



Freestyle Highline and Speed Highline

Contest Rules and Regulations
February 2024, V2.3

The freestyle and speed highline competitions will take place gender-separated during the LAAX Highline World Championships from 17.-21th of July 2024 with a warm-up day for athletes on the 17th of July.

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



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Changelog

- Version 2, Oct 2023: Shared publicly online and with the qualified Athletes
- Version 2.1, Nov 2023: Freestyle: Change in combo scoring, clarification for best trick. Divers small improvements.
- Version 2.2, Jan 2024: Change of Warmup time before freestyle rounds and improved time management. Divers small improvements and wording.
- Version 2.3, Feb 2024: Change of Prize Money to be the same for Speed and Freestyle. Change of Prize Money distribution.

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://www.swiss-slackline.ch)

Main Organiser:

Swiss Slackline Sport

Co-Organisers:

Swiss Slackline

Swiss Highline

Grischa Slack

International Slackline Association

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Judging Speed: Watson Wu, watson@slacklineinternational.org

Rescue: Sarah Gmeiner, sarah@slacklineinternational.org

Highline Freestyle World Championship

Seeding

As Highline Freestyle is a young sport with few 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.

Qualification

Automatic Qualification

The ISA Sport Commission has decided that there will be no qualifying events for the World Championship.

Automatic qualification is based on the ISA ranking list which takes into account the online highline freestyle competitions and the results of all most recent competitions around the world. In addition, the best Swiss Athletes are qualified - due to the competition taking place in Switzerland and the audience onsite being mostly Swiss. We hope that this criteria does justice to all athletes.

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

www.swiss-slackline.ch/laax

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 competition.

What Is Included For Automatically Qualified Athletes

- Food and Accommodation during the Competition
- We do not provide flight tickets. However we will support individual athletes if they cannot afford to pay the whole ticket.

Wild Cards

A number of Wild Card spots have been opened as well for the competition.

Making A Wild Card Entry

To be considered for a wild card, videos must be sent to the judges by the 20th of December 2023 at midnight. The Judges will make a final decision on the winners of the wild cards by the 15th of January. To qualify for a wildcard, submit a two-part video to wildcard@swiss-slackline.ch. The footage does not need to be new, and the recording date is not a factor. The video should include:

- An unedited 1-minute video showcasing your best combos.
- An edited 1-minute video featuring any additional content you'd like to present.

What Is Included With Wild Card Invitations

- 2 Train tickets within Switzerland
- Food and Accommodation during the Competition
- We do not provide flight tickets. However we will support individual athletes if they cannot afford to pay the whole ticket.

Judging

Five experienced judges have been selected to guarantee a fair competition:

- Augustin Moinat, CA
- Axel Weber, DE
- Rory Stephenson, NZ
- Oscar Defoor, BE
- Isidro Rocua, CL

Judging Style

Scoring is a mix of objective and subjective criteria. Some criteria are intentionally vague as part of our goal of giving guidelines to athletes without dictating exactly how athletes should express themselves. If there is a doubt about a rule, questions are welcome. Ultimately the judges are all highly experienced and will interpret the rules to the best of their ability.

Rigging

An overview of the lines is available here: <https://s.geo.admin.ch/a19a1164a9>

Setup

There will be three ~65m freestyle lines for the competition warmup, qualifications and finals. All three lines will be the same consisting of:

- New pieces of ISA certified webbing (BRAND and MODEL to be determined).
- A dedicated trick-zone in the middle and a mainline/backup connection to two pieces of BRAND and MODEL backup, connected with two soft-shackles.
- Tapes 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 lines will have a dynamometer (LineGrip LineScale) on the A-frame side and ISA certified weblocks for easy tension adjustments.

Maintenance

During the competition, the three line tensions will be adjusted to best fit the wishes of the athletes before their run. Broken tapes will be replaced.

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 notices anything unusual with the lines, they must inform the rigging team and refrain from changing 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 train 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

Insurance

The event organizer has third party liability and legal insurance. Each and every athlete and participant is responsible for their own personal insurance. This insurance should cover them in case of an accident and in case of ambulance and helicopter transport.

Competing

Time on the lines before the competition

Athletes will arrive on site on the 17th of July, in the morning. During Wednesday, the 17th 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 17th.

Time slots will be of at least 30 minutes, likely 45 minutes. This will depend on the final number of athletes participating. The time will be strictly monitored to keep this fair for everyone. To ensure a fair competition, all athletes will have the same line-time before qualifications.

Qualifications

Qualifications are scheduled to happen on the 18th, if the weather allows. The order for the qualifications will be decided by a random selection, on Wednesday evening.

Qualifications format

The first athlete will have 5 minutes to warm up. After that, other athletes will warm up while the previous athlete is performing their qualification round on another line. A speaker will commentate the run, including maintaining communication between the judges and the athletes on the line.

The runs will be 2 minutes long. When the athlete, speaker and judges are ready the athlete will stand up in the middle of the line without bouncing. The speaker will perform a countdown, after which timer for the run will begin and the athlete may begin bouncing.

During their qualification run, each athlete can take one 30 second break, asking for it with a sign to the speaker. This can be used to recover from a leashfall or at any point during the run. Once the run is complete athletes must exit the line swiftly to leave enough warm up time for the following competitor.

Scoring System

Difficulty (40pts) - Two Judges

Difficulty will be judged by two judges based on the [Laax-2024 Tierlist](https://weberax.github.io/laax-2024/) (<https://weberax.github.io/laax-2024/>) which will be fixed by the end of January 2024 at the latest. The trick tiers will be applied as follows:

- Each judge will rank each bounce as a trick from 0 to 9 or more, using decimals where appropriate. On review, any differences will be resolved by consensus or by taking the average.
- 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 may raise or lower the number of points given.
- New tricks or tricks that were not ranked before will be evaluated by the judges to the best of their ability.
- Tricks performed to recover balance (such as safety Yoda, basic chestroll instead of standing up straight after a trick to chest, etc) will be downgraded in tier and may lead to a downgrade of previous trick as well.
- The total score is the sum of $(1.5^m - 1)$ where m is the rank for each bounce.
- The athlete getting the top score in the category gets the full 40 points, the other athletes' points are awarded proportionally.

Combo scoring (30pts) - One Judge

Combos are tricks done in succession, bounce after bounce. A combo can be broken by:

- A fall/catch.
- Staying in the same position for a bounce.
- Consecutive transition tricks (transition tricks are easy ways to get from one position to another within a bounce).
- Low tier style elements which only serve to make the combo longer (e.g. a very easy grab in the middle of a combo).

The combo score is made up of three equals parts:

- Quality (10 points): awarded for original combinations, flow and fluency of the run as a whole.
- Length (10 points): determined by the length of the athlete's two longest combos. Transition tricks will not be counted in this. Points are given according to the following table:

Number of tricks	3	4	5	6	7
Number of points	1	2	3	4	5

- Technicality (10 points): awarded for the challenging nature of combos, where the judge looks for consecutive hard tricks without easy bounces in between and strong and clean finishes of combos.

Control and Style (30pts) - One Judge

Control and Style includes up to 30 points awarded for style minus a maximum penalty of 12 points for losses of control. The total for Control and Style can be a maximum of 30 (perfect style score, no losses of control) and a minimum of zero (control penalty greater or equal to style score).

Style

Style is intentionally a mostly subjective category, where points are awarded for all attempts to make tricks and combos stand out. There are various aspects which can contribute to style. An athlete will be judged with their own unique style which may include some or all of the following:

- Extra amplitude
- Variety in spins, rolls and in positions.
- Individuality: show your style (for example with grabs, smoothness, aggressiveness, creativity or whatever you bring)

An athlete does not need to cover all of these, for example a run with incredible variety and individuality does not need to have extra amplitude to reach maximum style points.

Control Penalty

A maximum of 12 points may be subtracted for losses of control as follows:

- Catches: -2pt
- Leashfalls: -3pt

Intentional catches and leashfalls (e.g. nevermind/whatever) will not be penalized.

Final stages

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:

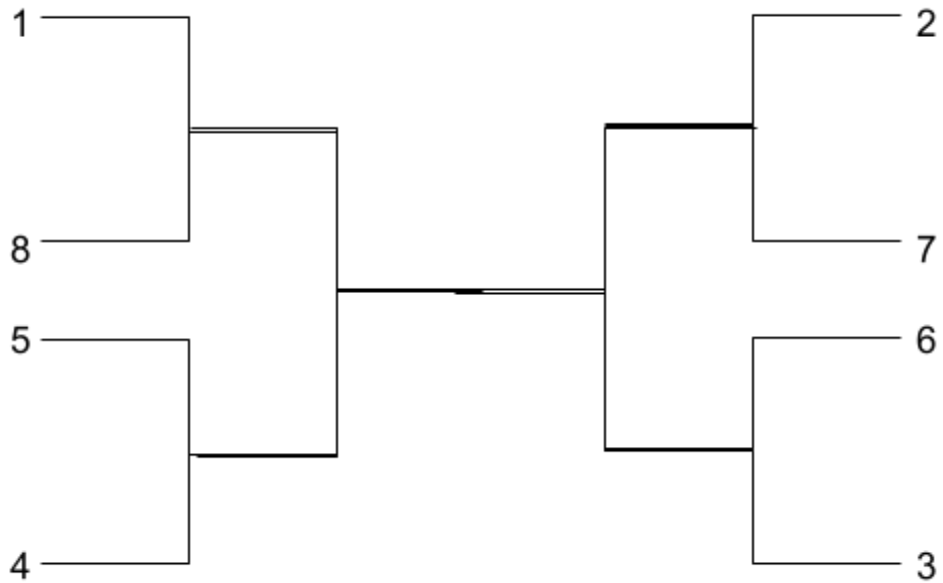


Table of the final phase

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.

If there are less than 9 competitors in one category only the 4 highest scoring athletes will get qualified for the battle format

The seeding is based on the scores of the qualifications, following a classic tournament table:

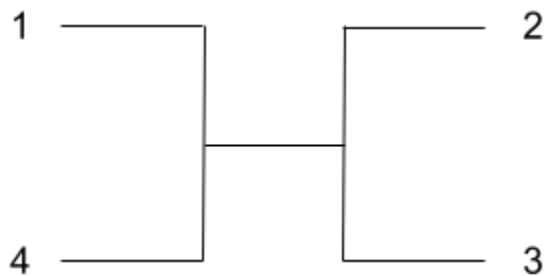


Table of the final phase

Battle Format

A coin toss decides which athlete gets to choose either the line or the starting order (A or B), with the other athlete making the remaining choice.

Warm-up

The two athletes have a 5 minute warm-up on the line, before a 30 second rest to calm the line and get ready for the timed battle. If delays caused by poor weather or other issues occur the warmup time may be reduced, this will be communicated to the athletes. 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, when any of the following occurs:
 - 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's time has finished, their opponent may still take some short breaks in their remaining time.
 - The break time allowed is the following :
 - Time to get back on the line (if a leash fall occurs) + time to stabilize the line (people at the anchor will help to gain time).
 - Once the line is stabilized and the other athlete has finished their turn, the participant must start within the following 10s, at which point their timer resumes.
 - If the judges determine that the duration of a break is too long or that too many voluntary breaks are taken the timer will be started without waiting for the athlete and the speaker will notify the athlete.

Timed battle score: 100 points

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 may 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.

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.
- Participant A starts (the same athlete that started the timed battle).
- Athletes are free to choose the best trick they want to try, however once they have attempted their trick they may not change. Athletes do not need to announce their tricks beforehand. This means participant B has a slight advantage as they may change their trick selection in response to participant A's trick.
- The participants take turns trying the tricks.
- Each try shall not exceed 30 seconds.

Best trick score: 20 points

Rules:

- The number of points given for a best trick only depends exclusively on the difficulty of the trick, the quality of execution is not considered.
- The tier list is used as a guideline for the difficulty score.
- If the athlete has leftover attempts, they can attempt their opponent's trick. Landing their opponent's trick will half their opponent's best trick score. If the opponent does not complete their best trick then this will have no effect.
- For the trick to be validated, the athlete must be standing and **hold three bounces** after landing (or stabilize the line). Saving the trick with another trick does not count (e.g. a save yoda after the main trick). There are no points awarded for near-sticks, the trick is either stuck or not stuck.
- The execution of the trick must begin from a standing position and finish in a standing position with maximum one bounce to reach the starting position of the trick and one bounce to return to feet after the trick.
- The performance expected is a single impressive trick, not a combo. Only the trick itself will be scored, tricks used to enter/exit the trick start/finish positions are not scored.
- 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
 - Standing position -> to sitting -> to splits -> split roll -> to feet

Note : There is no penalty for leashfalls or catches that occur during best tricks.

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 prize money is as follows (CHF - Swiss Francs). It will be paid out after subtracting the swiss tax (approx 10-15%) after the event.

Rank	1	2	3	4	5	6	7	8
Male	1000	600	300	200	100	100	100	100
Female	1000	600	300	200	100	100	100	100

Speed Highline World Championships

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 gender-separated as well.

Seeding

Automatic Qualification

The ISA Sport Commission has decided that there will be no qualifying events for the World Championship.

As qualification criteria we have taken the results of the ISA ranking list which takes into account the results of all most recent competitions around the world. 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 this criteria does justice to all athletes.

All athletes invited to compete in Speed Highline are also encouraged to take part in Freestyle Highline. The judges for the Freestyle Highline can also participate in Speed Highline.

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

www.swiss-slackline.ch/laax

What is included for qualified Athletes ?

- Food and Accommodation during the Competition
- We do not provide flight tickets. However we will support individual athletes if they cannot afford to pay the whole ticket.

Wild Cards

There have been a number of Speed Highline competitions, including the World Cup in France taking place in 2023. Therefore we have a reliable good worldwide comparison. Nevertheless we have opened Wild Card spots for the fastest highliners out there. Videos need to be sent until the 20th of December at midnight.

Send us a video showing your fastest time walking a 50m segment of a highline. With the submission you have to give us **two** contacts of people who can verify your performance.

What does the Wild Card include?

- 2 Train tickets / Transports within Switzerland

- Food and Accommodation during the competition
- We do NOT provide flight tickets with the wildcard. However we will support individual athletes if they cannot afford to pay the whole ticket.

Judging

We selected one experienced head-judge to guarantee a fair competition. Two more judges will be defined at a later point in time.

- Watson Wu, TW

Rigging

Find an overview of the lines here: <https://s.geo.admin.ch/a19a1164a9>

There will be two ~110m parallel lines for the competition, as identical as possible. The lines will be 110m of high-tech webbing with approximately 5m of polyamide at each end. Before the arrival of the athletes, the rigging team will test the lines and adjust the tensions. A 50 m section will be marked on each line, 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 and that the back-up loops are not twisted. They will then sit 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 notices anything unusual with the lines, they must inform the rigging team and refrain from changing 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 train on these lines specifically before the arrival of the athletes.

Warmup and Qualification

A warmup will be possible for athletes at defined times, after which qualification will begin. 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 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 **8 competitors** with the lowest times during qualification per gender 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 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:

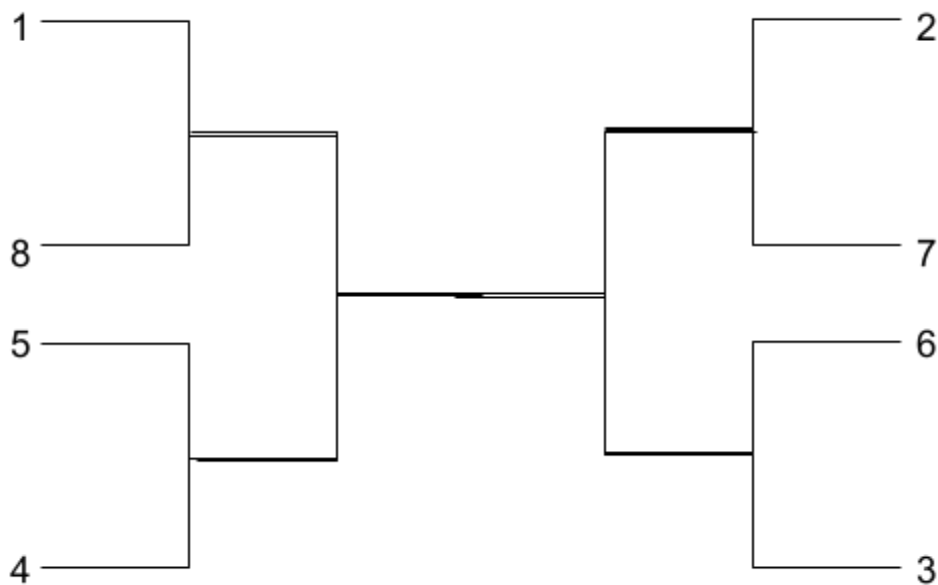


Table of the final phase

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 9+ will be determined by the times of the qualifications.

If there are less than 9 competitors in one category only the 4 highest scoring athletes will be qualified for the battle format.

The seeding is based on the scores of the qualifications, following a classic tournament table:

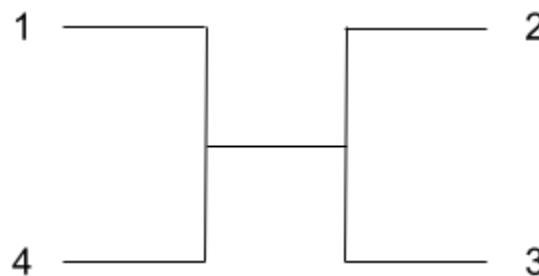


Table of the final phase

Race and Finish

The speaker will perform a countdown, then the athletes can stand up and start racing. The athlete has to start behind the marked area in a sitting position. In the event of a potential early start, video analysis will be used to verify if either the line in front of the marking is touched or if the athlete leaves their sitting position before the start call. If such a violation is confirmed, the opponent wins the round. If both athletes have early starts, the round will be repeated. The first to reach the second marked spot with their foot wins the race. There will be a high-speed camera filming the finish in case it gets close.

Prize Money

The prize money is as follows (CHF - Swiss Francs). It will be paid out after subtracting the swiss tax (approx 10-15%) after the event.

Rank	1	2	3	4	5	6	7	8
Male	1000	600	300	200	100	100	100	100
Female	1000	600	300	200	100	100	100	100

Combined (Freestyle and Speed)

With the combined winners we would like to honor the best female and male all-round 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. It will be paid out after subtracting Swiss tax (approximately 10-15%) after the event.

Rank	1
Male	300
Female	300