

## Additional Scoring Explained for Xtreme Creativity

If your team has qualified for the Xtreme Category an additional 10 pts has been given to:

### **Interaction & Teamwork** up to 3.3 points:

This specifically relates to how the team members interact with each other and the relationships formed. Within the JUMP JAM choreography of your chosen routine, try and select at least three or four sequence(s) where you can really show your team is interacting with each other. Aim to physically touch/join and create a unique shape as much as possible. Relate it to the theme of your routine. E.g., in Greased Lightning JJ#15 team members could create a car shape, in E.T JJ# 8 the team can create a bicycle scene, in Choco latte JJ#14 the team can create a Willie Wonka scene. It will be the “WOW factor” quality of your changes to this piece that will score you the higher mark. Aim for four obvious Interaction changes and don't repeat them.

### **Levels** up to 3.3pts:

Think airborne/ tip toes/ standing/ bending/ squatting/ crouching/ crawling/ kneeling /lying. Using the original choreography, you can simply change the look of a move by the level/height it is performed at. Within your team you may wish to have one-line standing, one-line squatting and one-line kneeling. Aim for four obvious level changes and don't repeat them.

### **Use of Rhythm**, up to 3.3 points:

With rhythm (*The speeding up and slowing down of moves*), use the original choreography and just change the rhythm. E.g., current rhythm could be 1,2,3,4 perhaps you can change it to 1, 2, 3 & 4. This is where counts 3 & 4 are quick stepped or syncopated and therefore punctuated or highlighted. Visually this means either speeding up moves or slowing down moves within the same time count. This is an easy and a highly effective way to be creative without having to create new moves. Listening to the music in depth can give clues to the natural rhythms within the song. Aim for four obvious Rhythm changes and don't repeat them.

### **2025 Amendment: Performers Entering or Exiting the Stage During the Performance**

(This does **not** refer to the 30 seconds allowed to enter and pose **before** the music starts.)

- Teams are allowed a maximum of **30 seconds** (while music is playing) for any performers to exit to the wings and re-enter the stage.
- If a performance begins with some members off stage, **all performers must be on stage within 30 seconds** of the music starting.
- If the Head Judge determines that this time limit has been exceeded, **penalty points will be applied**.
- Any entry or exit during the performance will be **timed** and counted toward the team's total allowable choreography change time (e.g. within the 33% or 40% limit).