

## JAMZ MUSIC REQUIREMENTS

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

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

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

- It is the Music reps responsibility to start the track from the correct time, 0:00:00
- It is the Music reps responsibility to start/pause the music

### Using MP3's/Phones:

1. Device **MUST** have headphone jack, free and clear of any debris.
  - Using a device that requires an adapter as a headphone port is prohibited and will most likely cause the music to stop during the routine. (Even with using a certified Apple Dongle). If using a device with an adapter is the only choice, then music interruption will be the fault of the team.
  - JAMZ WILL provide all other necessary audio connections and sound equipment.
2. All cases **MUST** be removed from device.
  - If case is not removed before the DJ receives the device, then the DJ will remove it. JAMZ and their Audio Staff will not be held responsible for damaged phones/cases.
3. It is **NOT** recommended to play music from YouTube or other streaming services.
  - Music may stop due to lack of signal strength at venue.
4. Use the device settings to make sure auto lock feature is set to never.
  - Music rep must know password if device locks.
  - If device locks music playback may be interrupted.
5. The MP3 device should be fully charged at all times.
6. If using phone set to airplane mode.
7. Music rep is responsible for making sure proper connection is made between device and audio cable, including adapters.
8. Once device is connected to audio cable, raise volume to 100%

### Using CD's:

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

