



Presents

JUMP JAM™

2021 Challenge Preliminary Round Rules & Guidelines

For Year 1 – Year 8 Students



Timeline of JUMP JAM Registrations and Events

Event List	Location / Venue	Event Dates 2021
Preliminary Video Entries Close	Online Video Entry	Wednesday 18 th August
Results Due Out	Emailed direct/then Website & Facebook	Friday 27 th August
Regional Entries Close	Online Entry	Wednesday 15 th September
Ticket Sales	Via Trybooking.com	24 th Sept onwards
Live South Island Regional Competition	Christchurch – Christchurch Boys High School	Saturday 30 th October
Live North Island Regional Competition	Tauranga – Bethlehem College	Saturday 13 th November
National Winners Announced	Phoned or Live	Saturday 13 th November

2021 Regional Live Competitions:

Schools will initially enter the Regional Live Competition via this Preliminary Challenge Round. Schools will film their team(s) and upload the video file via Google Doc's, then submit an online entry form with the video link by **Wednesday 18th August 2021**. If your school qualifies for the JUMP JAM Regional Live Competitions, they will be invited to compete in their region, North or South Island. Top point scorers from the North and South Island will be compared and an overall National winner will be awarded. Except for the Ultimate category (see below for more details) JUMPJAM Challenge is a competition for schools that wish to add their interpretation on Brett's Choreography with new moves, transitions plus adding costumes to enhance their theatrical performance and boost their confidence on stage.

The new category for the Yr 5-6 & Yr 7-8 teams is **Ultimate Challenge**. (The Ultimate competition is basically the top 6 teams from preliminary video entry round, all competing on the same day against each other at the same venue).

- The top 3, Yr 5-6 South Island teams will be invited to travel to the Tauranga to compete against the top 3 North Island teams.
- The top 3 Yr 7-8 North Island teams will be invited to travel to Christchurch to compete against the top 3 South Island teams.

Should your team be chosen to compete in this Ultimate category and need to travel interisland, but you decide not to compete, the invite will go to the next highest scoring team. As part of your entry form, please tick the box to indicate you would be prepared to travel if selected or not for this Ultimate category.

Open to all JUMP JAM Licensed Schools

JUMP JAM licensed Schools may compete using any one JUMP JAM song/routine that its school has licensed. **Objective:** To allow students from all JUMP JAM licensed schools to participate and experience competition, confidence, team building, fun, fitness and leadership opportunities.

Categories For 2021

- Challenge All Star Year 1-3
- Challenge Year 4 only, 5-6 & 7-8 All Star, Advanced, Xtreme & **Ultimate** Yr 4-8 All Boys

The JUMP JAM Championships Entry Form will be available from 26th July until midnight on the 18th August at <https://www.jumpjam.co.nz/challenge-prelim-entry/>



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General JUMP JAM Challenge Competition Rules and Guidelines

Competition Categories in General

- **Challenge All Star, Advanced, Xtreme & Ultimate divisions in 2021** will be determined from your score in the 2021 Preliminary Challenge Round. Once judged and scored, you will be assigned a division within your year category based on your scores. E.g., All Star, Advanced or Xtreme. The number taken through to Regional Live Competitions will be decided once all entries are collated.

Number of Students/Teams You May Enter

Any number of teams can be entered for Challenge competitions; **Team size – minimum 8 students, maximum 18 students (all boys teams minimum 6, maximum 18 students)**. Students can compete up a category. E.g., A year 3 can compete in a year 4 category or a year 4 can enter a year 5-6 category, etc (this could help with numbers). Students can not dance down a level. E.g., a year 8 cannot enter a year 5-6 category. If schools want to enter more than 1 team in the same category, they must be all different students in each team.

Minimum Score or Team Entries

- A minimum score needs to be achieved for teams to qualify for their category.
- We have the right to combine two categories or not run a category at the Regional Live Competitions if entry numbers are minimal.

Google Drive Uploading Instructions

1. Please ensure you have NOT filmed your team using Brett's voice to cue the moves from the JUMP JAM Video.
2. Save your video to your computer and **rename it** to your school name and the category. E.g., Halswell Yr 7-8 Team ABC
3. Open drive.google.com. Create a **Google Drive** account with a username and password. If you already have a username and password, go to step 3.
4. At the top left of the page, click the **New** button and select **File Upload** from the drop-down menu. This opens a browser window that opens your **My Documents** folder – navigate to the video file and click **Open**.
5. This starts the upload process, which depending upon the size of the file and internet connection speed, can take some time. You will see a box that shows the progress of your file upload.
6. Once uploaded, right click the file and click **Share**, or double click to open the file and click the 3 vertical dots at the top right-hand corner of the screen, then select **Share**.
7. Click **Get Shareable Link** in the top-right corner of the sharing box. Select the link sharing option **Anyone with the link can view**. To see a full list of options, click **More**.
8. **Copy the URL of the shareable link** and attach to entry form or just email it to: linda@jumpjam.co.nz

Please ensure your video is never uploaded to any social media or website due to copyright laws and a condition of entry into this competition. Issues uploading files please visit [Google Support](#) and [Google Support Answers](#) for more help in getting the shareable link

Guidelines for Filming

- Under **NO** circumstances may the official JUMP JAM DVD/Video or video soundtrack be used during filming, immediate disqualification will occur. Please use the music CD only or MP3 file. If you can't find this, please contact linda@jumpjam.co.nz to order a replacement.
- Good natural lighting is essential. Limit shadows over performer's faces & bodies. (examples shown on video link below)
- Use a clean backdrop e.g. a Curtain. Or remove all visible clutter.
- Use a single camera shot from the front/middle of room. No film editing permitted.
- Use a tight frame from left to right side of picture. All team members need to be in the frame at all times. Remember we need to see faces so get as close as possible without chopping anyone out. If the odd hand, foot or arm gets cut off that's OK. For the Preliminary Challenge Round keep tight, within a **4.5m x 4.5m** frame for your staging/filming area. A common problem for judging is when teams use a bigger stage area and/or the spacing's are wide, it is difficult to see all team members' faces/expressions clearly.
- It is highly advisable to use a Hi Definition video camera for extra clarity.
- We have compiled some examples of 5 team video submissions, to show you what we mean by natural lighting, tight formations and quality of camera/high-definition video. Click this link [Video Submission Examples](#)



Team Entry Fee

- **Entry fee** for Challenge Preliminary Video Entry will be **\$74 per team**. Payment must be received by 18th August.
- **Payment by Direct Credit** to 03 0181 0191378 00 please use your "school name & Prelim" as reference **One payment per school**. You can pay for multiply teams or competitions with the one deposit.
- The online entry form automatically creates a GST invoice, which is emailed directly upon submission to the address you load. Please use this as your payment invoice. If you are entering more than one team and would like only one invoice. Please email Linda@jumpjam.co.nz and request one invoice for X number of entries.
- You will be emailed confirmation once all details are received (link, form and payment). If you have not received a confirmation that everything is ready by Friday 20th August, please urgently phone our office 021 275 7997.
- **Late payment, will result in an automatic penalty fee of \$20 per team.**

Qualifying and Results

- All entries will be emailed a feedback form and their score by Friday 27th August. The top qualifiers will be notified in their results email and also placed on the website <http://www.jumpjam.co.nz/competitions> and our Facebook page. Qualifiers will then be emailed details for entering the Live Regional Championships. Regional entries will open on the 27th August till 15th September.

Choreography Changes

In the Preliminary Challenge Round, you can choose to change your choreography or not. Please note any changes you make will only be judged/scored at the live regional competitions.

Once qualified for the Regional Live Competitions, you will be assigned a division All Star, Advanced, Xtreme or Ultimate within your year category based on your scores. The exceptions are the year 1-3 category will be a straight All Star and the All Boys which is an Advanced Category. Below are the percentages of changes at the live competition you can alter

- **All Star** JUMP JAM Challenge teams are permitted up to a **maximum of 25%**, **Patterns/Formations changes only.**
- **Advanced** JUMP JAM Challenge teams are permitted up to a **maximum of 33%** choreography changes.
- **Xtreme & Ultimate** JUMP JAM Challenge teams are permitted up to a **maximum of 50%** choreography changes.

Should you change your choreography at this Preliminary Challenge Round and our judges deem you over the % mark, you will be advised accordingly. No penalty will occur at preliminary round.

- In relation to choreography changes, please consider that this is an aerobic competition. All choreography changes should be kept aerobic based and themed to the style of the song. We don't want excessive Dance, Cheer or Hip Hop moves or gymnastics e.g., flick flack, cartwheels and tumbling. All movements must be deemed safe for competitors and audience. If in doubt or for further clarification please email competitions@jumpjam.co.nz

Costumes and Props

- For the Preliminary Challenge Round, uniformity is encouraged e.g. school sports uniforms, black shorts/pants and white tops etc. Please note; be wary of coloured backdrops when filming, as you don't want your team to blend in with their surroundings.
- **Costumes will only be judged/scored at the Regional Live Competitions.** You may use these at Preliminary Challenge Round however these will not be judged. At Regional Live Competitions, themed costumes and body props are encouraged and make up 10% of the marking criteria.
- Body props only. **NO set props, released balloons or talcum powder.** Body props may include hats, face paint, masks, fans, pom poms, handheld cardboard cut outs. However these must remain on your students 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. If you are unsure if your item falls into the body prop or set prop category, please contact competitions@jumpjam.co.nz for clarification.

Music

- Choose one original JUMP JAM song in its original length from any JUMP JAM Resource Kit, which your school has licensed. If you qualify for the Regional Live Competitions you can change your song choice should you wish to do so.
- Under **NO** circumstances may the official JUMP JAM DVD/Video or video soundtrack be used during filming; immediate disqualification will occur. Please use the music CD or MP3 file only. Brett's voice over on the DVD is classed as instructions and gives an unfair advantage.
- If you have trouble finding the music only CD, please contact linda@jumpjam.co.nz before filming your routine.

Staging

- For the Preliminary Challenge Round please allow a maximum **4.5m x 4.5m** stage and film close to enable clear visibility of faces.
- At live Regional Live Competitions level this will increase to 7m wide x 6m deep approximately.

Judges

- Preliminary Challenge Round Head Judge = Brett Fairweather plus a panel of judges. Judge's decision will be final and no correspondence will be entered into.

Awards for Preliminary Round

- All students will receive a 2021 JUMP JAM Participation Certificate.



Category Definitions For The JUMP JAM Challenge Competitions 2021

If schools want to enter more than 1 team in the same category, they must be all different students in each team. A student can dance up a year level, for any reason in any category.

Challenge Year 4-8 All Boys' Team:

The Year 4-8 All Boys Team can be a mix between these year levels, or they can be made up of one year level only, eg: Year 5 boys only. The All Boys teams will be an Advanced Category with up to 33% choreography changes.

Challenge Year 1-3:

To enter a team in the Year 1-3 category. This means that **teams can be mixed between these year levels, or they can be made up of one year level only**, eg: Year 2 only.

Challenge Year 4:

To enter a team in the Year 4 only category. Or students can dance up to this year level. E.g., a year 3 can compete in this category.

Challenge Year 5 - 6:

Teams in this category can consist of students **between Year 5 and Year 6**. 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.

Challenge Year 7-8:

Teams in this category can consist of students **between Year 7 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 7 students only.

Frequently Asked Questions

- 1. What happens if we can't make payment by the 18th August?** Please arrange payment before you submit your entry so that monies are received before the 18th August. Automatic invoices will be sent once the close off date has been reached and payment hasn't been received with a \$20 per team late penalty fee added. This replacement invoice will void the original invoice, automatically.
- 2. If we qualify for the Regional Live Competitions can we add, subtract or substitute team members?** Yes, you can increase numbers up to 18 students. Remember your team must be a minimum of 8 members (minimum 6 for the boy's category). Have you thought about a reserve for your team? This may be helpful should something happen to one of your team members especially if you are a team of 8.
- 3. What do we do if a team member is injured or absent from the filming.** As long as you are filming with **the minimum number** required for your category, do nothing. If you are under your minimum number by one person, due to member(s) being unexpectedly sick or unavailable on the day of filming. Please email us **before Wednesday 18th August** prior to the entries being judged to let us know. If you are filming with two or more students below the minimum per category, please reschedule and contact us.
- 4. Can we put several entries on our Google Doc's account/upload?** Yes. Each entry requires its own separate URL File, therefore you will need to name each file and share the link with us as per above. Please rename your file as your school name and category.
- 5. What is your best piece of advice?** Read and re read the rules. Get the students to read the rules too. Make sure you are aiming to get points in each of the boxes below. Also use the video camera in rehearsals from day one. Aim to use a high definition camera if possible. Hone your cameraman skills so you finish with a filming presentation you will be happy submitting. Throughout filming, let the students assess themselves (judge, using the marking schedule). **Allow plenty of time to film and upload** your entry to Google Doc's.
- 6. What is the STRICTLY Live JUMP JAM competition?** Open to all JUMP JAM schools being held live in 19 venues across New Zealand. Throughout June/July & start of August 2021. A competition with no choreography changes or costumes. Targeted at new/novice students [Strictly Live Information Link](#). Any Strictly team can also compete in the Challenge competition using the same team members and same routine for the Preliminary round. Any Team that competes at a Strictly live event, and wishes to add costumes and change the choreography, must also register for the Preliminary round to be judged against other teams of the same age group.



Preliminary Competition Scoring

Presentation 50% of Score

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

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 or two words or sounds from the song. [Aim for 8 different calls minimum.](#)

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". [Aim for 4 different chants.](#)

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	

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.

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.

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!**