



Presents



2019 Live Regionals Rules & Guidelines For Year 1 – Year 8 Students



The Strictly JUMP JAM Competition for 2019 will be a live local event, along with the new category called **JUMP JAM All Stars**. Dates listed below in Black will be Strictly only. Those in Blue will have both Strictly and All Stars We are aiming to hold competitions as follows;

24 th May Rotorua	14 th June Central Otago	28 th June New Plymouth	2 nd August Pukekohe
25 th May Hamilton	15 th June Invercargill	29 th June Palmerston North	3 rd August Central Auckland
26 th May Tauranga	16 th June Dunedin	30 th June Napier	4 th August North Auckland
5 th June Masterton	21 st June Ashburton	2 nd July Gisborne	6 th August Whangarei
6 th June Wellington	22 nd June Christchurch		
8 th June Blenheim	23 rd June North Christchurch		
9 th June Nelson			
Registrations Close 1 st May	Registrations Close 8 th May	Registrations Close 24 th May	Registrations Close 28 th June

Strictly Live & JUMP JAM All Stars is open to any JUMP JAM licensed school. The Strictly Live competition is **open to new students only**, that have not previously competed at any JUMP JAM live competition. Unless they were year 1 or 2 in 2018, then they can compete again in Strictly.

Any students that have previously competed at a JUMP JAM Strictly Live competition are invited to enter our new competition called JUMP JAM **All Stars** where they can change the formations of the routine and wear costumes. The All Stars category will be held in conjunction with the Strictly Category at the live event. Please note, in the table above all areas in black will run Strictly Live competitions only.

Objective: To allow students from all JUMP JAM licensed schools to participate and experience competition, confidence, team building, fun, fitness and leadership opportunities at an entry level event in a location close to them.

The Strictly JUMP JAM Live & All Stars Regionals Entry Form will be available from 28th March and close as listed at the bottom of the column in the date table above. www.jumpjam.co.nz/competition



Categories

Strictly Year 1-4

Teams in this category can consist of students **between Year 1 and Year 4**. Your team must consist of at **least 50% either Year 1-3** with the remaining 50% Year 4 students. In other words you cannot have the majority consisting of Year 4 students. For example, a team of 11 must have at least 6 either Year 1-3 students with the remaining 5 being Year 4. Of course you may also have a team of only Year 1,2,3 students. **Principal validation is required for entry into this category to ensure that you have the correct year numbers**. At the live competition we deem this as being unfair sportsmanship to other teams and we have the right to disqualify teams

Strictly Year 4-8, All Stars 4-8

Teams in this category can consist of any students **between Year 4 and Year 8**. 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. If there are enough entries from year 7-8 teams, we will split this category into year 4-6 & a 6-8

General Information

The competition will be run either after school hours on a week night (Approximately starting at 6pm and finished by 9pm in most areas) or on the weekend. after 2pm.

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 - 15 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 All Stars? The next level JUMP JAM competition. For students that have competed previously in a Strictly Live event in 2018 or previously at a JUMP JAM Regional or National live event. Teams are allowed to wear costumes and change patterns to existing JUMP JAM choreography, Note: No new moves are allowed. No Changes to choreography are allowed, ONLY formation changes.

Number of Students/Teams You May Enter

Any number of teams can be entered from your school. **Team size – minimum 8 students, maximum 15 students**.

Minimum Entries Required For Event To Go Ahead

We really need you to support this event. The competition will be run in each location, subject to a minimum number of teams entering. We reserve the right to cancel or reschedule the event if necessary.

If we do not have enough entries in a category, we have the right to combine two categories or not run this category. **Note:** Judges decision is final and no correspondence will be entered into.

Team Entry Fee

- **Entry fee** for this competition will be **\$23 per team member and includes an original JUMP JAM T shirt** please note, this fee for the first two teams entered from the same school and the cost for the 3rd + teams from the same school will be \$13 for each team member, based on the smallest team sizes.
- Coaches can order a JUMP JAM Tee Shirt for themselves with the team entry at \$15 each
- **Payment by Direct Credit** to 03 0181 0191378 00 please use your "school name & which region" as reference **One payment per school**. You can pay for multiply teams with the one deposit.

Choreography Changes

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

Costumes and Props

- No make-up, props or costumes for the *Strictly* category. Matching hair ties or hair ribbons are permitted. We recommend that you coordinate the teams' shorts/tights and shoes or bare feet if you want to.
- We will supply a Royal Blue Tee Shirt with a Yellow JUMP JAM logo on the front when you arrive for the *Strictly* competition. This is to be worn on stage by all team members. No other costuming is permitted.
- For the **All Stars** category make up, costumes and body props are encouraged and make up 10% of the marking criteria. See the marking details for more information. NO Set props, Body props only. Props may include hats, masks, fans, pom poms, 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. We will supply music at the live competition.

Staging

- Venues to be confirmed. Allow the stage size to be approx. 4m deep x 6m wide stage

Awards & Prizes



- Teams will compete to win a 1st - 3rd place Trophies per category and Certificates for each student 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. **What is your best piece of advice?** Read and **re-read the scoring criteria**. Get the students to read the rules too. Also use the video camera in rehearsals from day one.
2. **Can I compete in JUMP JAM All Stars even though my students have never competed in a live JUMP JAM competition before?** Yes they can.
3. **If some of my students competed last year in Strictly, can they compete in Strictly this year.** No, they must form a new team and enter the All Stars category. Strictly is only for new comer students.
4. **What is the cost to watch for supporters?** Adults aged 16+ will be from \$12 each and Children aged 0-15 will be \$6 each, depending on the venue
5. **What time will the competitions start?** Week day competitions we aim to start at 6pm – 9pm, weekend day competitions, we aim to start competitions at 2pm - 6pm. this is just a guideline, until entries close and we can schedule the number of teams into the event.
6. **If a team member pulls out can I get a refund?** If we are advised within 1 week of your entry date closing yes. There will be **no** refunds after 7days from registration close off. You will therefore, still receive the ordered tee shirt for that student.

Strictly Competition Scoring

Presentation 50% of Score

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

Bonus Points Award

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 "Sharpay" from High School Musical "I Want It All" JUMP JAM # 13. 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	

Bonus Points Award

Difficulty of routine chosen to perform – Performed with Excellent Technical Execution	Up to 3 points
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(This reflects some routines are technically easier to perform. E.g. difficulty of Moves and complexity of choreography)



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 emphasis 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.

All Stars Competition Scoring

Presentation 30% of Score

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

Technical Execution 30% 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

Both Presentation and Technical Execution are detailed in the above section.

Bonus Points Award

Difficulty of routine chosen to perform – Performed with Excellent Technical Execution (Technical Execution Section)	Up to 3 points
Spine tingling performance creating that 'Magic' (Presentation Section)	Up to 3 points

Creative Transitions 30% of Score

Patterns & formations	30
Total	30

Costume 10% of Score

Links with theme of routine	10
Total	10

Patterns/Formations 30 points: Using the original JUMP JAM choreography: 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/formation into the theme of the song will score very highly. Think contrast of students moving in/out, forward/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 10 points

Links with Theme of Routine 10 points: 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?

NOTE: Keep in mind costumes should respectably cover the student, be non-revealing and age appropriate e.g. tights or hot pants must be worn under leotards. Finally; The purpose of costumes is to let the students dress up (fancy dress) and have boosted confidence to enhance their theatrical performance.

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.