



Freestyle Highline and Speed Highline

Contest Rules and Regulations
V1, Mai 2022

The highline freestyle contest will take place during the LAAX Highline World Championships from 15-17th of July 2022 with a warm-up day for athletes on the 14th of July. A speed highline world cup will take place at the same time.

All information can be found here: www.swiss-slackline.ch/laax



Table of Contents

Organization and contacts	3
Highline Freestyle World Championship	3
Seeding	3
Automatic Qualification	3
Qualifying Events	4
Wild Cards	4
Judges	4
Prize Money	4
Rigging	5
Preparation	5
Highline Maintenance	5
Safety	5
Time on the lines before the competition	6
Qualifications	6
Format	6
Judging	7
Difficulty Scoring (45pts)	7
Combo scoring (25pts)	7
Control and Style (30pts)	7
Wow/Show (10pts)	8
Final stages	8
Description of a battle	9
Warm-up	9
PART 1 : Timed Battle	9
PART 2 : Best trick	10
Judging System for the finals	10
Speed Highline World Cup	12
Seeding	12
Wild Cards	12
Rigging	12
Preparation	12
Safety	13
Warmup and Qualification	13
Finals	13
Race and Finish	14
Prize Money	14
Combination (Freestyle and Speed)	15
Prize Money	15

Organization and contacts

The event is organized by the Swiss Slackline Federation and co-organized by the ISA Sport Commission, Swiss Highline, and the local club Grischa Slack.

More info: [LAAX Highline World Championships – Swiss Slackline \(swiss-slackline.ch\)](https://swiss-slackline.ch)

Organizational Team

President Swiss Slackline: Thomas Buckingham, thomas.buckingham@swiss-slackline.ch

President Swiss Highline: Nina Mappes, nina@swiss-highline.ch

President Grisch Slack: Ramun Tomaschett, info@grischaslack.ch

President ISA Sport Commission: Isidro Rocua, isidro@slacklineinternational.org

Lead Rigger: Ramun Tomaschett, info@grischaslack.ch

Lead Rescue: Sarah Gmeiner, sarah@slacklineinternational.org

Head Judge: Isidro Rocua isidro@slacklineinternational.org

Highline Freestyle World Championship

Seeding

As Highline Freestyle is a young sport with only a handful of competitions having taken part so far, we sought to find fair qualification criteria for the World Championships. Since there are, for the moment, more male than female athletes competing on a top level, there will be more male athletes invited to compete.

Automatic Qualification

As qualification criteria we have taken the results of the ISA ranking list which takes into account the highline freestyle “pandemic open” 1 and 2 and the results of all most recent competitions around the world. Upon that, we have taken into account those athletes who have been most inventive in the sport - this after discussion with advisors and the judges. Furthermore the best Swiss Athletes are qualified - due to the competition taking place in Switzerland and the audience onsite being mostly Swiss. We hope that we did justice to all athletes with the selection of the following people.

For up to date information on participating athletes, go to the website of the event.

www.swiss-slackline.ch/laax

Qualifying Events

At the following Events the judges and organizational committee will decide if athletes can be qualified for the World Championship. Judges will review the rankins and a qualification is not not guaranteed. The were two possible qualifying events:

- 16. April 2022 - Festislack, France
- 21. Mai 2022 - Esprit Héros Festival, France

Wild Cards

A number of Wild Card spots have been opened as well for the competition. To be considered for these spots, videos had to be sent to the judges until the 24th of May. Wild card spots don't include any travel expenses.

Judges

We selected five experienced judges to guarantee a fair competition.

- Enzo Fuchs, FR
- Augustin Moinat, CA
- Isidro Rocua, CL
- Axel Weber, DE
- Rory Stephenson, NZ

Prize Money

The prize money will be the same for the top 3 male and female. To support the development of the sport, we extend prize money beyond the top 3, but the price of the lower ranks depends on the number of participants in each category.

The price money is as follows (CHF - Swiss Francs):

Rank	1	2	3	4	5	6	7	8
Male	1200	800	600	500	400	300	200	100

Female*	1200	800	600	300	150	50		
---------	------	-----	-----	-----	-----	----	--	--

Rigging

Find a overview of the lines here: <https://s.geo.admin.ch/990e97c2ba>

Preparation

There will be three ~65m freestyle lines for the competition warmup, as identical as possible, and probably two lines for the qualifications and finals.

The lines will be rigged on new pieces of ISA certified webbing (Slacktivity PinkTube), with a Slacktivity RedTube trick-zone, in the middle and a mainline/backup connection to two pieces of Slacktivity Y2K backup, connected with two soft-shackles. Tapes will be sliding on the back-up. The anchors will be redirected to A-frames on one side, and girth-hitch around a structural beam on the other side. All sides will have a dynamometer (linescale) and ISA certified weblocks (Radrigs Orange) for easy tension adjustments.

Before the arrival of the athletes, the local slackliners, the rigging team and the judges will test the lines to try to settle the tension and get the best tension for the length, adjust back-up length. The athletes have communicated their favorite tension before the competition to help with the decision, we will be looking at a base tension somewhere between 2kN and 3kN.

Highline Maintenance

During the competition, the tension will be checked after each run, and adjusted if necessary. Broken tapes will be replaced.

After the testing rounds, if there is a consensus among athletes for a change of tension, it will be done for all lines. The change can also be done between the qualifiers round and the finals rounds.

If an athlete noticed anything unusual with the lines, they must inform the rigging team and not change the set-up themselves.

Safety

The rigging team is composed of ISA certified riggers. The set-up for this competition will be state of the art concerning safety. If an athlete noticed anything unusual with the lines, they must inform the rigging team and not change the set-up themselves. Participants will be buddy checked before getting on the line and if not, they must always ask for a buddy check. Freesolo or swami highlining is forbidden. Around the lines, athletes must also use personal safety equipment wherever necessary. Roller carabiners on the line must be attached to two gear loops when not in use.

We hope there will not be any injury during the competition, but we are prepared. There will be a rescue kit onsite and the rigging and rescue team will do some training on these lines specifically before the arrival of the athletes. There will be a designated rescue team on site at any moment where someone is on a line. Trained First aid personnel will then take care of the injured person.

The person buddy checking will perform the following tasks:

- Check the harness, leash and knots
- Check for jewelry and other sharp objects on clothes, etc
- Check for items that could fall
- Let athletes know that the roller carabiner has to be connected properly
- Help to stop the surfing of the line after a leash fall or catch

Time on the lines before the competition

Athletes will arrive on site on the 14th of July, in the morning. During Thursday, the 14th of July, the athletes will be randomly sorted for time slots during which a line will be reserved for them. They can shift their spots depending on arrival times on the 14th. These time slots will be of at least 30 minutes, likely 45 minutes. This will depend on the final number of lines available and athletes participating. The time will be strictly monitored to keep this fair for everyone.

The qualifying rounds will be on the 15th the whole day. To ensure a fair competition, all athletes will have the same line-time before the qualifiers.

Qualifications

Qualifications are scheduled to happen on the 15th, if the weather allows. The order for the qualifications will be decided by a random selection, on Thursday evening.

Format

The first athlete will have 5 minutes to warm up. After that, other athletes will warm up while the previous athlete is performing his qualification round on another line.

A speaker will comment on the run, as well as ensure communication between the judges and the athletes on the line.

The runs will be 2 minutes long, timer is starting when announced by the speaker, in accordance with the judges and the athlete. The participant stands up in the middle of the line without bouncing, the speaker does a countdown, and the timer starts. Only then, the participant can start to bounce.

After their run, athletes will exit the line swiftly to leave space for the following competitors.

In all rounds, timers will be displayed big enough to be seen by all competitors from the lines.

Judging

Difficulty Scoring (45pts)

Two judges (experienced with tricks)

- The difficulty score will be calculated based on the tier list available on [Highline Freestyle \(highline-freestyle.com\)](http://highline-freestyle.com).
 - Each judge will rank each bounce from 0 to 11 (or more ?), using decimals if they want. On review, they have to get a consensus or just take their average.
 - New tricks or tricks that were not ranked before will be evaluated by the judges to the best of their ability.
 - Judges will use the tier list as a guideline, but will grade each individual trick, based on their observed difficulty. For example when the execution of a trick influences the difficulty the Judges can rate the trick lower or higher.
- The total score is the sum of 1.5^m where m is the rank for each bounce.
- The athlete getting the top score in the category gets full 45 points, the other athletes get their points proportional to that.

Combo scoring (25pts)

One judge (experienced with judging)

The combo score is made of two parts, one which is just the length of combo, and one subjective

- The subjective part is an overall impression with indications to look for combo difficulty. Therefore, judges will look at (roughly 5 pts each):
 - Original combination, flow
 - Back to back hard tricks, no easy bounce in between.
 - Strong finish of each combo, to feet.
- The length part of the combo is decided by the highest number of bounces the athlete performs without combo interruption. The score is determined by the following table:

Length of combo	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	>15
Points	0	0	1	2	3	4	5	6	7	7.5	8	8.5	9	9.5	10	10

The combo is broken when the athlete falls, does nothing in a bounce or performs consecutive "level 0" similar tricks

Control and Style (30pts)

One judge (any level)

Style is a mostly subjective category, but judges will look for all attempts to make tricks and combos stand out. It includes but is not limited to:

- Extra amplitude
- Variety in spins, rolls and in positions.
- Variation of tricks: for example with grabs.
- Quality of movement (smooth, aggressive,... bring what you got!)

For control, judges will subtract points in the following way, up to a maximum of 12 subtracted points:

- 'Big save' (both arms are moving as well as the upper body, combo is interrupted) -0.5pt
- Catch (only unplanned catches) -1pt
- Leashfall (unless planned and theatrical) -3pt

The total for Control and Style can not be negative.

Wow/Show (10pts)

All judges

- In a battle format, extra points can be awarded for interacting with the other athlete and repeating their trick or combo.
- This will also reward the athlete with the stronger finish.
- Points can be gained for public interaction
- Finally, extra points will be awarded for never- done tricks.

Final stages

Men:

The **8 competitors** with the highest score during qualification will be qualified for the finals. If there is an injury or a competitor decides to drop out, they will drop to 9th place and the 9th qualifier gets ranked one higher. All the finals will be **battles** on two parallel lines. The seeding is based on the scores of the qualifications, following a classic tournament table:

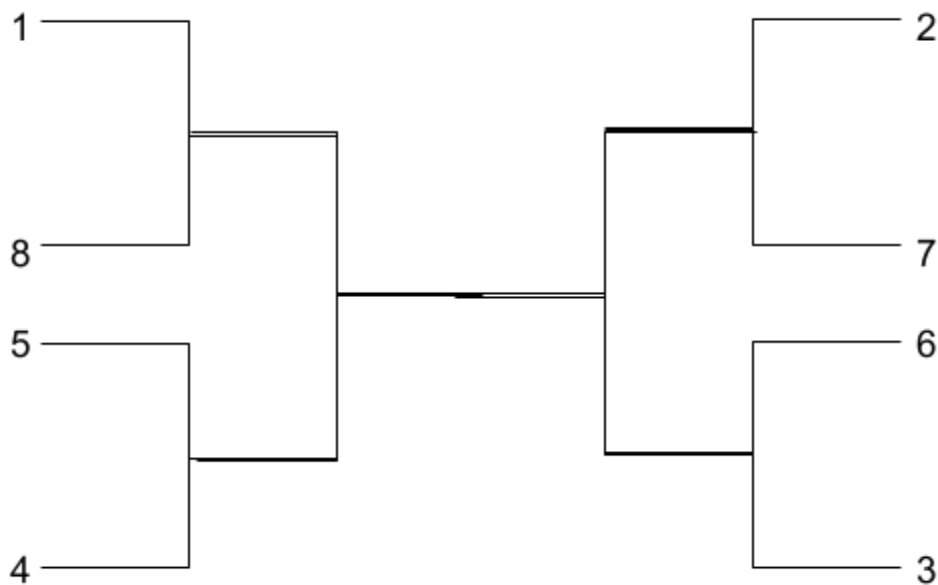


Table of the final phase

If a competitor has to drop out during the final stages, the competitor they were battling is automatically qualified to the next round.

To determine ranks 3 and 4, there will be a small final between the losers of the semi finals.

To determine ranks 5 upwards, we will look back at the rankings from the qualifiers.

Women:

The **4 competitors** with the highest score during qualification will be qualified for the finals. If there is an injury or a competitor decides to drop out, they will drop to 5th place and the 5th qualifier gets ranked one higher. All the finals will be **battles** on two parallel lines. The seeding is based on the scores of the qualifications, following a classic tournament table:

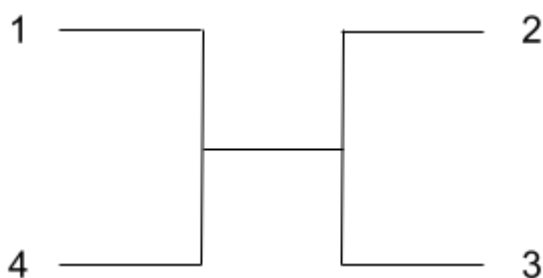


Table of the final phase

Small finals & Finals

If a competitor has to drop out during the final stages, the competitor they were battling is automatically qualified to the next round.

To determine ranks 3 and 4, there will be a small final between the losers of the semi finals.

To determine ranks 5 upwards, we will look back at the rankings from the qualifiers.

Description of a battle

If the athletes can agree on who goes first they may do so, otherwise there will be a coin flip to decide.

Warm-up

The two athletes have a 1 minute warm-up on the line, before a 30 second rest to calm the line and get ready for the timed battle. There will be someone at the anchor to help stabilize the line during the warmup and the battle.

PART 1 : Timed Battle

- In turn, the two participants (A & B) have **2 minutes** of run on their respective lines.
- The first participant (A) begins. They stand with the line stable and when they are ready, they start their run after an explicit sign to the speaker (their timer starts).
 - Their timer is paused, after one of the following event:
 - They stop the combo in a controlled manner and signal to the judges/speaker by making an X with their forearms.
 - They take a leashfall.
 - The timer reaches zero.
- If the opponent (B) has some time left, it's their turn. They stand with the line stable and when they are ready, they start their run after an explicit sign to the speaker (their timer starts).
- And so on, until the timer of both competitors reaches zero.
 - If a competitor doesn't have time anymore, their opponent can still do some short breaks in their remaining time.
 - The break time allowed is the following :
 - Time get back on the line (if a leash fall happen) + Time to stabilize it (people at the anchor will help to gain time)
 - As soon as the line is stabilized and the other athlete has finished his turn, the participant has to start in the following 10s. Then the timer starts.

PART 2 : Best trick

- At the end of the two timed runs, 3 tries (5 tries for the finals) are given to each participant to make a best trick,
- The participants announce the trick they will try.
 - Athletes are free to choose the best trick they want to try, however once they have chosen they may not change.
- The participants take turns trying the tricks.
- Each try shall not exceed 30 seconds.

Judging System for the finals

The scoring system for the timed Battle is the same as for qualifications, however it should be noted that:

- The number of breaks does not affect the final score, except through the Combo score, so the athlete can adapt his strategy.
 - They can choose to do short and hard combos, longer and easier combos, or even super hard trick shots depending on their strengths.
 - Keep in mind that all falls still affect the scoring.

Best trick score: 20 points, decided by the judges all together. Some points can be given even if the trick is not fully landed

Note : leashfalls do not make athletes lose points if they happen during best tricks.

- The execution of the trick must begin from a standing position on the highline and end in a standing position.
- The performance expected is a single impressive trick. Not a combo. You can use one bounce to go from feet to the starting position and the same to come back to feet after the landing position. Note that those bounces will not be scored. The focus is only on the performance of the best trick, that's why those bounces should be as simple as possible.
- For the trick to be validated, the athlete must be standing and **hold two bounces** after landing (or stabilize the line).
- The realization of the best trick should not **exceed three bounces**:
 - Some tricks only require **one bounce**:
 - Ex: A yodaroll: standing position -> yodaroll (to feet).
 - Others require **two bounces**:
 - Ex: backroll to feet : standing position -> backbounce -> backroll to feet.
 - Others can go up to **three bounces**:
 - Ex: A hammockroll: standing position -> backbounce -> hammockroll -> to standing position.
 - Some examples of not accepted best tricks (considered as combos):

- Front yoda to back yoda : standing position -> front yodaroll (to feet) -> back yodaroll (to feet).
- Standing position -> roll down to shoulder -> double shoulder roll (to shoulderstand) -> shoulder to feet
- Standing position -> orbital to buttbounce -> panicroll to feet
- Even if the best trick is landed first-try, the remaining attempts can be used to improve the execution but the trick must remain the same.

Speed Highline World Cup

To show the full spectrum of highline competitions out there, and due to a growing trend, we will, besides freestyle highline, also hold a speed highline competition. The speed competition will be a mixed category with no gender separation.

Seeding

As specific qualification criteria we have taken the results of the ISA ranking list into account. All athletes invited to compete in Freestyle Highline are also encouraged to take part in Speed Highline. The judges for the Freestyle Highline can also participate in Speed Highline.

Wild Cards

As there have been no online competitions in speed highline we don't have a worldwide comparison. Therefore we opened Wild Card spots for the fastest highliners out there. Videos were sent until the 24th of May.

Rigging

Find a overview of the lines here: <https://s.geo.admin.ch/990e97c2ba>

There will be two ~100m parallel lines for the competition, as identical as possible. The line will be 90m of Slacktivity Y2K with approx 10m of nylon at each end. Before the arrival of the athletes, the rigging team will test the lines and adjust the tensions. A approx 50m section will be marked on the highlines, this will be the racing distance .

Preparation

The athletes will have 5 minutes to get from the access anchor to the marked starting point on the far side. They can use that time to make sure the line is flat, that the back-up loops are not twisted. Then they will sit down behind the marked spot on their respective lines.

Safety

The rigging team is composed of ISA certified riggers. The set-up for this competition will be state of the art concerning safety. If an athlete noticed anything unusual with the lines, they must inform the rigging team and not change the set-up themselves.

Participants must always ask for a buddy check before getting on the line, and freesolo/swamy is not tolerated.

We hope there will not be any injury during the competition, but we are prepared. There will be a rescue kit onsite and the rigging team will do some training on these lines specifically before the arrival of the athletes.

Warmup and Qualification

A warmup will be possible for athletes at defined times. After that the qualification starts. During the time before the final stages, athletes will be allowed to make up to two attempts at recording a best time. An attempt consists of a walk in one direction, a rest of up to 4 minutes, and a walk back. The time in both directions is recorded separately with a hand-stopwatch, and the best time is kept.

The run starts with the athlete **sitting behind the first marked point, and ends when they touch the second marked point, with a foot**. A fall or a catch does not interrupt the time of a run.

The warm up runs and qualifications will be during defined time slots per athlete. The order of the Athletes will be random.

Finals

The **4 competitors** with the lowest times during qualification will be qualified for the finals. If there is an injury or a competitor decides to drop out, they will drop to 5th place and the 5th qualifier gets ranked one higher. All the finals will be **best of 3** round **races** on two parallel lines. The seeding is based on the scores of the qualifications, following a classic tournament table:

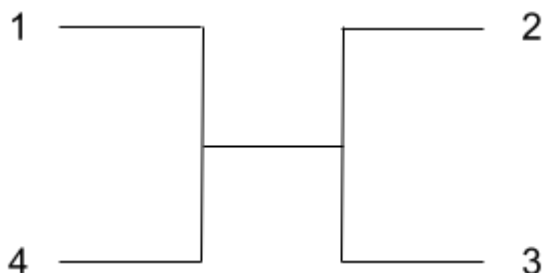


Table of the final phase

Small finals & Finals

If a competitor drops out after qualification and before the final stages, the person following in rank gets the spot. If a competitor has to drop out during the final stages, the competitor they were battling is automatically qualified to the next round.

To determine ranks 3 and 4, there will be a small final between the losers of the semi finals. The ranks 5+ will be determined by the times of the qualifications.

Race and Finish

The speaker will do a countdown, then the athletes can stand up and start racing. The first to reach the second marked spot wins the race. There will be a high-speed camera filming the finish in case it gets close.

Prize Money

The price money is as follows (CHF - Swiss Francs):

Rank	1	2	3	4	5	6	7	8
Mixed	600	400	200	100	80	50	0	0

Combination (Freestyle and Speed)

With the combination winners we would like to honor the best female and male allround competition highliner. For this purpose the ranks of the Freestyle and Speed disciplines are added and divided by two.

Prize Money

In case of a tie, the prize money is split amongst the athletes.

Rank	1
Male	300
Female	300