

JUMP JAM™

Championships

Presented by



2019

Kalgoorlie-Boulder Rules & Guidelines Strictly & Challenge Categories

For Year 1 – Year 7 Students



Important Timeline of JUMP JAM Registrations and Events

Event List	Location / Venue	Event Dates 2018
Entries Open	Online	Wednesday 22 nd July
Entries Close	Online Entry	Wednesday 14 th August
Tickets	Online at Trybooking.com	Friday 6 th September
Competitions	Goldfields Baptist College Hall	Thursday 24 th October

2018 Kalgoorlie-Boulder Regional Competition

Licensed JUMP JAM schools are invited to compete in Kalgoorlie at a live competition with 5 categories.

Objective: To allow students from all JUMP JAM licensed schools to participate and experience competition, confidence, team building, fun, fitness and leadership opportunities.

The JUMP JAM Championships Entry Form will be available from 22nd July until midnight on the 14th August 2019
at <https://www.jumpjam.co.nz/aus-comp/>



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General JUMP JAM Championship Competition Rules and Guidelines For Strictly & Challenge

Open to all JUMP JAM Licensed Schools

JUMP JAM licensed schools may compete using any JUMP JAM song/routine that its school has licensed.

The JUMP JAM Championship entry for 2019 will be available online from 22nd July (to be completed with t-shirts sizes, payment) until midnight 14th August. Late entries or payments, will result in a late penalty fee of \$20 per team. You will be emailed confirmation on receipt of your completed entry. If you have not received a confirmation by Friday 16th August, please urgently email our office info@jumpjam.co.nz to ensure we have your entry form.

Categories

- Strictly Years 1-3 & 4-7
- Challenge Years 1-3, 4-7 & All Boys

This is an approximate order for the day's events. Please note this will be confirmed by email within 2 weeks of entries being received.

1. Year 1 – 3 Strictly
2. Year 4 – 7 Strictly
3. Year 3 – 7 All Boys Challenge
4. Year 1 – 3 Challenge
5. Year 4 – 7 Challenge

What is Strictly JUMP JAM? - An entry level JUMP JAM competition. Where all students start as new comers to JUMP JAM competitions. So, get a team of 8 - 16 students to learn a routine from a JUMP JAM video the school is licensed with. Perform it with energy, a big range of motion and lots of confidence.

What is JUMP JAM Challenge? The next level JUMP JAM competition. For students that have competed previously in a Strictly Live event or previously at a JUMP JAM Challenge event. Teams are allowed to wear costumes and change patterns to existing JUMP JAM choreography
Note: **No new moves are allowed for 2019, only creative transitions/pattern & formation changes.**

Number of Students/Teams You May Enter

Multiple teams per category in either competition.

Team size – minimum 8 students, maximum 16 students (all boys teams minimum 6 students, maximum 16 students). If we do not have enough entries in each category, we have the right to combine two categories or not run this category at the competition.

Team Entry Fee

- **Entry fee** for Strictly & Challenge will be **\$24 per team member** and includes an original JUMP JAM T shirt (please note, this fee is for the first two teams entered and the cost for the 3rd or 4th team from the same school will be \$14 for each team member, based on the smallest team sizes)
- Coach can purchase T-Shirts for \$14 each with team entry forms
- **Payment by Direct Credit** 504097548 BSB # 484799, Brett Fairweather Kidz Aerobix please use your "school name & Comp" as reference **One payment per school.** You can pay for multiply teams or competitions with the one deposit.
- Payment via PayPal (credit card) are accepted with a 4.2% transaction fee.

Choreography Changes

- Teams are not permitted any choreography or formation changes in the *Strictly* category. Chose a formation that allows all team members to be seen and stay in this formation. Follow the JUMP JAM video exactly. If in doubt or for further clarification please email competitions@kidzaerobix.com
- For the **Challenge** category, teams are allowed pattern changes up to 25% of the original JUMPJAM choreography. Note, no new moves are allowed in 2019.

Costumes and Props

- For **Strictly** JUMP JAM, Students will compete in the JUMP JAM t-shirt supplied as part of your entry fee. No make-up or body props are allowed for this competition. Matching hair ribbons are accepted.
- For JUMP JAM **Challenge** teams, themed costumes and body props are encouraged and are 10% of the marking criteria.



- Please note; body props only. **NO set props**. Props may include hats, fans, pom poms, face paint, masks, hand held cardboard cut outs etc. However these must remain on your team member at all times or thrown/placed **off** stage. If they remain on stage during a performance up to 0.1 mark will be deducted per item. This is due to safety reasons for the performers on stage.

Music

- Choose one original JUMP JAM song in its original length from any JUMP JAM Resource Kit, which your school has licensed. Music on the day will be the music soundtrack only NOT the video soundtrack with Brett's voice.

Staging

- At the live competition the stage will be 6m wide x 4.5m deep and will have a centre marker at the very front. As you enter the stage please use the marker to line up spacing's when setting into position.

Judges

- Head Judge – Brett Fairweather. Judge's decision will be final and no correspondence will be entered into.

Awards

- Teams will compete to win a perpetual Trophy in each Category and Certificates for 1st, 2nd & 3rd place getters
- There will be a participation certificate for all students 4th place down.
- **Certificates In Presentation** Certificates are awarded to teams who's overall presentation excels
- **Certificates In Technical Execution** Certificates are awarded to teams who display correct technique.
- **Certificates in Costume** Certificates are awarded to teams whose costumes clearly display a link to the music, design & theme.
- **Certificates in Creative Transitions** Certificates are awarded to teams whose formation changes are creative and connect with the music.
- **Certificates In Sportsmanship** Certificates are awarded for kindness, courteousness, politeness and support to other teams and volunteer staff, tidiness of area where your team is, listening and following directions. This applies to team members, coaches and supporters.

Frequently Asked Questions

1. **Can our school enter more than one team in the competition?** Yes. You are permitted to enter multiply teams per category.
2. **Our students previously competed in the Strictly competition, can we enter this category this year?** No, all students must be new to any JUMP JAM competition for Strictly. However, they can enter the Challenge Competition
3. **For Strictly Can the students wear costumes and matching hair ribbons?** No, this category students cannot wear costume or make up. However, they can wear hair ribbons and if you want you can match their shorts or shoes.
4. **What do we do if a team member is injured or absent on the day.** If a team member is unexpectedly sick or unavailable on the day of the competition and you are under the minimum number of team members required. E.g. less than 8 students. Up to 10 points may be deducted from the scoring. We highly recommend you have a reserve for instances like this.
5. **What is your best piece of advice?** *Read and re read the rules.* Get the students to read the rules too. Use a video camera in rehearsals from day one. Aim to use a high definition camera if possible. Through filming, let the students assess themselves (judge, using the marking schedule). Remember to add plenty of vocals, this is the main area most teams miss out on points.
6. **Can we wear sports shoes?** Yes
7. **Can our school enter more than one team in the same category or in multiple categories?** Yes, there is no restriction to the number of teams per category. There are 5 categories.
8. **What if a student has to pull out, can we get a refund?** No, unless cancellation is advised in writing (email) before the 21st August.

Basic Competition Scoring for Strictly & Challenge Categories

Presentation 50% of Score

Convincing & confident performance	10
Attitude with facial expressions & character acting	10
Vocal calls/chants, singing	10
Total	30

Head Judge Bonus Points

Spine tingling performance creating that 'Magic'	Up to 3 Points
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Demonstrate a **Confident and Convincing performance** (No mistakes...very well-rehearsed and convincing actors, especially if the routine has a theme). We will be looking for the team (ALL members from back row to the front) that is, "owning the routine". Not just the most confident leader in the centre front. Are they eyeballing the judges and audience or are their eyes down?

Attitude is the appropriate emotion in each specific routine. Smiling and having Fun is generally a good start in presentation. Some routines are party songs, others display power-energy, being cool, even scary, how about animated, comic, serious, culturally appropriate, and themed to the music & dance era of the time and anything from the lyrics that adds to it you can interpret. While attitude is obviously important, attitude



should be positive. Show a sense of humour within your attitude to enhance your fun score. Using **facial expressions and character acting** will enhance your performance. If you select a song like "I Like To Move It" animal type expressions will add value to your scoring. Utilise the theme of the chosen song with your face as much as you can. For example, if the song is from a movie become that character e.g. act like "Danny" from Grease the movie "Greased Lightning" JUMP JAM 4. A good tip is to initially get them to sing the entire song aloud as a way of practicing facial expressions and the emotions behind them.

Vocalising is an effective way of displaying passionate presentation and keeping audience involved. **Tip**, be loud and clear and be heard over the music. Not just mime the words

Singing = Have the whole team sing any part of the song. As a guide sing up to 50% of the song max.

Calls = Are vocal samples relating to the song/theme. It's often one word or sound from the song.

Chants = An original sentence you have created that sends a message to the audience. Most often it is the school name. Examples are "P.I.N.E.H.I.L.L Pinehill" chanted by Pinehill School or "We are here to entertain you" or "JUMP JAM Rocks"

Technical Execution 50% of Score

Team moves with synchronicity & in time with the music	10
Energy of movement and exercise value	10
Clarity & Sharpness of movement	10
Total	30

Head Judge Bonus Points

Difficulty of routine chosen to perform – Performed with excellent technical execution	Up to 3 Points
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Team moves with **Synchronicity** Your team moves as one and in time with the music. Think detail from head to toe. E.g. all head movements should be choreographed. Hands should be all either a blade, fist, star or in character. Feet should all be pointed or flexed. Use video analysis to see whom in the team looks different and why? Check everyone knows their spacing and stays in shape. The judge's eye should not be drawn away unintentionally.

Energy of movement and exercise value: Using current choreography we expect each team member to be powerfully executing the movements within the given range of the original routine. Judges ask "could that move be executed with more energy?" Power is defined as strength x speed. Your team should be physically exhausted when they come off stage (like they have been sprinting for 3-4 minutes). JUMP JAM is a fitness exercise programme so please remember that. Please execute each movement to its full range of motion. e.g. if the song says "get on up then down" aim to reach to full extension upwards and then dynamically squat all the way down. Show a contrast. In simple language, think BIG! Extend from fingers to toes.

Clarity of movement: an example is when students finish the move by bringing their feet tightly together and/or placing their hand/fist back on their hip or wherever their start/finish position is e.g. star jumps. Every movement when broken down frame by frame has a start and end position (use video analysis). **Sharpness of movement** is at the end range of motion with each move; hold a sharp pause for a split second to emphasize razor sharpness of movement. Some of the best examples of this 'sharp' technique, are seen on YouTube in the World Hip Hop or Cheerleading Championships.

In the event of a tie, the team with the highest **PRESENTATION** score will be the winner. If there is still a tie then an equal placing shall be awarded.

Additional Competition Scoring for Challenge Categories Only

Creativity of Moves- Transitions

Pattern & Formations	30
Shapes (e.g. circle, v shape)	
Total	30

Costumes

Links with theme of routine	5
Attention to detail	5
Total	10

Creativity of Moves

Patterns, Formations & Shapes: Think shapes-triangles, diagonals, diamonds, lines, circles, stars, snakes, waves, peel offs etc. Think what pattern you can create that paints a picture, *tying the pattern shape or formation into the theme of the song will score very highly*. Think contrast of students moving in/out, fwd/back, open/close (like a flower), cannon/domino effects. Try not to have an excessive amount of shapes. As a guideline change approx. 25% of the original choreography with pattern/formation changes. Remember we are after a variety. Repeating a pattern over and over doesn't necessarily gain more points.

Costumes

Links with Theme of Routine: If your team walked onstage, could we guess what JUMP JAM routine it is, or by the end of the routine did it become obvious? If your song doesn't have an obvious theme, could your costume lend itself to one?

Attention to Detail: 5 points given here to teams that put lots of clever thought into the finer detail in the costume. Think head to toe.

Consider the following:

1. Select costumes that make it easy to see the sync, clarity & energy of movements. E.g. choosing a tent type costume may make it difficult for clarity of movement to be judged.



2. When applying make-up be careful in choosing excessive face paint/makeup, or anything making it difficult for the presentation judge to mark smiling and facial expressions e.g. a mask, hats covering or shadowing the face. On the other hand, it is important to high light the eyes, eyebrows and lips. Stage lighting will drain colour from the face.
3. Use of highly patterned fabrics may effectively 'blind' the judges. As the stage is lit, the use of 'Bling' or light reflective resources will really make your costume 'pop' e.g. sequins, jewellery (\$2 shop and Spotlight are great places), glitter paint, etc.
4. Keep in mind costumes should respectably cover the student, be non-revealing and age appropriate

Finally, the purpose of costumes is to let the students dress up (fancy dress) and have boosted confidence to enhance their theatrical performance on stage.

In the past teams, have been strong in some areas and not received any points in other areas. e.g. **forgot to add vocal chants. Aim to score maximum points in each subsection. Literally, tick each box!**

Video Examples To Assist With Training & Rule Clarification

- [Posture & Clarity Of Movement](#)
- [Range Of Motion](#)
- [Energy Of Movement](#)
- [Sharpness Of Movement](#)

Category Definitions For The JUMP JAM Championships 2019

Strictly Year 1-3

Teams in this category can consist of students **between Year 1 and Year 3**. •This means that **teams can be mixed between these year levels, or they can be made up of one year level only**, e.g.: Year 2 students only. This section is for new students only that have never competed before at a JUMP JAM competition. No choreography changes, costumes or make-up allowed



Strictly Year 4-7

Teams in this category can consist of students **between Year 4 and Year 7**. •This means that **teams can be mixed between these year levels, or they can be made up of one year level only**, e.g.: Year 6 students only. This section is for new students only that have never competed before at a JUMP JAM competition. No choreography changes, costumes or make-up allowed

Challenge Year 3-7 All Boys' Team:

All schools can enter this category. This category is for the boys only, Teams in this category can consist of boys between Year 3 and Year 7. This means that **teams can be mixed between these year levels, or they can be made up of one year level only**, eg: Year 5 boys only. Costumes, make-up and up to 25% Pattern & Formation changes are allowed and encouraged. These are both part of the judging criteria. Teams in this section can have a minimum of 6 members up to 15



Challenge Year 1-3:

All schools can enter this category. Teams in this category can consist of students **between Year 1 and Year 3**. This means that **teams can be mixed between these year levels, or they can be made up of one year level only**, e.g.: Year 2 students only. .As above, this category is allows the option of costumes, make-up and up to 25% Pattern & Formation changes. These are both part of the judging criteria.



Challenge Year 4 - 7:

All schools can enter this category. Teams in this category can consist of students **between Year 4 and Year 7**. This means that **teams can be mixed between these year levels, or they can be made up of one year level only**, e.g.: Year 5 students only. As above, this category is allows the option of costumes, make-up and up to 25% Pattern & Formation changes. These are both part of the judging criteria.

