



JAMZ CHAMPIONSHIP/NATIONALS MUSIC POLICY

All performance music will be held to the same standard. Should any part of the music be recorded at different sound levels, then the volume will be based off of the loudest sound effect

Teams with only one copy of music will forfeit the use of their music on the final warm up floor as the music rep is sent to the DJ booth. Bring multiple copies!

****All music must be recorded on a high quality CD or downloaded onto an MP3 device**
USB drives are not recommended**

Using MP3's/Phones:

1. It is **NOT** recommended to play music from YouTube or other streaming services.
 - Music may stop due to lack of signal strength at venue.
2. Device **MUST** have headphone jack, free and clear of any debris.
 - Any team using a device without a headphone jack must provide their own certified adapter. Any 3rd party adapter that is not recognized by the device causing music interruption will be the fault of the team.
 - JAMZ will provide all other necessary audio connections and sound equipment.
3. Make separate playlist for each routine to keep next track from playing automatically.
4. All cases **MUST** be removed from device.
5. Device must be fully charged with screen lock features turned off.
 - Music rep must know password if device locks.
 - If device locks music playback may be interrupted.
6. If using phone set to airplane mode.
7. Music rep is responsible for making sure proper connection is made between device and audio cable, including adapters.
8. Once device is connected to audio cable, raise volume to 100%

Using CD's:

1. It is recommended to have multiple copies of your music. (CD and MP3)
2. All music **MUST** be recorded as an audio file on a high quality CD, do not use DVD's.
3. Use one CD per routine
4. Music rep is responsible for knowing which CD and track to play before entering sound booth.
5. If CD is scratched and music skips during the routine, it is your music reps choice to stop the music; however, it does NOT mean your team gets to perform again.

It is the Music reps responsibility to start the track from the correct time, 0:00:00.

It is the Music reps responsibility to start/pause the music.

PLAY. PERFORM. INSPIRE.