

Scoring Explained for Costumes & Props

All Challenge Categories: All Star, Advanced & Xtreme

If your team has qualified for the All Star, Advanced or Xtreme Category 10 pts has been given to:

Links with Theme of Routine 3 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 does not have an obvious theme, could your costume lend itself to one?

Original creative concept: 1 point: For something creative and original that we have not seen before.

Attention to Detail 6 points given here to teams that put lots of clever thought into the finer detail in the costume. Think head to toe.

Scoring breakdown: Hair & Makeup 2pts, Clothing 2pts, Accessories 2pts.

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

Costumes and Props

- Themed costumes and body props are encouraged and make up 10% of the marking criteria.
- **Please note**, these venues do not allow **Glitter** (on Hair, Body or on costumes), **String Feathers** or **Sequins** (except dot sequin material) in any area of the venue. Also, nothing can be left on stage. e.g., talc powder, fans, helium balloons or props, this is for safety reasons
- 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 etc. However these must remain on your students at all times or thrown/placed **off** stage. If they remain visible 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.