

Slackline Competition Rules

Rules: Freestyle - Single competitor;

Score Format: Top 5 tricks scored + style points + crowd pleasing points

- **All competitors must agree to a liability waiver to compete. Anyone under the age of 18 must have a parent or guardian sign in person.**
- Time limit is 3 minutes; if the competitor falls they may begin where they left off or from the start of the routine, time limit permitting.
- Any judge may disqualify a competitor if they feel he/she is unnecessarily endangering themselves, other competitors, or bystanders.
- The use of props i.e. juggling clubs/balls, magazines, etc is allowed but must be pre-approved by a judge.
- Line length and height are determined before competition by the judging staff with the input of the competitors.
- Time begins when a competitor steps off the ground. Undue hesitation to start will result in an appropriate time penalty
- Line tension is adjustable; any competitor may ask to have the line tightened or loosened for their performance before they start. All feasible requests will be met at the discretion of the head judge or another appointed official.
- Spotters are allowed but null any trick where they make contact with the competitor for any reason.
- Available padding may be arranged as the competitor sees fit as long as it doesn't restrict line movement or change the nature of the trick.
- Relying on assistants to pull off tricks (such as throwing Frisbees or standing on shoulders) is only permitted with prior approval from judges. Tricks that are performed using outside help without prior approval will not be scored.
- All participants must agree to allow their likeness (photos or video) to be used in future promotions by the competition organizers.

Scoring: Score is kept by judges who record the TRICKS successfully performed, the POINT VALUES, and any POINT DEDUCTIONS incurred. Each competitor's total score is the combined total of the three judges' scores. Style points are added to trick point scored and are based on smoothness, rhythm, coolness factor of combined attempts or boldness and for crowd impressions.

Standardized scores include tricks from the following categories. Tricks not on the judge's sheets will be judged from their best judgment of points compared to similar level tricks.

This competition and prizes are provided by:

