

# JUMP JAM™

## Championships

Presented by



### 2026 Western Australia Rules & Guidelines

#### Year 1 – Year 6 Students



#### Important Timeline of JUMP JAM Registrations and Events

Event List	Location / Venue	Event Dates
WA Entries Open	Online	Wednesday 17 <sup>th</sup> June
<b>WA Entries Close</b>	<b>Online Entry</b>	<b>Thursday 23<sup>rd</sup> July</b>
Ticket Sales	Online - Trybooking	Friday 21 <sup>st</sup> August
WA Championship	Riverton Baptist Community Church	<b>Saturday 19<sup>th</sup> September</b>

#### Open to all JUMP JAM Licensed Schools

- Teams can perform any licensed JUMP JAM song/routine.
- **Goal:** To give students opportunities for fun, fitness, teamwork, leadership, confidence and competition experience.

#### Categories

##### Strictly Freshman (Years 1–3)

- For students who have **never competed** in a JUMP JAM competition.
- Exception: Students who competed previously **as Year 1–2 students** may enter again.
- Teams may include any mix of Year 1–3 students.

##### Strictly Freshman (Years 4-6)

- For students who have **never competed** in a JUMP JAM competition.
- Teams may include any mix of Years 4-6, or a single year level.
- **2026 only:** Up to **20%** of the team may have competed before. These students must be placed in **back-row wings/sides**.

##### Strictly Open (Years 4-6)

- For students who **have competed previously**.
- Freshman students may also enter this category if needed for numbers.
- Teams may include any mix of Years 4-6, or a single year level.

#### Additional Entry Guidelines

- Schools may enter multiple teams in the same category **only if** each team consists of **different students** performing **different routines**.
- Students may **dance up** a year level but **cannot dance down**.

#### Entry Form

- Championship Entry Form opens 17th June 2026 and closes **Thursday 23rd July 2026** <https://www.jumpjam.co.nz/aus-comp/>



## General JUMP JAM Championship Competition Rules and Guidelines

### Team Numbers

- Minimum **10 students**, maximum **22 students** per team.
- If schools want to enter more than 1 team in the same category, they must be all different students in each team, doing different routines.
- A student can dance up a year level, for any reason in any category. They cannot dance down a year level.

### Minimum Entries

- Competition will go ahead subject to minimum team numbers.
- We may combine categories, or split categories depending on entry numbers and venue availability.

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### Categories

- Strictly Freshman Years 1-3 & 4-6
- Strictly Open Years 4-6

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 Freshman
2. Year 4 – 6 Strictly Freshman
3. Year 4 – 6 Strictly Open

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### Team Entry Fee

- Cost: **\$39.50 per student**, including an official JUMP JAM Tee Shirt.
- Applies to the first **three largest** teams entered.
- Additional teams (4th, 5th, etc.) are discounted to **\$29.50 per student**, based on the smallest team sizes.
- Coaches may order a Tee Shirt for **\$29.50 each**.

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### Choreography & Performance Rules

- **No choreography or formation changes** are allowed.
- Teams must perform the **exact JUMP JAM routine** from the video resource kit.
- Maintain the **same formation** throughout.
- Recommended: **Three lines across**, with approx. **0.5m spacing**.
- To check accuracy, compare a rehearsal video with the original JUMP JAM video.

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### Costumes

- **No make-up, props or costumes** permitted.
- Matching hair ties or ribbons are allowed as a hair accessory only
- Ribbons in shoes, tinsel, glitter, or other body/hair accessories are **not permitted**. (Failure to follow these guidelines will result in **point deductions and may affect team placement**.)
- Shorts/tights and shoes may be coordinated; bare feet allowed.
- Competition Tee Shirts will be handed to the coach when signing into the Green Room.

### 2026 Tee Shirt Colours

- **Freshman Categories:** Cyan Blue JUMP JAM Tee Shirt (included in entry fee).
- **Open Category:** A different colour Tee Shirt will be provided (confirmed once details and payment are finalised).
- Tee Shirts must be worn on stage; no additional costuming allowed.

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### Music

- Choose a JUMP JAM song (original length) from any licensed JUMP JAM Resource Kit.
- We supply all music at the event.

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### Staging

- Venues to be confirmed in March. Typical stage size: **approx. 5m deep x 7m wide**.
- Teams will enter from either the front-of-stage, depending on where they are seated. (Entry closed to seated location)

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### Awards & Prizes

- **Trophies:** 1st, 2nd, 3rd place per category.
- **Certificates:**
  - 1st–3rd placing students
  - Participation certificates for all students placing 4th down
  - Presentation Certificates
  - Technical Execution Certificates
  - **Excellence in Sportsmanship** for team spirit, kindness, tidiness, courtesy

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### Judges

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



## Frequently Asked Questions

### 1. Best Advice?

- Read and re-read the scoring criteria and the rules with your students.
- Use a video camera from day one, especially for vocal presentation rules (calls/chants/singing).

### 2. Can previously competed students enter Strictly Freshman?

- **Years 1–3 Freshman:** Students who competed as Year 1–2 in the previous year may compete again.
- **Years 4–6 Freshman:** Up to **20%** of the team may have competed previously and must be placed in **back-row wings/sides**.

### 3. Spectator Ticket Prices

- Babies 0–1: Free
- Toddlers 1–5: \$7.50
- Children 6–15: \$17
- Adults 16+: \$23.50

Final pricing announced after entries close.

### 4. Can an all-boys team enter?

- Yes! If three or more all-boys teams enter, we will run a separate category.

### 5. Are refunds available if a student withdraws?

- Yes, if notified **before 5pm, 7th August 2026**.
- No refunds after this date, but the Tee Shirt will still be provided.

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## Scoring Overview

### Presentation (30 pts)

- Confident and convincing performance (10)
- Attitude with character acting and facial expression (10)
- Vocal calls/chants/singing (10)

### Technical Execution (30 pts)

- Synchronisation & timing (10)
- Energy, range of motion, fitness value (10)
- Clarity & sharpness (10)

**Bonus: Up to 3 pts** for spine-tingling “magic” moments.

**Bonus: Up to 3 pts** for highly difficult routines

## Confident and Convincing Performance

Teams should deliver a confident, polished, and well-rehearsed performance with no noticeable mistakes. We are looking for **every team member**—from back row to front—to fully “own the routine,” not just the strongest performer in the centre. All students should maintain strong eye contact with the judges and audience, rather than looking down.

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## Attitude & Expression

Attitude refers to showing the **appropriate emotion** for the routine. While smiling and having fun is a strong starting point, different songs require different moods. Teams should match their expression to the theme, music, era, and lyrics. **Examples include:**

- Party/fun
- Powerful/energetic
- Cool
- Scary
- Comical
- Animated
- Serious
- Culturally appropriate

Facial expressions and character acting significantly enhance presentation. For themed songs, encourage students to embody the character.

### Examples:

- “I Like to Move It” → animal-style expressions
- “I Want It All” (High School Musical) → act like Sharpay

**Tip:** Have students sing the entire song during rehearsal to help them understand and express the emotions behind the lyrics.

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## Vocalising

Vocalising is a key part of engaging the audience and demonstrating strong presentation. Teams should be **loud, clear**, and easily heard over the music—**not** miming.

## How to Maximise Vocal Points

### 1. Singing

- The whole team may sing sections of the song.
- **Guideline:** Up to **50%** of the song may be sung.

### 2. Calls

- Short vocal samples related to the song or theme (just one or two words).
- **Aim for at least 8 different calls.**

### 3. Chants

- Original, coach-created sentences that send a message to the audience.
- Often include the school name or a motivational phrase.

#### Examples:

- “E.M.B.L.E.T.O.N. Embleton!”
- “We are here to entertain you!”
- “JUMP JAM rocks!”

**Aim for 4 different chants.**

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## Team Synchronicity, Energy, and Movement Quality

### Synchronicity

Teams should move **as one**, staying perfectly in time with the music. Attention to detail is essential—from head to toe.

- Head movements should be fully choreographed.
- Hand shapes (blade, fist, star, or character style) should be consistent across the team.
- Feet should be uniformly pointed or flexed.



Use video analysis frequently to identify differences in technique, timing, or spacing. All students must know their formations and maintain them so that the judges' attention is not unintentionally drawn to any one performer.

### Energy, Range of Motion & Exercise Value

JUMP JAM is a fitness-based programme, and routines should reflect this.

Each team member is expected to perform with **maximum energy**, staying true to the strength and range of the original choreography. Judges will consider whether movements could be performed with **more** power.

**Power = strength × speed.**

Students should feel physically exhausted after performing—similar to sprinting for 3–4 minutes.

Movements must be completed through their **full range**. In simple terms **Think BIG. Extend from fingers to toes.**

### Clarity & Sharpness of Movement

Every movement has a clear **start and finish position**.

Strong teams demonstrate:

- Feet brought cleanly together
- Hands/fists returning to a precise position (e.g., hips)
- Clear, intentional completion of each action

For sharper technique, movements should finish with a brief, controlled **pause** at the end of the range of motion. This creates a “razor sharp” effect. Some of the best examples of this clarity and sharpness can be seen in top-level Hip Hop or Cheerleading championship performances online.

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. **Note:** Judges decision is final, no correspondence will be entered.

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### Video Examples To Assist With Training & Rule Clarification

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