



Elite Preschool & **CHAMPIONSHIPS** ★ **KINDERGARTEN**

**LEARN THROUGH PLAY,
IN ROCKSTAR WAY!**

EXCLUSIVELY FOR PRESCHOOL & KINDERGARTEN STUDENTS

Competition Guide

Preschool & Kindergarten Students ONLY

Spring Term 2026

RockStar Academy Gymnastics Studio
& Main Atrium Grand Metropolitan Bekasi

Saturday, 11 April 2026

Registration

Available at every Academy's Front Desk
based on age category

Category	Registration Period	VIP			PREMIER		
		All Academy Except PK & CS	23 Paskal Bandung	Ciputra World Surabaya	All Academy Except PK & CS	23 Paskal Bandung	Ciputra World Surabaya
Early Bird	16 March - 5 April 2026	198,000 IDR	168,000 IDR	138,000 IDR	228,000 IDR	198,000 IDR	168,000 IDR
Regular	6-10 April 2026	228,000 IDR	188,000 IDR	158,000 IDR	248,000 IDR	228,000 IDR	188,000 IDR
Event Day	11 April 2026	248,000 IDR	218,000 IDR	178,000 IDR	268,000 IDR	248,000 IDR	218,000 IDR

Requirements

Class Level

Learn & Play I (Crawler)
Learn & Play I (Walker)
Learn & Play 2
Smartology 3
Smartology 4
Pre-Primary 5
Pre-Primary 6

Age

(6-11 Months)
(12-18 Months)
(19-35 Months)
(3-4 Years)
(4-5 Years)
(5-6 Years)
(5-7 Years)

Rundown

Level	Pre-Registration	Competition	Venue
Learn & Play 2	09:00 - 10:00	10:00 - 12:30	GF Atrium
Learn & Play I - Crawler	09:30 - 10:30	10:30 - 11:00	RSA Gymnastics Studio
Learn & Play I - Walker	10:00 - 11:00	11:00 - 11:45	RSA Gymnastics Studio
12:30 - Awarding Learn & Play 2 & I (Crawler & Walker)			
Smartology 3	12:00 - 13:00	13:00 - 14:00	GF Atrium
14:30 - Awarding Smartology 3			
15:00 - 16:00 - Break Time			
Smartology 4	15:00 - 16:00	16:00 - 17:00	GF Atrium
17:15 - Awarding Smartology 4			
Pre-Primary 5 <small>Semi-Final</small>	16:30 - 17:30	17:30 - 18:00	GF Atrium
Pre-Primary 6 <small>Semi-Final</small>	17:30 - 18:00	18:00 - 18:30	GF Atrium
Pre-Primary 5 Final	-	18:30 - 19:00	GF Atrium
Pre-Primary 6 Final	-	19:00 - 19:30	GF Atrium
19:30 - Awarding Pre-Primary 5 & 6			

Closed Classes

Grand Metropolitan Bekasi

Saturday, 11 April 2026

Time	Class Subject
10:00	Walker 12-23 mo
11:00	Jumper 24-35 mo

Competition Rules & Regulations

Learn & Play I

Crawler (6-11 Months)

1. Participants must be between 6-11 months old on the day of the competition and must not yet be able to walk.
2. Students younger than 6 months or older than 11 months on the competition day are not eligible to participate.
3. Registered students must be accompanied by their parent(s) or legal guardian(s) during the contest.
4. At the signal, students will start from the start line and be encouraged to crawl toward the finish line.
5. Food may not be used to motivate or lure participants.
6. Parents/guardians may use toys, videos, or other appropriate objects to encourage their child, but offensive language and food are strictly prohibited.
7. A maximum of two (2) adults are permitted in the competition area per participant:
 - One adult must remain with the child at the start line.
 - The other adult may wait at the finish line.
8. Parents/guardians are not allowed to push, pull, or physically assist their child during the race.
9. Any participant who is touched by a parent/guardian after the race has started will be disqualified.
10. Any participant who stands or begins to walk during the race will be disqualified.
11. In the event of a tie, participants will be invited for an additional round to determine the winner. Judges' decisions will be based solely on what they observe during the race. Video recordings will not be considered. All judges' decisions are final.
12. Food and drinks are strictly prohibited in the competition area.

Procedures

Learn & Play I

Crawler (6-11 Months)

Individual Competition:

Each student will compete individually in the Crawler Competition.

Competition Area:

The competition area will be divided into designated lanes.

Pre-Registration and Q-Number:

1. Students must pre-register for the event and receive their Q-Number.
2. The competition will proceed in groups, following the sequence of Q-Numbers.

Lane Assignments:

Each student will be assigned a lane and will be accompanied by one adult and one judge.

Competition flow:

1. When the start signal is given, each student must crawl along the Safari Trail.
2. At the end of the trail, students will see a Jungle Basket filled with safari animal toys.
3. Students must crawl toward the basket and touch/grab one animal toy.

Scoring:

1. The winner is determined by the fastest completion time.
2. The task is considered complete when the student touch/grab one animal toy at the finish line.

Competition Rules & Regulations

Learn & Play I

Walker (12-18 Months)

1. Participants must be between 12-18 months old on the day of the competition and must already be able to walk.
2. Children younger than 12 months or older than 18 months on the competition day are not eligible to participate.
3. Each registered student must be accompanied by their parent(s) or legal guardian(s) during the contest.
4. Participants will line up at the start line and, at the signal, will begin from Station I.
5. Food may not be used as a way to encourage or motivate the child.
6. A maximum of two (2) adults may accompany each participant in the competition area:
 - One adult remains with the child.
 - The other waits at the finish line.
7. Parents/guardians are not allowed to push, pull, or physically assist their child once the race has begun.
8. Any participant touched by a parent/guardian during the race will be disqualified. In the event of a tie, participants will compete in an extra round to determine
9. the winner. Judges' decisions will be based solely on what they observe during the race. Video recordings will not be considered. All judges' decisions are final.
10. Food and drinks are strictly prohibited in the competition area.

Procedures

Learn & Play I

Walker (12-18 Months)

Individual Competition:

Each student will compete individually in the Walker Competition.

Competition Area:

The competition area will be divided into designated lanes, with each lane featuring 3 (three) challenges stations: Color Recognition, Object Transfer and Fine Motor Control.

Competition Structure:

At each station, participants will receive specific instructions or clues. They must successfully complete one challenge before advancing to the next station.

The Flow

Station 1: Color Recognition

1. The participant walks to Station 1 at the signal.
2. Colored balls are provided in a Jungle basket.
3. The participant places each colored ball onto the mat with the matching color.
4. After completion, the participant passes the obstacle to Station 2.

Station 2: Object Transfer

1. At Station 2, leaf toys are placed around the activity area.
2. The participant collects the leaves and places them into the mouth of giraffe basket.
3. After all leaves are placed inside the basket, the participant passes the obstacle to station 3.

The Flow

Station 3: Fine Motor Control

1. At station 3, jungle fruits are placed in a bowl.
2. The participant transfers the fruits into the Safari Jar.
3. After completing the transfer, the participant proceeds to the finish line.

Scoring:

The winner will be the participant who completes all stations and takes the Safari Animal Badge at the finish line in the fastest time.

Venue

Learn & Play I

Crawler (6-11 mo) / Walker (12-18 mo)



📍 Gymnastics Studio, RSA Grand Metropolitan Bekasi

Competition Rules & Regulations

Learn & Play 2

19-35 months

1. Students between 19-35 months may enter the contest.
2. Students below 19 months and above 35 months on the competition day, will not be able to participate in the contest.
3. Registered student and parents/legal guardians must be presented during the contest.
4. Students will line up at the start line and at the signal, they will start on the station I (one).
5. Parents/legal guardians are not allowed to use food to lure.
6. Only maximum of 2 (two) adults will be allowed on the competition area with each student. One adult will stay with their child, while the other stay at the finish line.
7. Parents/legal guardians are NOT allowed to push, pull or touch their child during the race.
8. Participants will be DISQUALIFIED if one of the parents/legal guardians touches the child once the race starts.
9. Participants with the same result will be invited for extra competition to verify winner. The judges will base their decisions on what they see during each race. Videotapes are not used to determine the winner. The judges' decisions are final and unchangeable.
10. Strictly no food and drink are allowed at the competition area!

Procedures

Learn & Play 2

19-35 months

Individual Competition:

Each student will compete individually

Competition Area:

The competition area will be divided into designated lanes, with each lane featuring 4 (four) challenge stations: Object Matching, Color Categorization, Number Sequencing and Fine Motor Skill

Competition Structure:

1. In each lane, each station will have specific instructions/clues to be followed by the students.
2. The student must successfully complete 1 (one) challenge before they could continue to the next challenge.
3. In every challenge, the student will get 1 (one) Jungle Animal to be matched with the real picture at the finish line.

The Flow

Station 1: Object Matching

1. The participant walks to Station 1 at the signal.
2. Tree pieces are provided beside the Jungle Board
3. The participant places each tree onto the correct spot on the Jungle Board.
4. After completion, the participant will receive 1 (one) Jungle Animal and passes the obstacle to Station 2.

Station 2: Color Categorization

1. At Station 2, colored pompoms are placed in a basket.
2. Colored Safari bowls are placed on the table.
3. The participant sorts each pompom into the bowl with the matching color.
4. After completion, the participant will receive 1 (one) Jungle Animal and pass the obstacle to Station 3.

Station 3: Number Sequencing

1. At Station 3, Jungle Animal cards are placed on the table.
2. The Jungle Animal cards will contain number symbol and animal pictures according to the number symbol given.
3. The participant arranges the Jungle Animal cards in the correct sequence.
4. After completion, the participant will receive 1 (one) Jungle Animal and pass the obstacle to Station 4.

Station 4: Fine Motor Skill

1. At Station 4, banana pompoms and tweezers are placed on the table.
2. The participant uses the tweezers to transfer the bananas into the monkey bowl.
3. After completion, the participant will get the last Jungle Animal and pass the obstacle to reach the finish line.

Final:

1. At the finish line, participant will match the Jungle Animal with the real animal picture on the table.
2. Once all the Jungle animals matched with the real animal pictures, they have to raise their hands to signal completion.

Scoring:

The winner will be determined by the fastest time to complete all the tasks, navigate all obstacles, and finish by raising their hands as completion signal.

Competition Rules & Regulations

Smartology 3

3 - 4 Years

1. All participants must wear a chest number based on the queue number they get on the pre-registration.
2. Students will line up at the start line and at the signal, they will start on the station I (one).
3. Adult supervision is allowed. Only maximum of 1 (one) adult will be allowed to guide and encourage each participant to follow the instruction.
4. Parents/legal guardians are NOT allowed to push, pull or touch their child during the race.
5. Participants will be DISQUALIFIED if one of the parents/legal guardians touches the child once the race starts.
6. Participants with the same result will be invited for extra competition to verify winner. The judges will base their decisions on what they see during each race. Videotapes are not used to determine the winner. The judges' decisions are final and unchangeable.
7. Strictly no food and drink are allowed at the competition area.

Procedures

Smartology 3

3 - 4 Years

Individual Competition:

Each student will compete individually.

Competition Area:

The competition area will be divided into designated lanes. Each lane will feature four (4) challenge stations: Letter Recognition, Color Recognition, Counting Objects and Shape Recognition.

Competition Structure:

1. In each lane, each station will have specific instruction/clues to be followed by the students.
2. The student has to finish 1 (one) challenge before they could continue to the next challenge.
3. In every challenge, the student will get 2 (two) Jungle Animal to be matched with the real picture at the finish line.

The Flow

Station 1: Letter Recognition

1. The participant walks to Station 1 at the signal.
2. Uppercase and lowercase toys are placed on the table.
3. The participant matches the uppercase with their corresponding lowercase letters.
4. After the completion, the participant will get 2 (two) Jungle Animals and passes the obstacle to Station 2.

Station 2: Color Recognition

1. At Station 2, colored cards and animal objects are placed on the floor.
2. The participant matches each animal object with the correct color card.
3. After completion, the participant will get 2 (two) Jungle Animals and passes the obstacle to Station 3.

Station 3: Counting Objects

1. At Station 3, groups of safari animal toys are displayed. Number cards are placed beside the toys.
2. The participant sorts and counts the safari animal, then selects the correct number card.
3. After completion, the participant will get 2 (two) Jungle Animals and pass the obstacle to Station 4.

Station 4: Shape Recognition

1. At Station 4, several shape are placed in front of the participant.
2. Object's around you cards are also provided beside the shapes.
3. The participant matches each object card with the correct shape.
4. After completion, the participant will get the last 2 (two) Jungle Animals and passes the obstacle to reach the finish line.

Final:

1. At the finish line, participant will match the Jungle Animal with the real animal picture on the table.
2. Once all the Jungle animals matched with the real animal pictures, they have to raise their hands to signal completion.

Scoring:

The winner will be determined by the fastest time to complete all the tasks, navigate all obstacles, and finish by raising their hands as completion signal.

Competition Rules & Regulations

Smartology 4

4 - 5 Years

1. All participants must wear a chest number corresponding to the queue number assigned during pre-registration.
2. Students will line up at the start line. At the signal, they will begin at Station 1.
3. Adult supervision is not permitted inside the competition area.
4. In the event of a tie, participants will be invited to an extra round to determine the winner. The judges' decisions will be based solely on their direct observations during the race. Video recordings will not be considered. All judges' decisions are final and binding.
5. No food or drinks are allowed in the competition area.

Procedures

Smartology 4

4 - 5 Years

Individual Competition:

Each student will compete individually.

Competition Area:

The competition area will be divided into designated lanes. Each lane will feature four (4) challenge stations: Alphabet Recognition, Color Categorization, Number Identification and Shape Recognition.

Competition Structure:

1. In each lane, each station will have specific instructions/clues to be followed by the students.
2. The student must successfully complete 1 (one) challenge before they could continue to the next challenge.
3. In every challenge, the student will get 2 (two) Jungle Animal to be matched with the real picture at the finish line.

The Flow

Station 1: Alphabet Recognition

1. The participant walks to Station 1 at the signal.
2. Several letters are placed inside a Jungle pond container.
3. The participant uses a magnetic fishing rod to pick one letter at a time.
4. The participant places the letter on the board under the matching uppercase or lowercase letter.
5. After all letters are matched correctly, the participant will get 2 (two) Jungle Animals and passes the obstacle to Station 2.

Station 2: Color Categorization

1. At Station 2, several colored floor mats are arranged on the ground.
2. A basket containing colored animal cards is placed at the start of the station.
3. The participant picks one card and jumps onto the floor mat with the matching color.
4. The participant repeats the process until all cards are matched.
5. After completion, the participant will get 2 (two) Jungle Animals and passed the obstacle to Station 3.

Station 3: Number Identification

1. At Station 3, several animal bowls labeled with numbers are placed on the table.
2. A tray with fruits and vegetables are provided.
3. The participant read the number on each bowl and places the correct number of food into the bowl.
4. After completing all bowls, the participant will get 2 (two) Jungle Animals and pass the obstacle to Station 4.

Station 4: Shape Recognition

1. At Station 4, several shape cards are hidden around the activity area.
2. A board displaying different shapes is placed on the floor.
3. The participant find the hidden shape cards and places them on the matching shapes on the floor.
4. After completion, the participant will get the last 2 (two) Jungle Animals and passes the obstacle to reach the finish line.

Final:

1. At the finish line, participant will match the Jungle Animal with the real animal picture on the table.
2. Once all the Jungle animals matched with the real animal pictures, they have to raise their hands to signal completion.

Scoring:

The winner will be determined by the fastest time to complete all the tasks, navigate all obstacles, and finish by raising their hands as completion signal.

Competition Rules & Regulations

Pre-Primary 5 - Semi Final

5 - 6 Years

1. All participants must wear a chest number based on the queue number they get on the pre-registration.
2. Students will line up at the start line and at the signal, they will start on the station I (one).
3. Adult supervision is NOT allowed.
4. Participants with the same result will be invited for extra competition to verify winner. The judges will base their decisions on what they see during each race. Videotapes are not used to determine the winner. The judges' decisions are final and unchangeable.
5. Strictly no food and drink are allowed at the competition area.

Procedures

Pre-Primary 5 - Semi Final

5 - 6 Years

Individual Competition:

Each student will compete individually.

Competition Area:

The competition area will be divided into designated lanes. Each lane will feature four (4) challenge stations: Phonics - CVC Words, Basic Addition, Pattern Recognition and Capitalization & Punctuation.

Competition Structure:

1. In each lane, each station will have specific instruction/clues to be followed by the students.
2. The student has to finish I (one) challenge before they could continue to the next challenge.
3. In every challenge, the student will get 2 (two) Jungle Animal to be matched with the real picture at the finish line.

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The Flow

Station 1: Phonics - CVC Words

1. The participant walks to Station 1 at the signal.
2. Word cards with missing letters are displayed.
3. The participant selects the correct letter to complete each word.
4. After completion, the participant will get 2 (two) Jungle Animal and passes the obstacle to Station 2.

Station 2: Basic Addition

1. At Station 2, number cards and animal counters are provided.
2. The participant has to solve the addition problems and may use the counters as counting tools.
3. After completion, the participant will get 2 (two) Jungle Animal and passes the obstacle to Station 3.

Station 3: Pattern Recognition

1. At Station 3, CVC words pattern cards with missing items are displayed.
2. The participant identifies the pattern and writes the correct answer to complete it.
3. After completion, the participant will get 2 (two) Jungle Animal and passes the obstacle to Station 4.

Station 4: Capitalization & Punctuation.

1. At Station 4, sentence cards are provided.
2. The participant rewrites the sentence using correct capitalization and punctuation.
3. After completion, the participant will get the last 2 (two) Jungle Animal and passes the obstacle to reach the finish line.

Final:

1. At the finish line, participant will match the Jungle Animal with the real animal picture on the table.
2. Once all the Jungle animals matched with the real animal pictures, they have to raise their hands to signal completion.

Scoring:

The winner will be determined by the fastest time to complete all the tasks, navigate all obstacles, and finish by raising their hands as completion signal. The best 8 (eight) students will compete in Final round.

Competition Rules & Regulations

Pre-Primary 6 - Semi Final

5 - 7 Years

1. All participants must wear a chest number based on the queue number they get on the pre-registration.
2. Students will line up at the start line and at the signal, they will start on the station I (one).
3. Adult supervision is NOT allowed.
4. Participants with the same result will be invited for extra competition to verify winner. The judges will base their decisions on what they see during each race. Videotapes are not used to determine the winner. The judges' decisions are final and unchangeable.
5. Strictly no food and drink are allowed at the competition area!

Procedures

Pre-Primary 6 - Semi Final

5 - 7 Years

Individual Competition:

Each student will compete individually.

Competition Area:

The competition area will be divided into designated lanes. Each lane will feature four (4) challenge stations: Phonics, Number Operations, Logical Patterns and Grammar.

Competition Structure:

1. In each lane, each station will have specific instructions/clues to be followed by the students.
2. The student must successfully complete 1 (one) challenge before they could continue to the next challenge.
3. In every challenge, the student will get 2 (two) Jungle Animal to be matched with the real picture at the finish line.

The Flow

Station 1: Phonics

1. The participant walks to Station 1 at the signal.
2. Word cards with missing letters are displayed.
3. The participant completes each word with the correct letter.
4. After completion, the participant will get 2 (two) Jungle Animals and passes the obstacle to Station 2.

Station 2: Number Operations

1. At Station 2, number problems are displayed.
2. The participant solves the addition and subtraction problems using the provided materials.
3. After completion, the participant will get 2 (two) Jungle Animals and passes the obstacle to Station 3.

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Station 3: Logical Patterns

1. At Station 3, words pattern cards are displayed.
2. The participant identifies and writes the correct the patterns.
3. After completion, the participant will get 2 (two) Jungle Animals and passes the obstacle to Station 4.

Station 4: Grammar

1. At Station 4, sentence cards are displayed.
2. The participant rewrites the sentence with correct capitalization and punctuation.
3. After completion, the participant will get the last 2 (two) Jungle Animal and passes the obstacle to reach the finish line.

Final:

1. At the finish line, participant will match the Jungle Animal with the real animal picture on the table.
2. Once all the Jungle animals matched with the real animal pictures, they have to raise their hands to signal completion.

Scoring:

The winner will be determined by the fastest time to complete all the tasks, navigate all obstacles, and finish by raising their hands as completion signal. The best 8 (eight) students will compete in Final round.

Competition Rules & Regulations

Pre-Primary 5&6 Final

5 - 7 Years

Individual Competition:

1. A whiteboard and chairs will be prepared on the stage.
2. At the start of the competition, 8 (eight) semi-finalists from PP5 and 8 (eight) semi-finalists from PP6 will enter the stage separately. These students will compete for the Top 3 positions to win trophies.
3. The main judge will begin by introducing all judges and providing an overview of the competition rules and procedures.

Note: Judge's decision is final and must be respected by all participants and audiences.

Challenges:

1. Literacy Challenge - Reading Fluency:
 - Each student will receive a sentence card and have to read the sentence aloud.
 - A correct reading earns 1 point.
 - A correct reading within 15 seconds earns an additional 1 point.
2. Mathematics Challenge - Subtraction:
 - Each student will get a subtraction problem.
 - A correct answer earns 1 point.
 - Solving correctly within 10 seconds earns an additional 1 point.

Scoring:

1. Points will be totaled at the end of the competition.
2. The Top 3 students from both PP5 and PP6 will receive Trophies, Medals, and Certificates.

Venue

Smartology 3 & 4

Pre-Primary 5 & 6



📍 Main Atrium, Grand Metropolitan Bekasi

Awards

Medal:

(will be given during awarding) for 1st- 8th Rank based on the competition result.

Ribbon:

(will be given during awarding) for 9th - 12th Rank based on the competition result.

Certificate:

Will be given to all winners the Rockstar Academy Elite Championship Preschool & Kindergarten Certificate of Achievement.



Disclaimer of Liability

Participation in all sports and performing arts activities—including but not limited to gymnastics, swimming, basketball, futsal, multi-sports, pickleball, table tennis, tennis, martial arts, parkour, ballet, dance, Broadway, contemporary dance, and cheerleading—involves inherent risks of physical injury or health-related incidents.

While RockStar Academy and its event organizers take all reasonable precautions to create a safe and supportive environment—including the provision of qualified medical personnel on standby during events (where applicable)—we shall not be held liable for any injuries, accidents, or medical conditions that may arise during training sessions, rehearsals, or competitions.

By participating in any activity, members and their parents or legal guardians acknowledge and accept full responsibility for all associated risks and confirm that their participation is entirely voluntary.

Please ensure you have thoroughly reviewed the event guide. Submission of your registration and payment constitutes your full understanding and acceptance of all event terms and conditions.

We remain fully committed to safety and emergency readiness; however, the final responsibility lies with each participant and their parent or guardian.

RockStar Academy's Events/Competitions Code of Conduct

To maintain the integrity and spirit of the RockStar Academy's Events (Testing / Recitals) & Competitions, all participants, parents, coaches, and supporters are required to adhere to the following guidelines:

1. Positive Conduct

All communication, including on social media, must reflect positivity and respect. Negative, offensive, or harmful content directed at the competition, participants, staff, or organization will not be tolerated.

2. Judges' Decisions

All judges' scores and decisions are final. Participants and supporters are expected to respect these outcomes without dispute.

3. Respect and Sportsmanship

Competitors, parents, and coaches must demonstrate respect toward fellow participants, staff, and opponents at all times. Good sportsmanship is a core value of this competition.

4. Dispute Resolution

Any disputes, concerns, or appeals must be submitted only by email (studentcare.id@rockstaracademy.com) to the designated competition address. Such matters must not be raised during event/competition time to ensure a smooth and professional event.

5. Compliance and Consequences

Failure to comply with these guidelines may result in sanctions, including the disqualification of an individual or team, at the discretion of the organizing committee.

6. Agreement to Terms

By submitting payment for the event/competition, participants and their representatives acknowledge and agree to all Terms & Conditions outlined in this Guide.



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