).
3. The routine should be performed to music.
4. Each participating couple should provide one spotter. Only one spotter may be on the mat as needed to make the stunt legal. Spotter may not assist with performance. Spotter may not touch or assist any stunts. In the event a spotter touches or assists a stunt a .5 deduction will be assessed per occurrence (exception: may assist in dismounts or drops).
5. The routine and music must be suitable for family viewing.
6. A participant may take part in only ONE (1) partner stunt routine.
7. A participant may only compete with the partner with whom they qualified.
8. Participants MUST follow the NCA Collegiate Safety Guidelines.

COLLEGIATE GROUP STUNT COMPETITION REQUIREMENTS

1. Participants must be official members of the school and cheerleading team they are representing and meet all of their school's eligibility requirements. The official NCA eligibility form must be submitted prior to the competition.
2. Length of routine can be NO LONGER THAN FORTY-FIVE (45) SECONDS. The following penalties will apply for the routine going over the time limit: 1-5 seconds (.1), 6-10 seconds (.3), over 11 seconds (.5).
3. The routine should be performed to music.
4. The routine and music must be suitable for family viewing.
5. A participant may take part in only ONE (1) group stunt routine.
6. A participant may only compete with the stunt group in which they qualified.
7. Participants MUST follow the NCA Collegiate Safety Guidelines.
8. Participants MUST be ALL female. (Maximum of 5 participants allowed)

JUDGES' CATEGORIES: (EACH WORTH 10 POINTS)

1. Technique
2. Stability of Stunts/Strength
3. Choreography/Flow of Routine
4. Degree of Difficulty
5. Perfection of Routine
6. Overall Impression

27
SPORTS

1
TEAM

W
Cc
Competitive Cheer

150
MARYLAND





MARYLAND

“STRIVE FOR CLARITY, BUT ACCEPT AND UNDERSTAND AMBIGUITY.”

That phrase captures one way in which an educated person approaches the world and its challenges. Students who graduate from the University of Maryland have been exposed to the tools that allow them to put that perspective to work. Imparting such a perspective may be an ambitious project for undergraduate education, but to aim for anything less would be unworthy of a great university's goals for its students. Thirteen years ago, Promises to Keep, a plan for undergraduate education at Maryland, articulated those goals so eloquently we repeat them here.

Undergraduate education at Maryland “aims to provide students with a sense of identity and purpose, a concern for others, a sense of responsibility for the quality of life around them, a continuing eagerness for knowledge and understanding, and a foundation for a lifetime of personal enrichment.”

As we learn with and from one another, we try to “develop human values,” “celebrate tolerance and fairness,” “contribute to the social conscience,” “monitor and assess private and collective assumptions,” and “recognize the glory, tragedy and humor of the human condition.”

Your years at the University of Maryland can provide you with all the tools you need to accomplish these goals. Students here are “educated to be able to read with perception and pleasure, write and speak with clarity and verve, handle numbers and computation proficiently, reason mathematically, generate clear questions and find probable arguments, reach substantiated conclusions and accept ambiguity.”

AND WE ALSO HOPE YOU ENJOY THE JOURNEY.

FEAR THE TURTLE

2005-06 MARYLAND COMPETITIVE CHEER

FEAR THE TURTLE

2005-06 MARYLAND COMPETITIVE CHEER

THE UNIVERSITY OF MARYLAND

THE CAMPUS

By virtually every measure of quality, the University of Maryland has gained national recognition as one of the fastest-rising comprehensive research institutions in the country. The momentum of recent years has poised the university to move it into the top ranks of higher education and take leadership in shaping the research university of the 21st century.

The university has enjoyed a decade of momentum in all of the areas that affect quality. The average high school GPA of entering students has zoomed from 3.01 to nearly 3.90, and the average SATs are now more than 1270. The student body is a model of diversity, with minorities making up more than 32 percent of all students, and at least one graduate and undergraduate student from every state in the nation.

The university has 79 graduate and undergraduate programs ranked in the Top 25 by U.S. News and World Report, up from just one program in 1991.

Sponsored research and outreach has nearly tripled in the same 10-year period, exceeding \$350 million last year. Private giving also has increased, and the university last year concluded its first campaign by topping its \$350 million goal by more than \$100 million. Alumni Association membership has been growing at an average rate of 10 percent a year since 1992.

One of the largest research universities in the United States, Fall 2004 enrollment was 25,140 undergraduate and 9,793 graduate students. There are 94 undergraduate programs, 89 master's programs, 70 doctoral programs and one first professional degree program. More than 100 centers and institutes are engaged in research and outreach.

Faculty at the University of Maryland, in all fields of knowledge, are engaged at the highest levels of national and international concern. The university's location near the center of federal policy-making and international political and economic activity enables it to play an active role in research and analysis of public policy.

Maryland is one of 30 public universities in the prestigious 63-member Association of American Universities and the only public institution in the Maryland-D.C. area with membership in the nation's most distinguished honor society, Phi Beta Kappa.

DID YOU KNOW?



In 1991, Maryland had one program listed among Top 25 entrants in the *U.S. News & World Report* Rankings. Maryland now has 79 programs ranked among the nation's elite, and the university is ranked 18th nationally among public universities.



A report card published in *Technology Review* rated the top U.S. universities in their quest for intellectual property, commercial partners and profits. Johns Hopkins University and the University of Maryland (28th) were the Mid-Atlantic (Delaware, Maryland, Virginia, District of Columbia) schools to make the "campus patenting" top 50 list.



Black Issues In Higher Education ranked the university fourth nationally in bachelor's degrees earned by African-American students at traditionally white schools. Maryland ranks first in African-American undergraduate degrees in social sciences and history.



The Wall Street Journal ranked the Robert H. Smith School of Business No. 16 among the world's business schools. Maryland is the top-ranked school in the Mid-Atlantic region (Delaware, Maryland, District of Columbia, Virginia). *The Financial Times of London* ranked the Robert H. Smith School of Business No. 8 in information technology, No. 6 in faculty research and No. 7 in entrepreneurship.



In the undergraduate program rankings released by *U.S. News & World Report* both the A. James Clark School of Engineering (No. 17) and the College of Education (No. 22) were ranked among the top 25.



DR. C.D. MOTE

UNIVERSITY PRESIDENT
CALIFORNIA '59
EIGHTH YEAR

In September 1998, C. D. (Dan) Mote, Jr. began his tenure as President of the University of Maryland and Glenn L. Martin Institute Professor of Engineering. He was recruited to lead the University of Maryland to national eminence under a mandate by the state. Since assuming the presidency, he has encouraged an environment of excellence across the University and given new impetus to the momentum generated by a talented faculty and student body. Under his leadership, academic programs have flourished. In 2005, the University was ranked 18th among public research universities, up from 30th in 1998. President Mote has emphasized broad access to the university's model, enriched undergraduate curriculum programs and launched the Baltimore Incentive Awards Program to recruit and provide full support to high school students of outstanding potential who have overcome extraordinary adversity during their lives.

He has spurred the university to lead the state in the development of its high-tech economy, especially in the information and communication, bioscience and biotechnology, and nano-technology sectors. President Mote has greatly expanded the university's partnerships with corporate and federal laboratories and successfully negotiated to bring to the College Park area the first Science Research Park sponsored by the People's Republic of China. Under his leadership, the University has established a research park, The University of Maryland Enterprise Campus, M-Square, located on a 115-acre site adjacent to the University of Maryland/College Park Metro with 3 million square feet of development potential. Among its first tenants are the Center for Advanced Study of Language, a joint venture of the University and Department of Defense, and the National Oceanic and Atmospheric Administration's new World Weather and Climate Prediction Center.

During President Mote's second year in office, the University began the largest building boom in its history, with more than \$100 million in new projects breaking ground that year. New facilities address every aspect of university life, from the arts to recreation to classrooms and laboratories, and, in creative partnership with the private sector, new residential facilities. Highlights of the construction activity include the stunning Clarice Smith Performing Arts Center; the Comcast Center, a state-of-the-art sports complex; a high-tech research greenhouse; and new classrooms for chemistry, computer science, business and engineering. President Mote also led the development of a new Facilities Master Plan for development in the next 20 years, which is noted for its emphasis on environmental stewardship.

Dr. Mote is a leader in the national dialogue on higher education and his analyses of shifting funding models have been featured in local and national media. He has testified on major educational issues before Congress, representing the University and higher education associations on the problem of visa barriers for international students and scholars and on deemed export control issues. He has been asked to serve on a high level National Academies Committee appointed at the request of the Senate Energy Subcommittee of the Senate Energy and Natural Resources Committee to identify challenges to United States leadership in key areas of science and technology and to be a member of the Leadership Council of the National Innovation Initiative, an activity of the Council on Competitiveness. He has served as vice chair of the Department of Defense Basic Research Committee, and is a member of the Council of the National Academy of Engineering. In 2004-2005, he served as President of the Atlantic Coast Conference. In its last ranking in 2002, "Washington Business Forward" magazine counted him among the top 20 most influential leaders in the region.

He and his wife of over 40 years, Patricia Mote, have two married children, Melissa and Adam, and four grandchildren. Patsy Mote has continued her strong support of the arts and is spokesperson for the Clarice Smith Performing Arts Center and a member of Prince George's County Arts Commission.

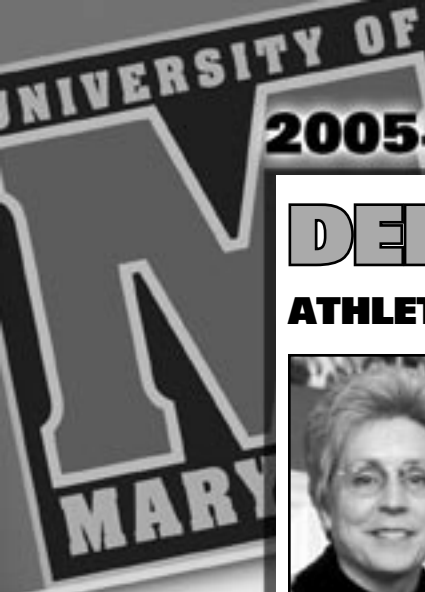
27
SPORTS

1
TEAM

W
Cc
Competitive Cheer

150
MARYLAND





DEBORAH A. YOW

ATHLETICS DIRECTOR • 12TH YEAR AT MARYLAND



Deborah A. Yow has just completed the 11th year of her outstanding tenure as director of athletics at the University of Maryland, a tenure that has seen unprecedented success and achievement in Maryland athletics. Each year has brought continued improvement

and accomplishment in Terrapin athletics. In Yow's 11 years at Maryland, the Terrapins have won a remarkable nine NCAA national championships and graduated its student athletes at an enviable rate as Maryland athletics has soared to sustained new heights.

The comprehensive success of Terrapin athletics under Debbie Yow's leadership is a clear and compelling testimony of her values of excellence, teamwork and accountability.

Likewise, her prior election to the presidency of the National Association of Collegiate Directors of Athletics is an indication of the wide respect with which she is regarded among its 6,100 members

representing 1,600 colleges and universities in the U.S. and Canada.

She was honored in December, 2004, by Street and Smith's Sports Business Journal as one of the 20 most influential people in intercollegiate athletics, and she has received the Carl Maddox Sport Management Award presented by the United States Sports Academy for excellence in athletics administration.

Yow was selected to serve on the U.S. Department of Education's Commission on Opportunities in Athletics to review the status of Federal Title IX regulations. She recently served as the chair of the Atlantic Coast Conference Committee on Television. The committee is charged with overseeing the league's TV contracts and dealing with issues related to television. Yow led the committee during the successful renegotiation of comprehensive, multi-year ACC football and basketball contracts with ABC, ESPN, ESPN2 and syndication entities.

Additionally, she has represented intercollegiate athletics with presentations in a number of prominent settings such as the Harvard University School of Law conference on "Shaping the Future of Collegiate Athletics" and the Street and Smith's Sports Business Journal "National Forum on the Direction of Intercollegiate Athletics." She was also recently

inducted into the State of Maryland Women's Hall of Fame.

Yow, who has served on the NCAA Management Council and the NCAA Division I Budget Committee, is a strong and steady voice on behalf of intercollegiate athletics in America.

Since taking over as AD at Maryland in 1994, she and her staff have:

- Transformed Terrapin athletics into a responsive, goal-oriented organization.
- Balanced all 11 of the department's annual budgets (the first balanced budgets in the 10 years prior to her arrival). The budget has now reached \$53 million annually and the multi-million dollar accumulated operating debt which her administration inherited has been eradicated.
- Greatly enhanced the academic support services provided for student-athletes, with an enviable exhausted eligibility graduation rate of approximately 85 percent for student athletes at Maryland.
- Led the Terrapins to a national all-sports ranking in the upper seven percent of all NCAA Division I institutions.
- Significantly expanded marketing and fund-raising efforts on behalf of Terrapin athletics. As a result, private gifts to athletics have increased over 350% and corporate sponsorship revenues have increased by over 300 percent during her tenure at Maryland.

IN DECEMBER OF 2004, DEBORAH A. YOW WAS NAMED ONE OF THE MOST INFLUENTIAL PEOPLE IN COLLEGE ATHLETICS BY STREET & SMITH'S SPORTS BUSINESS JOURNAL.



Dr. Yow with former Terp student-athletes Boomer Esiason (left), Bonnie Bernstein (center) and Steve Francis (right).



FEAR THE TURTLE

2005-06 MARYLAND COMPETITIVE CHEER

- Continued to dramatically improve venues and facilities for the department's 27 teams. The Comcast Center for men's and women's basketball and other sports that use the facility is a prime example of the dramatic upgrade of athletic facilities.
- Implemented a strategic management model.
- Developed a comprehensive Internet strategy with management, marketing and fund-raising applications.
- Significantly improved customer care in every area of Maryland athletics.

The most recent achievements of Maryland athletics are exceptional:

- Maryland was selected by U.S. News & World Report as one of the Top 20 athletic programs in the nation (for overall quality and competitive excellence).
- In men's basketball, the Terps won the Atlantic Coast Conference title over Duke in the championship game in 2004 and won the NCAA National Championship in 2002. Under Coach Gary Williams, the men's basketball team has appeared in 11 of the last 12 NCAA Tournaments, one of only six schools to do so.
- Women's basketball also won its way to the NCAA Tournament in 2004 and 2005, advancing to the second round.
- In football, the Terps won the 2001 Atlantic Coast Conference championship and played in the 2002 Orange Bowl, followed that with an 11-win season and a 30-3 victory over the University of Tennessee in the Peach Bowl, again followed by a 10-win season and a 41-7 win over West Virginia in the Gator Bowl on New Year's Day 2004. Additionally, Maryland is one of only six universities to win a National Championship in both basketball and football (UCLA, Michigan, Michigan State, Syracuse, Ohio State and Maryland).
- Maryland was ranked as the sixth-finest athletic program in the nation by the Laboratory for the Study of Intercollegiate Athletics in 2004, based on comprehensive criteria such as graduation rates, financial efficiency, equity effectiveness and competitive excellence.
- Hired the Associated Press National Coach of the Year, Brenda Frese, as the new women's basketball coach. In her third season at the helm, her team drew more than 17,243 to a regular-season game and advanced to the NCAA Tournament.
- Hired Dave Cottle, the third-winningest active men's lacrosse coach in the U.S., who guided his team to the NCAA Final Four in his second year.
- Field Hockey played for the National Championship in 2001 and continues to be a Final Four team.
- Women's Lacrosse has continued its winning ways with seven national championships from 1995-2001, with additional Final Four appearances.
- Football facilities have been significantly enhanced with team house, stadium and practice field upgrades. The Academic Center was the first improvement, as it took priority over all other initiatives.



Debbie Yow is in her 12th year as Maryland's athletics director.

- The Terrapins have moved into the new \$125 million Comcast Center, housing athletic department offices and seating for 18,000 fans for basketball and other events.
- In 2004-05, 13 Maryland teams competed in NCAA postseason play.
- The productivity, morale, and the competitive and academic achievement of Terrapin athletics are exceptional and continue to gain momentum.

Regarding the many achievements of Terrapin athletics over the past 11 years, Yow says, ***"We are pleased, but we are not satisfied... our vision is to be one of the Top 5 programs in the nation consistently... we see no reason to settle for less."***

Yow is known for her goal-oriented and proactive management style. She consistently inspires and challenges those around her to ***"raise our sights and sharpen our tools... to work hard and smart... to recognize that our only limitations are those that we place upon ourselves."***

As a manager and a leader, she clearly models these principles. She is the only known current AD in NCAA Division I who has hired both the National Coach of the Year in football (while at Maryland) and the National Coach of the Year in men's basketball (while at Saint Louis University). Yow is known as "a coach's AD," while also being highly organized and a strategic and proactive leader and administrator. Quite simply, Debbie Yow personifies the relational and management dynamics that are necessary to be an excellent administrator.

A successful former basketball coach at the University of Kentucky and University of Florida, she moved into athletics administration at the University of Florida and the University of North Carolina, Greensboro, followed by a successful tenure as AD at Saint Louis University from 1990 through 1994.

She has authored numerous articles and books on athletics management and human behavior, and is a respected leader in intercollegiate athletics in the United States.

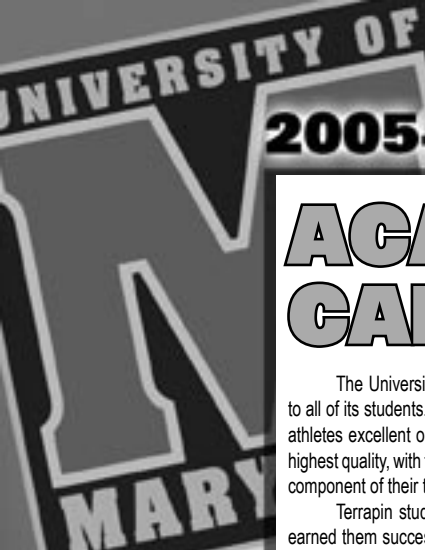
Summing up the entire Maryland athletics program, our athletics director recently stated, "We have the finest student-athletes, coaches, support staff and administrative team in America. It is because of their courage, hard work and cooperative spirit that we now have a strong, viable athletic program. I am immensely proud of each of them. I am equally proud of our Terrapin fans who buy tickets, our Terrapin Club members who faithfully support the Maryland athletic program with their donations for scholarships, and the M Club members who serve and give liberally. We are also blessed with a terrific President, Dr. Dan Mote, who has fostered a mindset of excellence across our institution. He is a strong and balanced advocate for what he calls 'the three A's' of the University -- Academics, the Arts and Athletics'. We have a great Terrapin family. That's the foundation for all of our success... and the basis for our bright future. It's a great time to be a Terp."

27
SPORTS

1
TEAM

W
Cc
Competitive Cheer

150
YEARS
OF MARYLAND



ACADEMIC SUPPORT AND CAREER DEVELOPMENT

The University of Maryland is committed to providing the highest quality education to all of its students. The Department of Intercollegiate Athletics strives to provide student-athletes excellent opportunities to participate in an intercollegiate athletics program of the highest quality, with the result that their athletics participation becomes an integral and valued component of their total educational experience at the university.

Terrapin student-athletes will find that the same hard work and discipline that has earned them success in athletics competition is also required in the classroom. Balancing the significant time demands and responsibilities required to be a successful student-athlete at the highest collegiate level is no small task. Therefore, as a result of their commitment to representing the university through athletics, Terrapin student-athletes are able to utilize support programs designed to meet their specific needs.

Led by assistant athletics director Anton Goff, the mission of the Academic Support and Career Development Unit (ASCDU) is to provide quality developmental programs and need-based services that will enhance academic progress, facilitate career development, and encourage the psychosocial growth of all UM student-athletes. Don Pearnan (right) works with the competitive cheer team.



The Gossett Academic Support and Career Development Center for Terrapin student-athletes, named for long-time Terp supporters Barry and Mary Gossett, is located in the Comcast Center. It features a study center that includes 25 desktop computers, a tutoring center, a classroom, a CHAMPS/Life Skills resource room and individual offices for six professional academic counselors, a director of ILP programs, an assistant program coordinator and two graduate assistants. In addition, a new academic wing was added to the Gossett football team house last Fall. It features offices for two counselors, three learning specialist, and a graduate assistant; as well as a quiet study area, 29-desk computer lab, classroom, tutor rooms and classroom/lab for the individualized learning program.

Academic courses, programs and services offered by ASCDU include the following:

- Student-athlete orientation
- Academic counseling
- NCAA academic eligibility monitoring
- Academic enrichment and career development presentations and workshops
- Accredited tutorial support
- Individualized learning program
- EDCP 108-K (College learning strategies and skills)
- EDCP 108-M (Math learning strategies and skills)
- UNIV 100 (First-year transitions to the university)

MARYLAND GAMEPLAN

The Maryland Gameplan is intended to assist graduating Terrapin student-athletes as they begin the job search process. It is distributed to more than 500 corporations and businesses across the country, in addition to being featured on the M Club website. Prospective employers are introduced to our graduating student-athletes with resume information relative to academic, career and personal achievements. The Maryland Gameplan directory is produced annually in collaboration with the M Club.



CAREER NETWORKING NIGHT

Because career development is an ongoing process, ASCDU provides a variety of programs for student-athletes throughout the year. Professional assistance with resume-writing, interviewing skills, graduate school search and job search is readily available to all student-athletes. During the spring semester ASCDU hosts the Career Networking Night, where student-athletes can learn about career interests and career planning. Unlike typical "job fairs," the purpose of this program is to allow student-athletes to explore multiple career opportunities by speaking directly to individuals in their chosen areas of interest. Employers at the Career Networking Night recognize the marketable qualities student-athletes have gained through athletic participation. Student-athletes learn about opportunities for internships and full-time jobs.

STUDENT-ATHLETE ADVISORY COUNCIL

The Student-Athlete Advisory Council (S.A.A.C.) plays an important role in the Department of Intercollegiate Athletics. It consists of two representatives from each varsity sport and meets on a regular basis with representatives from the athletic administration. The S.A.A.C. mission is to enhance the total student-athlete experience by developing leadership skills, promoting student-athlete welfare and fostering a positive student-athlete image on the Maryland campus, local area and nationally.

CHAMPS/LIFE SKILLS PROGRAMS

ASCDU houses the NCAA's (National Collegiate Athletic Association) Challenging Athletes' Minds for Personal Success (C.H.A.M.P.S.) Life Skills Program. The ASCDU staff, in collaboration with various other Department of Intercollegiate Athletics' units and campus resources, strives to provide a systematic personal development program designed to reach each student-athlete based on his or her individual needs. The focus of the program is on the individual academically, athletically and emotionally, and on the changing needs and skills of that individual in the years during college and after graduation. The menu of presentations, workshops and seminars is a comprehensive and balanced system of "life learning" programs promoted for use by each varsity sport team.



HIGHLIGHTS OF THE CHAMPS/LIFE SKILLS PROGRAMS:

- Support efforts of every student-athlete toward intellectual development and graduation
- Use athletics as preparation for success in life
- Meet the changing needs of student-athletes
- Promote respect for diversity among student-athletes
- Enhance interpersonal relationships in the lives of student-athletes
- Assist student-athletes in building positive self-esteem
- Enable student-athletes to make meaningful contributions to their communities
- Promote ownership by the student-athletes of their academic, athletic, personal and social responsibilities
- Enhance partnerships between the NCAA, member institutions and their communities for the purpose of education
- Encourage the development of leadership skills

CHAMPS/LIFE SKILLS PROGRAMS COMMITMENT STATEMENTS

Commitment to Academic Excellence To support the academic progress of the student-athlete toward intellectual development and graduation.

Commitment to Athletic Excellence To build philosophical foundations for the development of athletic programs that are broad-based, equitable and dedicated to the well-being of the student-athlete.

Commitment to Personal Development To support the development of a well-balanced lifestyle for student-athletes, encouraging emotional well-being, personal growth and decision-making skills.

Commitment to Career Development To encourage the student-athlete to develop and pursue career and life goals.

Commitment to Service To engage student-athletes in service to his/her campus and surrounding communities.

ACADEMIC SUPPORT FOR RETURNING ATHLETES PROGRAM

The Academic Support for Returning Athletes Program was created in 1986 to support the academic efforts of former varsity student-athletes at the University of Maryland, College Park. In 1989, ASRAP was assigned by the President's Office to the Academic Achievements Program and enrolled 40 students that year. As a member of the National Consortium for Academics and Sports (NCAS), the University of Maryland is committed to assisting its former athletes with degree completion. A key component of the program is community outreach. Each returning student completes a "workshop" that allows the cost of tuition and fees to be exchanged for community services with youth. In 2002, ASRAP moved into the ASCDU.



FEAR THE TURTLE

2005-06 MARYLAND COMPETITIVE CHEER

DISTINGUISHED ALUMNI

William Appolony, '69, Sociology
Senior Vice President, M&T Bank

Sade Baderinwa, '93, Agriculture
Co Anchor, ABC 7 New York

Zvi Barzilay, '73, Architecture
President, Toll Brothers Builders

Robert Basham '70, Bus. Admin.
Co-founder, Outback Steakhouse

Gail Berman, '78, Theatre
President, Fox Entertainment

Bonnie Bernstein, '92, Journalism
Reporter, CBS Sports

Carl Bernstein, '65, Arts & Sciences
Author, Watergate reporter

Robert Bonner, '63, Government
Commissioner, U.S. Customs Service

Tim Brant, '73, Journalism
Sportscaster, ABC and Jefferson-Pilot

Hal Brierley, '65, Chemical Engineering
Developer of frequent flyer programs

Sergey Brin, '93, Mathematics
Co-founder, Google, Inc. search engine

Kenneth Brody, '64, Electrical Eng.
Former chairman, U.S. Export-Import Bank

John Brophy, '71, History
President, ACS Solutions

Vicky Bullett, '90, General Studies
WNBA & U.S. Olympian

Dennis Cardoza, '82, Gov./Politics
Congressman, California 18th District

Alan Carey '78, Government
President, Sales, Pepsico

Connie Chung, '69, Journalism
Emmy-winning correspondent

Mark Ciardi, '83, Marketing
Producer, "The Rookie" & "Miracle"

A. James Clark '82, Civil Eng.
President, Clark Enterprises

Fran Contino, '68, Accounting
CFO, McCormick & Co.

Bob Corliss, '76, Gov./Politics
President, Athlete's Foot

Larry David, '69, Bus. Admin.
Executive producer, Seinfeld

Raymond Davis, '37, Chemistry
Nobel Prize Winner, Physics

Dominique Dawes, '02, Speech
U.S. Olympian

Len Elmore, '78, English
Senior Counsel, LeBouef, Lamb, Greene & Lamb, LLP;
ESPN Commentator

Gordon England, '61, Electrical Engineering
Deputy Defense Secretary

Boomer Esiason, '84, Undergraduate Studies
Sportscaster, former NFL player

Raul Fernandez, '90, Economics
Chairman, Object Video

Carly Fiorina, '80, M.B.A.
Pioneering Woman CEO

Robert Fischell, '53, M.S. Physics
Chairman, Fischell Biomedical, LLC

Jon Franklin, '70, Journalism
Two-time Pulitzer Prize winner

Ralph Friedgen, '70, P.E.
Head coach, University of Maryland football

Fred Funk, '80, Criminology
Pro golfer

Tom Gallagher, '70, Marketing
Chairman, President & CEO, Genuine Auto Parts



Carl Bernstein



Connie Chung



Gordon England

Joseph Gildenhorn, '51, Bus. Administration
Partner, The JBG Companies; retired US Ambassador

Dave Goldfarb, '79, Accounting
CAO, Lehman Brothers

Michael Griffin, '77, Ph.D. Aerospace Engineering
Chief Administrator, NASA

Roger Hale, '65, History
Board of Directors, H&R Block and Ashland Oil

Herbert Hauptmann, '55, Math
Nobel Prize winner, physics

Jane Henson, '55, Art Education
Creator, The Muppets

Jim Henson, '60, Home Economics
Creator, The Muppets

Donald Himelfarb, '67, History
CAO, Thrifty & Dollar Rental Cars

Steny Hoyer, '63, Political Science
Congressman, Maryland's 5th District

Harry Hughes, '49, Bus. Admin.
Former governor of Maryland

Stan Jones, '56, Education
NFL Hall of Fame inductee, '91

Jeong Kim, '91, Ph.D. Engineering
President, Bell Labs

Jeffrey Kluger, '76, Gov./Politics
Author, Apollo 13

Chris Kubasik, '83, Accounting
E-VP & CFO, Lockheed Martin

Tim Kurkjian, '78, Journalism
Reporter, ESPN & ESPN Magazine

John Lauer, '63, Chemical Eng.
Former president, B.F. Goodrich

George Laurer, '51, Electrical Eng.
Inventor, Universal Price Code

Samuel LeFrak, '40, Bus. Admin.
Chairman, The LeFrak Organization

Liz Lerman, '70, Dance
MacArthur Award Winner; Dance Co. Owner

Barbara Lucas, '67, Gov./Politics
Senior Vice President, Black & Decker

Marvin Mandel, '39, Arts/Law
Former governor of Maryland

Oonna Mathews, '72, Nutrition
Vice President, Giant Food

William Mayer, '66, Bus. Admin.
Chair, Exec. Comm., Park Ave. Equity Partners

Mark McEwen, '76, Radio/TV/Film
Anchor, WKMG News 6 Orlando

Tom McMillen, '74, Chemistry
Co-founder, Fortress America Corp.

Mike Miller, '64, Economics
President, Maryland Senate

Paul Mullan, '68, Marketing; '70, MBA
Strategic Partner, Charterhouse Group International

Renaldo Nehemiah, '81, Radio/TV/Film
U.S. Track & Field Hall of Fame inductee, 1997

Paul Norris, '71, M.B.A.
Non-Executive Chairman, W. R. Grace

Tom Norris, '67, Sociology
Congressional Medal of Honor Winner

Jay Nussbaum, '66, Journalism
Head of Global Sales, Citigroup



Fred Funk



Mark McEwen

Preston Padden, '70, Economics
Executive Vice President, Disney

George Pelecanos, '80, Radio, TV, Film
Novelist

Robert Pincus, '68, Bus. Admin.
Chairman, Milestone Advisors

Kevin Plank, '97, Business Admin.
Founder & CEO, Under Armour

Jesus Rangel, '78, Journalism
Vice President, sales department, Anheuser-Busch

Robert Ratliff, '58, Industrial Education
Chairman, Massey-Ferguson tractors

Judith Resnick, '77, Electrical Engineering
Second woman in space; died in '86 Challenger explosion

Paul Richards, '91, M.S. Electrical Eng.
NASA Astronaut

Jimmy Roberts, '79, Radio/TV/Film
Reporter, NBC

Mark Rosenker, '69, Radio/TV
Chairman, National Transportation Safety Board

Harvey Sanders, '72, Journalism
Founder, Nautica Enterprises

Ben Scotti, '59, Arts & Sciences
Original syndicator, Baywatch series

Tony Scotti, '61, Arts & Sciences
Original syndicator, Baywatch series

David Simon, '83, Undergraduate Studies
Created TV series Homicide

Harry Smith, '49, Electrical Eng.
Inventor, pulse doppler radar

Robert H. Smith, '50, Accounting
Developer of Crystal City complex

Ed Snider, '55, Accounting
Chairman, Philadelphia Flyers

Michele Snyder, '86, Architecture
Minority Owner, Washington Redskins

Bert Sugar, '57, Bus. Admin.
Boxing historian

Mark Turner, '78, Urban Studies
President, Steak Escape restaurant chain

Joe Tydings, '51, Arts-Law
Attorney

Leo Van Munching, '50, Marketing/Bus. Admin.
Headed one of America's top import companies

Scott Van Pelt, '88, Radio, TV, Film
ESPN Anchor

Jim Walton, '81, Radio/TV/Film
President, News Group, CNN

Michael Ward, '72, Marketing
Chairman & CEO, CSX

Pam Ward, '84, Radio/TV/Film
Co-anchor, ESPN and ESPN2

Randy White, '74, P.E.
NFL Hall of Fame inductee, '94

Dianne Wiest, '69, Arts & Sciences
Two-time Academy Award winner

Gary Williams, '68, Marketing
Head coach, University of Maryland men's basketball

Morgan Wooten, '56, Phys Ed.
U.S. Basketball Hall of Fame

Dennis Wraase, '66, Accounting
Chairman, President & CEO, PEPCO Holdings



Bert Sugar



Scott Van Pelt

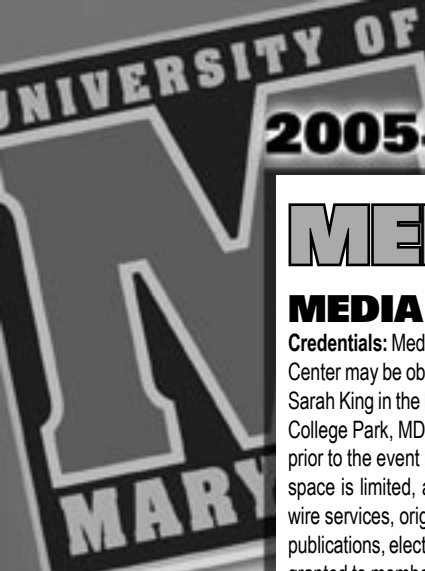
27 SPORTS

1 TEAM

W
Cc
Competitive Cheer

150
YEARS





FEAR THE TURTLE

2005-06 MARYLAND COMPETITIVE CHEER

MEDIA INFORMATION

MEDIA GUIDELINES

Credentials: Media and photographer credentials for events at Maryland's Comcast Center may be obtained by working press, radio and television by writing or calling Sarah King in the Maryland Athletic Media Relations Office, 2725 Comcast Center, College Park, MD 20741-0295. All requests should be submitted at least 48 hours prior to the event by phoning the Media Relations Office at (301) 314-7064. Since space is limited, accommodations are on a priority basis: daily newspapers and wire services, originating radio and television stations, national weekly or monthly publications, electronic media outlets, local and regional television crews. Priority is granted to members of the media who cover Maryland athletics on a regular basis, and to visiting media members. Photo passes will be issued only to accredited photographers on assignment.

Services: The Media Relations Office will provide complete statistics at the conclusion of every home meet. Programs containing rosters and event notes on each team will be provided for the working media.

Fax Machine: The Media Relations Office has one facsimile machine, located in Room 2725 of Comcast Center, which is available upon request. The fax number is (301) 314-9094.

Terps on the Web: For up-to-date game stories, statistics, schedules and results, and other Maryland athletic department information, please locate www.umterps.com on the Internet.

MEDIA OUTLETS

NEWSPAPERS

Washington Post
1150 15th Street
Washington D.C. 20071
Phone: (202) 334-7350
Fax: (202) 334-7685
www.washingtonpost.com

Washington Times
3600 New York Ave. N.E.
Washington D.C. 20002
Phone: (202) 636-3269
Fax: (202) 529-7869
www.washingtontimes.com

Baltimore Sun
501 North Calvert Street
Baltimore, Md. 21203
Phone: (410) 332-6200
Fax: (410) 783-2518
www.sunspot.net

Montgomery Journal
2 Research Court
Rockville, Md. 20850
Phone: (301) 816-1427
Fax: (301) 816-1421
www.jml.com/mtg/

Prince George's Journal
9426 Annapolis Road
Lanham, Md. 20706
Phone: (301) 731-8303
Fax: (301) 731-8363
www.jml.com/pg/

Terrapin Times
P.O. Box 993
Bel Air, Md. 21014
Phone: (800) 594-9320
Fax: (410) 256-8838
www.superterp.com

TELEVISION

Comcast SportsNet
7700 Wisconsin Ave.
Suite 200
Bethesda Md. 20814
Phone: (240) 497-3401
Fax: (301) 718-3324
comcastsportsnet.com

STUDENT MEDIA

The Diamondback
3136 South Campus
Dining Hall
University of Maryland
College Park, Md. 20742
Phone: (301) 314-8200
Fax: (301) 314-8358
www.inform.umd.edu/Diamondback/

WMUC Radio
3130 South Campus
Dining Hall
University of Maryland
College Park, Md. 20742
Phone: (301) 314-7866
Fax: (301) 314-7879
www.wmuc.umd.edu/

NATIONAL MEDIA

USA Today
1000 Wilson Blvd
Arlington, Va. 22229
Phone: (703) 276-3761
Fax: (703) 276-5505
usatoday.com

COMPETITIVE CHEER CONTACT

Lauren Spates
Media Relations Assistant
University of Maryland
2725 Comcast Center
College Park, MD 20742-0295



IMPORTANT TELEPHONE NUMBERS

(301) 314-7064 – Media Relations Office
(301) 314-9094 – Media Relations Fax
(301) 314-1483 – Spates' Office
Homan's E-mail address: l.a.spates@gmail.com
Terps Web Site: www.umterps.com



DAVE HAGLUND ASSOCIATE AD/VARSITY SPORTS & CHAMPIONSHIPS COMPETITIVE CHEER SUPERVISOR

Dave Haglund is in his eighth year on the University of Maryland athletic staff and his third as associate athletics director for varsity sports. He joined the University of Maryland athletic staff in January of 1998 following a 16-year career in the sports information office at Fresno State University.

In June 2003, after 5 1/2 years as the associate athletic director for media relations, he took over as associate athletic director for varsity sports and championships coordinator. Haglund is the sport supervisor for volleyball, baseball, gymnastics, softball and competitive cheer in addition to overseeing the sports medicine and strength and conditioning units. In addition, he coordinates

ACC and NCAA championship events hosted by the university.

A 1981 graduate of Oregon State University, Haglund began his sports information career as an assistant SID at Fresno State in 1981 and was elevated to sports information director in 1996. During the course of his career at Fresno State, he served as the primary contact person for the Bulldogs' Division I football,

Haglund and his wife, Cindy, are the parents of two children: Samantha and Matthew.

