

# Elite Preschool & Kindergarten CHAMPIONSHIPS ★★



**MINI CHAMPS – BIG WINS!**  
EXCLUSIVELY FOR PRESCHOOL & KINDERGARTEN STUDENTS

## Competition Guide

## Preschool & Kindergarten Students ONLY

Fall Term 2025

RockStar Academy Gymnastics Studio  
& GF Atrium Gajah Mada Plaza

Saturday, 11 October 2025

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 September - 5 October 2025	198,000 IDR	168,000 IDR	248,000 IDR	198,000 IDR
Regular	6 - 10 October 2025	248,000 IDR	198,000 IDR	298,000 IDR	248,000 IDR
Event Day	11 October 2025	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)

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## Rundown

Level	Pre-Registration	Competition	Venue
Learn & Play 2	09:00 - 10:00	10:00 - 12:30	GF Atrium
Learn & Play I Crawler	10:00 - 11:00	11:00 - 11:30	RSA Gymnastics Studio
Learn & Play I Walker	10:30 - 11:30	11:30 - 11:15	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

### Gajah Mada Plaza

Saturday, 11 October 2025

Time	Class Subject
11:00	Baby Jumper 24-35 mo

## 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 parent/legal guardian 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 may not walk beside the child to encourage him or her and are not allowed to food to lure.
6. Only maximum of two adults will be allowed on the competition area with each child. One adult will stay behind the baby at the start line and the other one - at the finish line.
7. Only students are allowed to be on the competition area.
8. Students cannot be push-started over the line.
9. Parents are NOT allowed to push, pull or touch their children while they are on competition area.
10. Participants will be disqualified if one of the parents touches the child once the race starts.
11. Any child standing up or begin to walk will be disqualified.
12. Any motivational strategy can be used: parents can wave toys, cell phones or keys to entice their little one to cross the finish line. No load or bad words are allowed.
13. 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.
14. Strictly no food and drinks are allowed at 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. At the start signal, each participant must crawl along their designated lane toward the basket placed at the center of the track.
2. The participant must collect one (1) "space rock" from the basket.
3. After retrieving the space rock, the participant must continue crawling to the finish line and place it inside the rocket dock.

#### Scoring:

The winner will be determined based on the fastest completion time, measured by reaching the finish line and successfully placing the space rock in the rocket dock.



## 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 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 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 Sort, Shape Match, and Object Match.

#### 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 Sort

1. When the start signal is given, participants proceed to the first station.
2. They will find scarves of different colors inside a galaxy jar and a set of balls.
3. The task is to match each scarf with the ball of the same color.
4. After completing the task, participants move through an obstacle course to reach Station 2.

### Station 2: Shape Match

1. At the second station, participants will see meteorites of different shapes and corresponding "meteor homes".
2. The task is to place each meteorite into its correct home based on shape.
3. Once completed, participants continue through an obstacle course to reach Station 3.

## Station 3: Object Match

1. At the third station, participants will find alien eggs containing various objects.
2. After opening all the eggs, they must match each object to the correct picture provided.
3. Upon completion, participants proceed through the final obstacle course to reach the finish line.

### Scoring:

The winner will be the participant who completes all stations and taps the rocket dock at the finish line in the fastest time.

## Venue

Learn & Play I

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



📍 Gymnastics Studio, RSA Gajah Mada Plaza



## 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: Letter recognition, Color Sort, Counting, and Object 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) planets to be assembled on the Solar System picture at the finish line.

## The Flow

### Station 1: Letter Recognition

1. When the start signal is given, participants proceed to the first station.
2. They will find stones marked with letters and hidden letters beneath. The task is to match each stone letter with its corresponding hidden letter.
3. After completing the task, participants receive 2 planets and pass through the obstacle course to reach Station 2.

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## Station 2: Color Sort

1. At Station 2, participants will see stars in different colors and picture cards on the other side.
2. The task is to match each star with the picture of the same color.
3. Once completed, they receive 2 planets and pass through the obstacle course to reach Station 3.

## Station 3: Counting

1. Participants will find number cards on the Mission Control desk and pictures of star constellations.
2. The task is to count the stars in each constellation and match the total with the correct number card.
3. After completing the task, they receive 2 planets and move through the obstacle course to Station 4.

## Station 4: Object Recognition

1. At the final station, participants will receive outer space objects along with picture cards.
2. The task is to match each object with the correct picture card.
3. After completing the task, they collect the last 2 planets and pass through the obstacle course to the finish line.

## Final:

1. At the finish line, participants must assemble all their collected planets onto the solar system picture.
2. Once the solar system is complete, they must grab the star beanbag to signal completion.

## Scoring:

The winner will be determined by the fastest time to complete all the tasks, navigate all obstacles, and finish by grabbing the star beanbag.

## 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, Pattern, Counting, 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) planets to be assembled on the Solar System picture at the finish line.

## The Flow

### Station 1: Letter Recognition

1. Upon reaching Station 1, participants will see an outer space sensory bin.
2. Inside the bin are uppercase and lowercase letters.
3. The task is to match each uppercase letter with its lowercase pair and place them on the alphabet board.
4. Once all letters are matched, participants will receive 2 planets and pass through the obstacle course to reach Station 2.

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## Station 2: Pattern

1. At Station 2, participants will see alien toys on the table arranged in an ABAB pattern.
2. The task is to help the alien complete the pattern by continuing the sequence correctly.
3. After finishing the pattern, participants will receive 2 planets and move through the obstacle course to reach Station 3.

## Station 3: Counting

1. On the mission board, participants will find number cards and constellation cards.
2. The constellation cards have missing stars.
3. The task is to complete the constellation using pompoms, then count the total number of stars and match it with the correct number card.
4. Once completed, participants will receive 2 planets and continue through the obstacle course to reach Station 4.

## Station 4: Shapes Recognition

1. At Station 4, participants will see a rocket picture along with Magna-Tiles® shapes.
2. The task is to build the rocket using the Magna-Tiles® according to the picture.
3. After completing the rocket, participants will receive the final 2 planets and pass through the last obstacle to reach the finish line.

## Final:

1. At the finish line, participants must assemble all their collected planets onto the solar system picture.
2. Once the solar system is complete, they must grab the star beanbag to signal completion.

## Scoring:

The winner will be determined by the fastest time to complete all the tasks, navigate all obstacles, and finish by grabbing the star beanbag.

## Competition Rules & Regulations

Smartology 4

4 - 5 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

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: Letter Sound, Pattern, Counting, and Shape Art.

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## 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) planets to be assembled on the Solar System picture at the finish line.

## The Flow

### Station 1: Letter Sound

1. Participants will see four objects, each with a different beginning letter.
2. The task is to say the name of each object and then find its correct beginning letter on the alphabet board.
3. After matching all objects with their corresponding letters, participants will receive 2 planets and pass through the obstacle course to reach Station 2.

### Station 2: Pattern

1. At Station 2, participants will see alien toys on the table arranged in an ABAB pattern.
2. The task is to help the alien complete the pattern by continuing the sequence correctly.
3. Once completed, participants will receive 2 planets and move through the obstacle course to reach Station 3.

### Station 3: Counting

1. At the dock table, participants will see pictures of groups of objects along with a number card.
2. The task is to identify and circle the correct group of objects that matches the number given.
3. After completing the task, participants will receive 2 planets and continue through the obstacle course to reach Station 4.

## Station 4: Shape Art

1. At Station 4, participants will be given a rocket model along with art supplies.
2. The task is to recreate the rocket using the shapes provided.
3. Once the rocket is completed, participants will receive the final 2 planets and pass through the last obstacle to reach the finish line.

## Final:

1. At the finish line, participants must assemble all their collected planets onto the solar system picture.
2. Once the solar system is complete, they must grab the star beanbag to signal completion.

## Scoring:

The winner will be determined by the fastest time to complete all the tasks, navigate all obstacles, and finish by grabbing the star beanbag.

## 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 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!

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## 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 line will have 5 (five) challenges station: Letter Sound and Writing, Subtraction, Reading, Pattern, and Geometry Art.

### 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) planets to be assembled on the Solar System picture at the finish line.

## The Flow

### Station 1: Letter Sound & Writing

1. Participants will find toys with pictures on them. They must say the toy's name and identify the correct beginning letter.
2. On the picture card, they must write the object's name.
3. After completing the task, participants will receive 2 planets and pass through the obstacle course to reach Station 2.



## Station 2: Subtraction

1. At Station 2, participants will be given a subtraction problem on a rocket card, along with space-themed manipulatives to help solve it.
2. The task is to compute and solve the subtraction problem.
3. Once solved, participants will receive 2 planets and continue through the obstacle course to Station 3.

## Station 3: Reading

1. Participants will receive 5 CVC word cards and 5 sight word cards.
2. The task is to read each word correctly.
3. After reading all the cards, participants will receive 2 planets and proceed through the obstacle course to Station 4.

## Station 4: Pattern

1. At Station 4, participants will receive 2 space-themed pattern cards in an ABCABC sequence, along with coloring markers.
2. The task is to complete the sequence on the pattern cards.
3. Once completed, participants will receive 2 planets and pass through the obstacle course to reach Station 5.

## Station 5: Geometry Art

1. At Station 5, participants will be given a 2D tangram blueprint of a rocket along with craft supplies.
2. The task is to build the rocket using the tangram shapes and then decorate it with the materials provided.
3. After completing the rocket, participants will receive the final 2 planets and pass through the last obstacle to reach the finish line.

## Final:

1. At the finish line, participants must assemble all their collected planets onto the solar system picture.
2. Once the solar system is complete, they must grab the star beanbag to signal completion.

## Scoring:

The winner will be determined by the fastest time to complete all the tasks, navigate all obstacles, and finish by grabbing the star beanbag. 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 five (5) challenge stations: Letter Sound and Writing, Subtraction, Reading, Pattern, and Geometry Art.

### 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) planets to be assembled on the Solar System picture at the finish line.

## The Flow

### Station 1: Letter Sound & Writing

1. Participants will find toys with pictures on them. They must say the toy's name and identify the correct beginning letter.
2. On the picture card, they must write the object's name.
3. After completing the task, participants will receive 2 planets and pass through the obstacle course to reach Station 2.

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## Station 2: Subtraction

1. At Station 2, participants will be given a subtraction problem on a rocket card, along with space-themed manipulatives to help solve it.
2. The task is to compute and solve the subtraction problem.
3. Once solved, participants will receive 2 planets and continue through the obstacle course to Station 3.

## Station 3: Reading

1. Participants will receive 5 simple sentence.
2. The task is to read each word correctly.
3. After reading all the cards, participants will receive 2 planets and proceed through the obstacle course to Station 4.

## Station 4: Pattern

1. At Station 4, participants will receive 2 space-themed pattern cards in an ABCABC sequence, along with coloring markers.
2. The task is to complete the sequence on the pattern cards.
3. Once completed, participants will receive 2 planets and pass through the obstacle course to reach Station 5.

## Station 5: Geometry Art

1. At Station 5, participants will be given a 2D tangram blueprint of a rocket along with craft supplies.
2. The task is to build the rocket using the tangram shapes and then decorate it with the materials provided.
3. After completing the rocket, participants will receive the final 2 planets and pass through the last obstacle to reach the finish line.

## Final:

1. At the finish line, participants must assemble all their collected planets onto the solar system picture.
2. Once the solar system is complete, they must grab the star beanbag to signal completion.

## Scoring:

The winner will be determined by the fastest time to complete all the tasks, navigate all obstacles, and finish by grabbing the star beanbag. 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:
  - Each student will read a short story.
  - A correct reading earns 1 point.
  - Answering a comprehension question based on the story within 15 seconds earns an additional 1 point.



## 2. Mathematics Challenge - True or False:

- Each student will determine whether an addition or subtraction sentence is true or false.
- 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



📍 GF Atrium Gajah Mada Plaza

## Awards

### Medal:

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

### Ribbon:

(will be given during awarding) for 9<sup>th</sup> - 12<sup>th</sup> 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](mailto: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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