



6 mo - 7 yrs

Elite Preschool & Kindergarten CHAMPIONSHIPS ★ KINDERGARTEN

Exclusively For Preschool & Kindergarten Students

Competition Guide



Preschool & Kindergarten Students ONLY

★ **Summer Term 2026** ★

RockStar Academy Gymnastics Studio & Main Atrium Grand Metropolitan Bekasi

Saturday, 18 July 2026

Registration

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

Category	Registration Period	VIP		PREMIER	
		All Academy Except PK	23 Paskal Bandung	All Academy Except PK	23 Paskal Bandung
Early Bird	22 June - 12 July 2026	198,000 IDR	168,000 IDR	248,000 IDR	198,000 IDR
Regular	13-17 July 2026	248,000 IDR	198,000 IDR	298,000 IDR	248,000 IDR
Event Day	18 July 2026	298,000 IDR	248,000 IDR	358,000 IDR	298,000 IDR

Requirements

Class Level	Age
Learn & Play I (Crawler)	(6-11 Months)
Learn & Play I (Walker)	(12-18 Months)
Learn & Play 2	(19-35 Months)
Smartology 3	(3-4 Years)
Smartology 4	(4-5 Years)
Pre-Primary 5	(5-6 Years)
Pre-Primary 6	(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	10:30 - 11:30	RSA Gymnastics Studio
12:45 - Awarding Learn and Play 2 & I (Crawler & Walker)			
Smartology 3	12:00 - 13:00	13:00 - 14:15	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, 18 July 2026

Time	Class Subject
10:00	Jumper 24-35 mo
11:00	Gym U4



Competition Rules & Regulations

Learn & Play I

Crawler (6-11 Months)

1. Students between 6 - 11 months may enter the contest as long as they are not walking yet.
2. Students below 6 months and above 11 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, can be encouraged to crawl to the finish line.
5. Parents/legal guardians are not allowed to use food to lure the student.
6. Any motivation strategy can be used: Parents/legal guardians can wave toys, using video or any things to entice their child to cross the finish line. No bad words or foods allowed.
7. Only maximum 2 (two) adult 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.
8. Parents/legal guardians are NOT allowed to push, pull or touch their child during the race.
9. Participants will be **DISQUALIFIED** if one of the parents/legal guardians touches the child once the race starts.
10. Any child standing or begin to walk will be **DISQUALIFIED**.
11. Participants with the same time 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.
12. Strictly no food and drink are allowed 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 rules:

1. The participant starts at the signal.
2. A picture card will be shown to the participant at the start line.
3. At the finish line, several picture cards are displayed.
4. The participant crawls toward the finish line and selects the matching picture card.
5. Once the correct picture card is selected, the challenge is completed.
6. Parents could bring any toys to lure the student to the finish line, without touching them.

● Scoring:

The winner will be determined by the fastest time to complete the crawling challenge and correctly select the matching picture card.



Competition Rules & Regulations

Learn & Play I

Walker (12-18 Months)

1. Students between 12-18 months may enter the contest as long as they are start walking.
2. Students below 12 months and above 18 months on the competitions 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 1 (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 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: Object Transfer, Shape Matching, and Stacking Challenge.

● Competition Structure:

In each lane, each station will have specific instructions/clues to be followed by the students. The student must successfully complete 1 (one) challenge before they could continue to the next challenge.

The Flow

● Station 1 (Object Transfer)

1. The participant walks to Station 1 at the signal.
2. Several colored balls are placed inside a basket. An empty basket is placed beside the participant.
3. The participant transfers all the balls into the empty basket.
4. After completion, the participant proceeds to Station 2

● Station 2 (Shape Matching)

1. At Station 2, shape pieces and matching board are provided.
2. The participant matches each shape to the correct outline on the board.
3. After completion, the participant proceeds to Station 3.



The Flow

● Station 3 (Stacking Challenge)

1. At Station 3, stacking blocks are placed on the floor.
2. The participant stacks the blocks to build a tower.
3. After successfully stacking all the blocks, the participant proceeds to the finish line.

● Scoring:

The winner will be determined by the fastest time to complete all stations and reach the finish line.

Venue

Learn & Play | Crawler (6-11 mo) / Walker (12-18 mo)



📍 **Gymnastics Studio, RSA Grand Metropolitan Bekasi**

Jl. KH. Noer Ali, RT.007/RW.003, Pekayon Jaya, South Bekasi District,
Bekasi City, West Java 17148



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 5 (five) challenge stations: Letter Recognition, Number Recognition, Visual Discrimination, 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 1 (one) dinosaur part to be assembled at the finish line.

The Flow

● Station 1 (Letter Recognition)

1. The participants will start at the signal.
2. Alphabet houses and alphabet letters are provided.
3. The participant places each letter into its matching alphabet house.
4. After completion, the participant will receive 1 (one) Dinosaur body part and have to pass the obstacle to reach Station 2.



The Flow

● Station 2 (Number Recognition)

1. At Station 2, number cards and counting object are provided.
2. The participant says the number shown on the card.
3. The participant counts and places the correct number objects.
4. After completion, the participant will receive 1 (one) dinosaur body part and have to pass the obstacle to reach Station 3.

● Station 3 (Visual Discrimination)

1. At Station 3, objects are displayed.
2. Each set contains one object that does not belong to the group.
3. The participant identifies the odd one out.
4. After completion, the participant will receive 1 (one) dinosaur body part and have to pass the obstacle to reach Station 4.

● Station 4 (Shapes Recognition)

1. At Station 4, shape pieces and shape houses are provided.
2. The participant sorts each shape into its matching house.
3. After completion, the participant will receive 1 (one) dinosaur body part and have to pass the obstacle to reach the finish line.

● Final:

1. At the finish line, the students have to arrange the dinosaur body part according to its place.
2. Once the Dinosaur picture assembled, they have to shake the dinosaur egg as a completion signal

● Scoring:

The winner will be determined by the fastest time to reach the finish line, complete all the task, navigate the obstacle and shake the dinosaur egg.



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 Sound Recognition, Counting Objects, Visual Discrimination, and Shape Construction.



● 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 one (1) Dinosaur Body Part to be assembled at the finish line.

The Flow

● Station 1 (Letter Sound Recognition)

1. The participant will start at the signal.
2. Uppercase and lowercase letters are provided on the table.
3. The judge says a letter sound.
4. The participant finds the matching uppercase and lowercase letters.
5. After completion, the participant will receive 1 (one) Dinosaur body part and have to pass the obstacle to reach Station 2.

● Station 2 (Counting Objects)

1. At Station 2, groups of objects are displayed.
2. Number cards and markers are provided.
3. The participant counts the objects and writes the correct number.
4. After completion, the participant will receive 1 (one) Dinosaur body part and have to pass the obstacle to reach Station 3

● Station 3 (Visual Discrimination)

1. At Station 3, picture cards are displayed.
2. Each set contains one item that does not belong to the group.
3. The participant identifies the odd one out.
4. After completion, the participant will receive 1 (one) Dinosaur body part and have to pass the obstacle to reach Station 4.



The Flow

● Station 4: (Shape Construction)

1. At Station 4, shape outline cards and dough are provided.
2. The participant uses the dough to recreate the given shape.
3. After completion, the participant will get the last dinosaur body part and have to pass the obstacle to reach the finish line.

● Final:

1. At the finish line, participants will assemble all Dinosaur Body Parts to complete the dinosaur.
2. Once the dinosaur is completed, the participant must shake the dinosaur egg 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 start on the station 1 (one).
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 at 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: Beginning Sound Recognition, Simple Addition, Reading, 3D Shape Recognition, and Practical Life 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 one (1) Dinosaur Body Part to be assembled at the finish line.

The Flow

● Station 1 (Beginning Sound Recognition)

1. The participant will start at the signal.
2. Letter cards and object cards are provided.
3. The participant matches the object with its beginning letter sound.
4. After completion, the participant will receive 1 (one) Dinosaur body part and have to pass the obstacle to reach Station 2



● Station 2 (Simple Addition)

1. At Station 2, simple addition problems are displayed.
2. The participant solves the problems by writing the correct answers.
3. After completion, the participant will receive 1 (one) Dinosaur body part and have to pass the obstacle to reach Station 3.

● Station 3: (Reading)

1. At Station 3, CVC word cards and picture cards are provided.
2. The participant reads each CVC word.
3. The participant matches the word with the correct picture.
4. After completion, the participant will receive 1 (one) Dinosaur body part and have to pass the obstacle to reach Station 4.

● Station 4: (3D Shape Recognition)

1. At Station 4, 3D shape labels and object cards are provided.
2. The participant sorts the objects according to their matching 3D shape.
3. After completion, the participant will receive 1 (one) Dinosaur body part and have to pass the obstacle to reach Station 5.

● Station 4: (Practical Life Skill)

1. At Station 5, two containers and pouring materials are provided.
2. The participant transfers the materials from one container to another using the pouring technique.
3. After completion, the participant will get the last dinosaur body part and have to pass the obstacle to reach the finish line.

● Final:

1. At the finish line, participants will assemble all Dinosaur Body Parts to complete the dinosaur.
2. Once the dinosaur is completed, the participant must shake the dinosaur egg to signal completion.

● Scoring:

The winner will be determined by the fastest time to complete all tasks, navigate all obstacles, assemble the dinosaur, and raise their hand as the 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 (5) challenge stations: Sentence Structure, Dynamic Subtraction, 3D Nets, Tertiary Colors, and Parts of a Flower.



● 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 one (1) Dinosaur Fossil Piece to be assembled at the finish line.

The Flow

● Station 1 (Sentence Structure)

1. The participant will start at the signal.
2. Sentence cards are provided.
3. The participant reads and rewrites the sentence correctly.
4. After completion, the participant will receive 1 (one) Dinosaur Fossil Piece and have to pass the obstacle to reach Station 2.

● Station 2 (Dynamic Subtraction)

1. At Station 2, subtraction problems and place value materials are provided.
2. The participant solves the dynamic subtraction problems.
3. After completion, the participant will receive 1 (one) Dinosaur Fossil Piece and have to pass the obstacle to reach Station 3.

● Station 3 (3D Nets)

1. At Station 3, 3D shape names and net cards are displayed.
2. The participant matches each 3D shape name with the correct net.
3. After completion, the participant will receive 1 (one) Dinosaur Fossil Piece and have to pass the obstacle to reach Station 4.



● Station 4 (Tertiary Color)

1. At Station 4, tertiary color cards are provided.
2. The participant identifies the color combination needed to create the given tertiary color.
3. After completion, the participant will receive 1 (one) Dinosaur Fossil Piece and have to pass the obstacle to reach Station 5.

● Station 5 (Parts of a Flower)

1. At Station 5, a flower diagram and labels are provided.
2. The participant identifies and places the labels on the correct flower parts.
3. After completion, the participant will get the last dinosaur body part and have to pass the obstacle to reach the finish line.

● Final:

1. At the finish line, participants will assemble all Dinosaur Fossil Pieces to complete the dinosaur skeleton.
2. Once the dinosaur skeleton is completed, the participant must shake the dinosaur egg to signal completion.

● Scoring:

The winner will be determined by the fastest time to complete all tasks, navigate all obstacles, assemble the dinosaur skeleton, and shake the dinosaur egg as the completion signal. The best 8 (eight) students will compete in the 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 1 (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 five (5) challenge stations: Sentence Structure, Dynamic Subtraction, 3D Nets, Tertiary Colors, and Parts of a Flower.



● 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 one (1) Dinosaur Fossil Piece to be assembled at the finish line.

The Flow

● Station 1 (Sentence Structure)

1. The participant walks to Station 1 at the signal.
2. Sentence cards are provided.
3. The participant reads and rewrites the sentence correctly.
4. After completion, the participant will receive 1 (one) Dinosaur Fossil Piece and have to pass the obstacle to reach Station 2.

● Station 2 (Dynamic Subtraction)

1. At Station 2, subtraction problems and place value materials are provided.
2. The participant solves the dynamic subtraction problems.
3. After completion, the participant will receive 1 (one) Dinosaur Fossil Piece and have to
4. pass the obstacle to reach Station 3.

● Station 3 (3D Nets)

1. At Station 3, 3D nets are displayed.
2. The participant identifies and names the corresponding 3D shape.
3. After completion, the participant will receive 1 (one) Dinosaur Fossil Piece and have to pass the obstacle to reach Station 4



● Station 4 (Tertiary Color)

1. At Station 4, tertiary color cards are provided.
2. The participant identifies the color combinations needed to create the given tertiary color.
3. After completion, the participant will receive 1 (one) Dinosaur Fossil Piece and have to pass the obstacle to reach Station 5.

● Station 5 (Parts of a Flower)

1. At Station 5, a flower diagram and labels are provided.
2. The participant identifies and places the labels on the correct flower parts.
3. After completion, the participant will get the last dinosaur body part and have to pass the obstacle to reach the finish line

● Final:

1. At the finish line, participants will assemble all Dinosaur Fossil Pieces to complete the dinosaur skeleton.
2. Once the dinosaur skeleton is completed, the participant must shake the dinosaur egg to signal completion.

● Scoring:

The winner will be determined by the fastest time to complete all tasks, navigate all obstacles, assemble the dinosaur skeleton, and shake the dinosaur egg as the completion signal. The best 8 (eight) students will compete in the 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**

Jl. KH. Noer Ali, RT.007/RW.003, Pekayon Jaya, South Bekasi District,
Bekasi City, West Java 17148



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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