

Going for a 10/10 Vocalisation score in JUMP JAM competitions: An in-depth look

Perfect or near perfect vocals as one third of the presentation score greatly improves the team's performance as a confident & convincing presentation. Also, it gives a higher "on fire" energy level to their presentation. Plus, it assists with facial expressions compared to just smiling or doing nothing. Literally their faces come alive!

These are relatively easy marks to get as they can be scripted/programmed /drilled into their performance.

Key factors are: The variety of vocals, the number of vocals, & the volume of vocals.

Let's first look at the **variety of vocals**:

We split vocals into singing, calls & chants and want a balance of all 3 types.

As judges we define **singing** as 3 words or more from the original lyrics. Singing can also be split into a short sing or a long sing with a long sing getting a fuller/higher point. E.g Witch Doctor Song: "*I told the witch doctor*" is greater than 3 words and from the original lyrics so this is a short sing. "*I told the witch doctor I was in love with you, I told the witch doctor I was in love with you, And then the witch doctor, he told me what to do*" is a verse and clearly a long sing.

A long sing requires more vocal energy from the students and therefore gets a higher mark.

A **call** is 1 or 2 words either from the original lyrics or made up by yourselves. E.g., by vocalising just "*witch doctor*" being 2 words, is a call. So is just "*with you*" a call. Now if you added "*Yee hah*", which is a new addition made up by your team is also a call. Also, if you just say your school's name e.g. "*St Joseph's*", this is also a call as its 2 words.

A judge will also define a call when they are spaced out rather than back-to-back as that would either be a sing or a chant. E.g. "*St Joseph's, St Joseph's, St Joseph's*" when joined together then becomes a chant.

A **chant** is 3 words or more with original additions added rather than from the song's lyrics. A chant can also be split into a short chant or long chant with a long chant getting a fuller/higher point. E.g "Go St Joseph's, let's go team" is a short chant, A long chant could be "*We are the best, we are gonna beat the rest, watch us now and we'll show you how, 2,4,6,8 who do you appreciate, St Joseph's, St Joseph's we all say St Joseph's, goooooo St Joseph's*". So, the longer and more original the chant higher the mark.

Examples of intelligent chants or calls could be in a question answer/call response format. If the songs lyrics say "Hey you" ...your teams reply could "yeah what". Being 2 words it's a call. From a judge's point of view that is a clever response and well thought out. Tying your vocals into the songs theme is an excellent way of telling your story.

In summary have a mix of all 3 types of vocals outlined above. Note: original chants and calls are usually best positioned within an instrumental part of the song, as they are not competing with the vocalist's lyrics and therefore are easily heard. It is possible to chant and call over lyrics, however your team must be loud and clear to be understood.

Let's now look at the **number of vocals required**. Firstly, each vocal element can score a theoretical maximum of 4 points e.g., Calls 3points, Singing 3points Chants 4points and a bonus 1point for Creative, Clever, Harmonious or volume. The vocal section (as a whole) is capped at 10 points. Which means if your team only does 2 types of vocal elements and gets the bonus point (calls & singing for example) 3+3+1=7 points is all they will score.

Singing: aim for 3 long sings (not repeated) or 6 short sings

Calls: aim for 6 original calls (not repeated) or 12 repeated calls

Chants: aim for 3 long chants (not repeated) or 6 repeated short chants

While adding all these vocals are important, please remember to allow for gaps of silence without an overuse of vocals or in other words just let the songs music or vocals naturally play to give it a balanced listen. Therefore, do not try to over cram everything. Go for original imaginative over excess repetition.

Finally, we will discuss **volume of vocals**. By default, vocals need to be loud and clear. On the day the auditorium's music level will be up so bear that in mind as your team will be competing against that. If judges can't clearly hear their voices, they will always look for the student's lips moving to see if this possibly is to be scored. This is where a low mark may occur compared to the team that clearly is loud and score a higher mark.

Note also 9 out of 10 times we want the entire team vocalising together and not just the front row as this will affect the teams' points. Re that 1out of 10 times, if cleverly thought out you can have a call response vocalisation where for example one half of the team vocalise and then the other half come back with a response. In this example its still a team effort compared to just one person doing all the vocals.

Lots to absorb here. I encourage you to re-read again, as I guarantee you'll pick up more the 2nd and third time round.

Have fun, start scripting NOW!