



Rule Book

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WSFed Rule Book

This rule book has applied (provisionally) since May 1st 2012.

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Latest RuleBook updates:

1.2 General Contest Information

b) Special regulations

The participants of a competition are not allowed to finish their run before the time is up. If a contestant can not continue (e.g. in case of injury) he gets disqualified and his opponent goes on to the next round.

k) Photo and video material

The WSFed has the right to create own foto and video material at each WSFed contest. The organizer must ensure that all participants agree to let the WSFed make full use of any artwork as a result of the event and reserves the right to use this material without further agreement by the participants.

l) Advertising space

The WSFed has the right to place at least 2 banners (or similar) at each WSFed contest.

4.5 Special regulation valid for 2013

The judging licence system is in the beginning of its development. Due to this fact, there are not enough high level judges for hosting the amount of WSFed contests 2013. As we want to support the ongoing development of the sport it is necessary to simplify the judging license system for 2013.

- *The requirement to score at least five contests as a Judge, to be admitted to the next higher license level exam is reduced to three.*
- *The requirement for the license level of the judges is reduced to the following:*
 - WorldChampionship: A / A / B
 - NationalChampionship: C / C / C
 - WorldCup: A / B / B
 - Open: B / C / C
 - Jam: C / - / -
- *The WSFed has the right to upgrade the best participants of each judging exam to the next higher level.*

1. Introduction

1.1. Why Contests Should Be WSFed Licensed

The World Slackline Federation supports the independent development of the slackline sport. The establishment of national and international competitions is an essential aspect of this development. Slackliners from all over the world are joined under the badge of WSFed and recognize its rules and regulations.

WSFed licensing increases the general and medial interest in meetings, and ensures that the stars of the sport will take part.

In order to spread the sport and generate public interest, a WSFed licensed competition considers entertainment value as well as the competitive aspect. Criteria such as contest procedure, moderation, music, supporting program, publicity and the choice of location are important.

1.2. General Contest Information

Keeping to certain guidelines and standards, each WSFed certified contest finds its best slackliners. There are different contest categories for slackliners of different abilities and for organizers with different resources. Each contest category has suitable guidelines for slackline setup, worldranking points, prize money and judging,

One round of a WSFed slackline contest lasts around an hour. This helps to maintain spectator attention. With pauses between the rounds a contest can spread over a couple of days. In a one day meeting, pauses give the public chances of a break, or of participation in a supporting program.

a) Contest Procedure

Usually (*Exception: World Championship*) a contest is organized as a series of 1 against 1 K.O. "battles". Two slackliners compete for a given time. One starts his (or her) performance. If he falls off the line or jumps down from it, the opponent takes over. When the second one leaves the line, the first takes over again. This "battle-mode" is stimulating for the athletes and for spectators, as the slackliners inspire each other to show better and more spectacular tricks. After each round, the jury decides which of the two has won the "battle". He goes on to the next round, while the loser drops out. But the losers of the two semi-finals should compete against each other for third place, before the contest final.

Such a contest should involve 8 to 32 athletes. To avoid early elimination of strong contenders, the best slackliners (according to ranking) are seeded. The remaining competitors are deployed randomly. If too many athletes register for the competition, some should be eliminated in preliminary qualifications.

1:1 The Battle:

Before the battle begins the participants have to decide who goes first on the line ("stone paper scissors"). Each competitor has a certain time allowance, to show the judges his prowess and so to win against his rival. His time runs whenever he is on the line. When he falls off or steps down, his rival should be ready to start. When his time runs out, the athlete can complete his last trick or combo. But he must avoid exceeding his allowance by more than 15 seconds.

b) Special regulations

- The participants of a competition are not allowed to finish their run before the time is up. If a contestant can not continue (e.g. in case of injury) he gets disqualified and his opponent goes on to the next round.
- Each competitor has the right of one injury lay-off at each tournament. This break can be 2 minutes maximum and should be used for medical treatment or like that. The break needs to be announced to the head of the jurors.
- The head of the jurors is authorized to disqualify a competitor in case of health threat, even against his will.

Behavior in case of absence of a contest participant:

- In case of absence **after the registration (before the contest) and before the sign in:**
- The participant will not receive world ranking list points; his competitor receives a bye for the next round. If the reason of the absence is indefensible, the athlete will get a suspension for WSFed competitions (6 – 12 month). During this suspension the athlete can take part in competitions, but neither will get the points, nor is listed in the world ranking list.
- In case of absence **after the sign in (on site):**
- The athlete receives the world ranking list points; his competitor receives a bye for the next round. If the reason of the absence is indefensible, the athlete will get a suspension for WSFed competitions (6 – 12 month). During this suspension the athlete can take part in competitions, but neither will get the points, nor is listed in the world ranking list.
- In case of absence/injury **during the competition:**
- The athlete receives the world ranking list points he scored until his absence/injury; his next competitor receives a bye for the next round.

c) Judging

During the battle, three qualified judges allocate points in different categories. At the end of the battle, each judge must decide, using his point allocations, who has won. Whoever gets the vote of the majority of the judges is then declared as the winner.

Notes:

Tricklining is a competitive sport, where the whole performance brings the victory. The trickliner, who completes the most and the hardest tricks and combos in the allotted time, is the winner. The athletes and the judges must pay attention to difficulty, technique, creativity, amplitude and performance.

Further information: [4. Judging](#)

d) Time Control

Each trickliner during a battle has limited time to show his skills to the judges. To fit his tricks and combos into the remaining time, he needs to see on a monitor how long he still has, or else the moderator should inform him. There should be an acoustic signal when the time of a contestant run out and another, longer one after the additional 15 seconds.

The time limit is interesting for spectators too. Tension builds up towards the end of the battle, and the most difficult tricks can then be expected, as the trickliner tries to decide the round in his favor.

e) Viewing

The spectators, even if non-expert, should be aware all the time of the current state of the contest and the results of individual rounds. So the following should be displayed:

- A list of starters showing their progress from round to round (as a table)
- The time still available, alongside the name of the slackliner
- The full results

f) Music

The athletes build the accompanying music into their performances. This improves the entertainment and the mood of the public, turning the sport show into an emotional happening. It is recommended that a DJ should control the music. He can then attune the music to the mood of the athletes and spectators.

g) Moderation

Moderators are a vital component of the contest. They entertain, animate and lead the public through the competition. As well as specialist knowledge, they must have the ability to judge and steer the mood of the public. They are largely responsible for maintaining the entertainment aspect of the competition. Meanwhile they must cooperate with the athletes, the DJ and the judges (the moderator has to wait for a signal from the head of the judges before he gives the go for the next battle). They inform the athletes about their remaining time and announce the judges' decision after each battle.

h) Location

The location of a competition should suit the urban character of the sport. There must be enough room for the contest area and for spectators. Furthermore, there should be room for a supporting program. As slacklining is a very versatile sport, that anybody can quickly learn, the spectators should also get the chance to try slacklining for themselves.

i) Supporting Program

The supporting program of a slackline contest can be very diverse. Anything goes: other sports, slackline participation, concerts, after-show-parties, sponsor presentation stands, eats and drinks, etc. The contest can be embedded in a program directly related to the contests. But the supporting program can instead expand the contest into a festival lasting several days. WSFed can advise on this according to the contest involved.

j) Fee / payment

For the assignment of contest license a licensing fee will be charged. The fee has to be paid beforehand. The license will be valid right after the license fee is paid. Any costs which may arise due to the money transfer have to be paid by the contender. For payments out of EURO-countries please use the updated daily exchange rate.

k) Photo and video material

The WSFed has the right to create own foto and video material at each WSFed contest.

The organizer must ensure that all participants agree to let the WSFed make full use of any artwork as a result of the event and reserves the right to use this material without further agreement by the participants.

I) Advertising space

The WSFed has the right to place at least 2 banners (or similar) at each WSFed contest.

2. Worldranking Points

At most seven contests in a year in categories WorldCup, Open and Jam contribute to the WSFed worldranking list. When an athlete competes in a national championship or in the world championship, these points are counted too. For instance, if an athlete competes in a national championship and also in ten other contests, then the national championship and the seven best of the other contests contribute to his ranking.

Worldranking points are won according to contest category and result as follows:

Events in the category p. a.	5	20	unlimited	1	1 / country
Placing (result)	Slackline WorldCup	Slackline Open	Slackline Jam	Slackline World Championship	National Slackline Championship
1	64	32	16	48	16
2	40	20	10	30	10
3	32	16	8	24	8
4	20	10	5	15	5
5-8	10	5	2	7	2
9-16	5	2	1	-	1
17-32	2	-	-	-	-

Points from a contest are held for one year, or until this contest is repeated (whichever comes first).

The points scored from the World Championship, will last until the next World Championship. They will not decline after 12 month, but at the point when the next World Championship will be held. This point can be less or more than 12 month after the last World Championship.

3. Contest categories

WSFed certifies slackline contests in five categories. This ensures to set certain standards and provide a high quality within the contests. The WSFed judges are responsible for their examination. If a contest is not conducted to this criteria, the license can be denied afterwards. This implicates that no world ranking points will be assigned. Athletes can win world ranking points in all these licensed contests:

1. Slackline World Championship
2. National Slackline Championship
3. Slackline WorldCup
4. Slackline Open
5. Slackline Jam

All slackliners are included in the world ranking list, when they have registered with WSFed and collected their first point or points. Separate lists are kept for men and women. But a woman can enter the male list by getting points in a contest open to men and women.

These lists allow international comparison of the athletes and encourage improvements in ability. Additionally the lists are used for qualification for some events, particularly the world championship, and for seeding. The world championship is open to the best eight in the list. If there is no separate contest for girls, they are allowed to compete in the men contest. For appointing the qualified (invited) slackliners, the two world ranking lists are merged and the points are considered no matter what sex.

3.1. Categories

World Slackline Championship

The World Championship in slackline/trickline is held one time per calendar year. Between two World Championships should last 7 months minimum. The organizer invites the top eight available athletes in the world ranking to participate. These invitations guarantee payment of the travel, accommodation and meal costs for these athletes. The World Championship is particularly interesting for the media and the public (live and online), due to the participation of highly qualified athletes.

National Slackline Championship

Each country can organize a national slackline championship, to establish its champion. In a national championship, only athletes from the given country may compete.

Slackline WorldCup

Each year, at most five WorldCup competitions are held. They are the contests where the highest prize money and the most world ranking points can be won. The WorldCup has taken place since 2010; so it is the oldest international slackline contest series. This means that the WorldCup is highly respected by athletes and by the media. The top eight in the world ranking are invited to each such contest, and are seeded.

Slackline Open

The amount of Slackline Open is limited by 20 per year. WSFed hopes and expects that opens will be international. For this reason, opens rank higher than national championships, as regards worldranking points. However the organization rules are less strict than those of the WorldCup, so that the costs can be kept significantly lower.

Slackline Jam

A slackline jam is the simplest way to have a WSFed licensed contest. Relatively few worldranking points are given here, so the rules can be kept simple. This gives small meetings the chance through WSFed licensing to make contests more interesting for the athletes, and thus to raise the standard. Any number of slackline jams can be organized.

3.2. Slackline World Championship

The Slackline World Championships takes place once per year. Between two Slackline World Championships at least 7 months must elapse. It should only be held one World Championship during one calendar year. The top eight slackliners in the WSFed world ranking compete against each other. Qualification is possible only by position in the world ranking. If one of the qualified slackliners cannot compete in the World Championships, the next best substitutes for him (or her). The athletes are invited by the tournament organizer, who pays their costs of travel, accommodation and food.

The Slackline World Championship should ideally be held every year in another country. Potential hosts have to send the application to the WSFed until the end of October of the previous year latest. The WSFed will decide until the end of the year, who will receive the license.

In contrast to other contests, the world Championship involves a group phase, before the half finals.

The organizer must ensure that, as well as the athletes, a DJ, a moderator, and three judges (all three with WSFed A-licenses) attend the contest. The organizer must pay their fees, costs for travel, accommodation and food, and must supply the equipment that they need.

Due to the considerable media interest in the World Championship a press-area must be equipped near the contest arena. TV and press must be able to work, without disturbing the contest procedure. Before and after the contest, enough time must be planned for interviews with the contestants. These must be agreed in advance, between the press, the organizer and the athletes. A special area, with a sponsor display as background should be made available.

The athletes must have the chance to warm up and get ready for at least an hour before the contest starts. For warming up, they should have access to the contest slackline or to an identical slackline nearby. There must be a screened-off region for the athletes, with seats, drinks and snacks, where they can put spare clothing, etc.

The judges must be situated so that they have a perfect view of the contest.

Each athlete has a fixed time per battle, to convince judges and public of his skills. His remaining time should be visible to him and spectators during the battle, e.g. on a monitor.

The DJ must react to the contestants and the public, so the DJ console must be sited to give a good view of the spectators and the contest arena. The moderators must be equipped with wireless microphones or headsets.

A prominent raised site is needed for the prize giving. Cups should be presented for the first three places, together with the prize money, in the form of fancy checks.

Three hours are needed for the battles. Before the last two battles, there should be a longer pause, for the four athletes to gather their strength, and to build up excitement among the spectators. This can be used for part of the support program.

Slackline World Championship

License Fee 500,00 EUR

Title

World Champion (WSFed)

Minimum Prize Money 1.750,00 EUR

- | | |
|----------|--------------|
| 1. Prize | 1.000,00 EUR |
| 2. Prize | 500,00 EUR |
| 3. Prize | 250,00 EUR |

Slackline Dimensions

Length:	13-18 m
Height:	105-120 cm
Contest Area:	Length as the Slackline, Width 7 m
Fall Protection:	Matting 4cm thick or equivalent

Judges

3 WSFed A-licensed Judges (minimum: A/A/A)	450,00 EUR/day see 4.2. payment
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Contestants

The top 8 in the world ranking qualify and must be invited by the organizer. There is no other way to qualify. If one of the best 8 cannot take part in the competition, the next best placed athlete will move up.

Application

Until the end of October of the previous year.

Announcement

At least 3 Months before the contest.

Preparation

3 months before the Championship	Announce to press, set up web pages, etc.
6 weeks before the Championship	Invitations to the top 8 in the world ranking – the decision is based on the world ranking list 6 before the contest.
5 weeks before the Championship	Replies to the invitations – if there is no commitment next best slackliner moves up.
1 week before the Championship	Publish the seedings

Contest Procedure

Group phase:

The contestants are divided into two groups (see appendix 5.3). Within each group each contestant competes 1 to 1 against each other. In each of these battles, each athlete has 2 minutes (plus up to 15 seconds to complete the last component) to beat his opponent. The judges decide who the winner is. The victor gets a group point. If two in a group score equal numbers of victories, the judges decide between them through a "Best Run". Each of the two athletes gets 45 seconds, to show his

best trick/combo. In the semifinals, the first of one group competes against the second of the other group. The semifinal losers then compete for third place, before the semifinal winners compete to be World Champion.

Appendix:

5.2 contest license application

5.3 WorldChampionship seeding and proceeding

3.3. National Slackline Championships

Each National Slackline Championship is held once per year, to find the best slackliner of the nation. Between two Slackline National Championships at least 7 month must elapse. Only athletes of the appropriate nationality may compete. An athlete with two or more nationalities may compete in only one such contest per year.

National Champion is an important title in all sports, and many world ranking points can also be collected, (within the standard seven contest limit). So a national championship is particularly interesting for the athletes and the organizer.

Such a contest takes place in 1 against 1 contest mode. There must be at least 16 contestants. Unless there is a national ranking recognized by WSFed, the best 8 competitors according to the WSFed world ranking are automatically seeded. All others qualify, when necessary, at the contest, and are not seeded.

The organizer must ensure that a DJ, moderators and three judges (WSFed licensed C/C/C) are booked for the competition, that they are equipped and that their fee and expenses (for travel, accommodation, food and drink) are reimbursed.

Also for this contest category the interests of the press should be considered and enough room and time planned for them. Before and after the contest enough time should be planned for interviews with the top athletes. The interviews must be agreed in advance between press, organizer and athletes.

The athletes must have the chance to warm up and get ready for at least an hour before the contest starts. For warming up, they should have access to the contest slackline or to a very similar slackline nearby. There must be a screened-off region for the athletes, with seats, drinks and snacks, where they can put spare clothing, etc.

The judges must be situated so that they have a perfect view of the contest.

Each athlete has a fixed time per battle, to convince judges and public of his skills. His remaining time should be visible to him and spectators during the battle, e.g. on a monitor, If this is not possible, the moderator must constantly announce the remaining time.

The DJ must react to the contestants and the public, so the DJ console must be sited to give a good view of the spectators and the contest arena. The moderators must be equipped with wireless microphones or headsets.

A prominent raised site is needed for the prize giving. Cups should be presented for the first three places, together with the prize money, in the form of fancy checks.

National Slackline Championships

License Fee 100,00 EUR

Title

"National Champion (WSFed)", e.g. Deutscher Meister (WSFed)

Minimum Prizes 700,00 EUR

1. Prize 400,00 EUR
2. Prize 200,00 EUR
3. Prize 100,00 EUR

Slackline Dimensions

Length: 11-16 m
Height: 95-120 cm
Contest Area: Length as the Slackline, Width 5 m
Fall Protection: Matting 4cm thick or equivalent

Judges

3 WSFed licensed Judges 150,00 – 450,00 EUR/day
(minimum: C/C/C) see 4.2. payment

Contestants

Only athletes of the appropriate nationality may compete. An athlete with two or more nationalities may compete in only one such contest per year. The contestants can apply to compete. If there are too many, some may be eliminated in qualification rounds.

Announcement

At least 4 weeks before the contest.

Preparation

2 weeks before the Championship Applications to try to qualify
1 week before the Championship The list of contestants is complete. The organizer does the seeding, or announces the qualification schedule.

Contest procedure

Contestants: At least 8
Qualification: 4 by ranking, others qualify on site (90 seconds / rider)
Seedings: Best 4 rankings
Procedure: 1 against 1 K.O. mode, battle length: (120 seconds / rider)

Appendix:

5.2 contest license application

3.4. Slackline WorldCup

Each year WSFed allocates up to 5 licenses for WorldCup contests. They provide the most worldranking points. The rules for producing a suitable event of the highest standard are correspondingly strict. The limitation of five per year also indicates that only the best applications from organizers can be granted. The potential host has to send the application to the WSFed with at least 4 month lead time. That is necessary to guarantee, that there is enough time to organize an outstanding event, and make a proper announcement.

To ensure that these contests include the world elite of the sport, and that the performances are at top level, the best eight of the current worldranking are invited and seeded, and their travel, accommodation, food and drink are reimbursed. They must prove themselves in competition with the ambitious slackliners and newcomers who complete the maximum 32 starters. If an invited athlete cannot take part, the next in the rankings takes his place.

The other contestants must compete in preliminary qualifications at the site. They get random positions in the start list (not seeded).

The Contest mode is 1 against 1 K.O. system.

The organizer must ensure that, as well as the athletes, a DJ, a moderator, and three judges (minimum two WSFed A-licensed and one WSFed B-licensed judges) attend the contest. The organizer must pay their fees, costs for travel, accommodation and food, and must supply the equipment that they need.

Due to the considerable media interest in the World Championship a press-area must be equipped near the contest arena. TV and press must be able to work, without disturbing the contest procedure. Before and after the contest, enough time must be planned for interviews with the contestants. These must be agreed in advance, between the press, the organizer and the athletes. A special area, with a sponsor display as background should be made available.

The athletes must have the chance to warm up and get ready for at least an hour before the contest starts. For warming up, they should have access to the contest slackline or to an identical slackline nearby. There must be a screened-off region for the athletes, with seats, drinks and snacks, where they can put spare clothing, etc.

The judges must be situated so that they have a perfect view of the contest.

Each athlete has a fixed time per battle, to convince judges and public of his skills. His remaining time should be visible to him and spectators during the battle, e.g. on a monitor.

The DJ must react to the contestants and the public, so the DJ console must be sited to give a good view of the spectators and the contest arena. The moderators must be equipped with wireless microphones or headsets.

A prominent raised site is needed for the prize giving. Cups should be presented for the first three places, together with the prize money, in the form of fancy checks.

Slackline WorldCup

License Fee 300,00 EUR

Title

WorldCup Winner (WSFed)

Minimum prize money 1.750,00 EUR

- | | |
|----------|-----------|
| 1. Prize | 1.000 EUR |
| 2. Prize | 500 EUR |
| 3. Prize | 250 EUR |

Slackline Dimensions

Length:	13-18 m
Height:	105-120 cm
Contest Area:	Length as the Slackline, Width 7 m
Fall Protection:	Matting 4cm thick or equivalent

Judges

3 WSFed licensed Judges 400,00 - 450,00 EUR/day
(minimum: A/A/B) see 4.2. payment

Contestants

The best 8 slackliners in the worldranking are invited (expenses paid). The remaining contestants are chosen by the judges by qualifications held on site.

Application

At least 4 month before the contest.

Announcement

At least 6 weeks before the event

Preparation

6 weeks before the Contest	Publish announcement.
	Invite the top 8 in the worldranking
5 weeks before the Contest	Replies from these 8.
2 weeks before the Contest	Applications for the remaining places
1 week before the Contest	The entrant list is complete. The organizer does the seeding, and places the other contestants, or announces the qualification schedule.

Contest procedure

<u>Contestants:</u>	Minimum of 16 / GIRLS: 16
<u>Qualification:</u>	8 by ranking, others qualify on site (90 seconds / rider)
<u>Seedings:</u>	Best 8 worldrankings
<u>Procedure:</u>	1 against 1 K.O. mode, battle length: (120 seconds / rider)

Appendix:

5.2 contest license application

3.5. Slackline Open

Besides the WorldCup events and the World Championship the WSFed Opens mean a lot for athletes and media. Here too the prize money and plenty of worldranking points attract the world elite of slackliners. Each year, at most 20 licenses for these are granted by WSFed.

The contests run in 1 against 1 contest mode. At least 16 athletes must compete. The best eight in worldranking are seeded. All others if necessary must compete for the remaining places before the start of the contest proper. They are then positioned at random in the list between the seeded athletes. If a qualified athlete cannot take part, the next in the rankings takes his place. Note that here the organizer need not send invitations to athletes, or pay their expenses.

The organizer must ensure that, as well as the athletes, a DJ, a moderator, and three judges (at least one with WSFed B-license) attend the contest. The organizer must pay their fees, costs for travel, accommodation and food, and must supply the equipment that they need.

With this category of contest too, the interests of the press must be considered. Enough room and time must be planned for them. Before and after the contest, enough time must be planned for interviews with the contestants. These must be agreed in advance, between the press, the organizer and the athletes. A special area, with a sponsor display as background should be made available.

The athletes must have the chance to warm up and get ready for at least an hour before the contest starts. For warming up, they should have access to the contest slackline or to an identical slackline nearby. There must be a screened-off region for the athletes, with seats, drinks and snacks, where they can put spare clothing, etc.

The judges must be situated so that they have a perfect view of the contest.

Each athlete has 2 minutes per battle, to convince judges and public of his skills. His remaining time should be visible to him and spectators during the battle, e.g. on a monitor, If this is not possible, the moderator must constantly announce the remaining time.

The DJ must react to the contestants and the public, so the DJ console must be sited to give a good view of the spectators and the contest arena. The moderators must be equipped with wireless microphones or headsets.

A prominent raised site is needed for the prize giving. Cups should be presented for the first three places, together with the prize money.

Slackline Open

License Fee 150,00 EUR

Title

WSFed Open Winner

Minimum Prize Money 850,00 EUR

- 1. Prize 500 EUR
- 2. Prize 250 EUR
- 3. Prize 100 EUR

Slackline Dimensions

Length: 13-16 m
 Height: 95-120 cm
 Contest Area: Length as the Slackline, Width 5 m
 Fall Protection: Matting 4 cm thick or equivalent

Judges

3 WSFed licensed Judges 200,00 - 450,00 EUR/day
 (minimum: B/C/C) see 4.2. payment

Contestants

The best 8 slackliners in the worldranking are automatically qualified and seeded, (but should not wait to be invited). The remaining contestants should apply and will be chosen by the judges by qualifications held on site.

Announcement

At least 4 weeks before the event

Preparation

4 weeks before the Contest	Inform likely contestants
2 weeks before the Contest	Replies from the qualified 8 and other likely contestants.
1 week before the Contest	The entrant list is complete. The organizer does the seeding, and places the other contestants, or announces the qualification schedule.

Contest procedure

<u>Contestants:</u>	At least 16 / GIRLS: 8
<u>Qualification:</u>	8 by ranking, others qualify on site (90 seconds / rider)
<u>Seedings:</u>	Best 8 worldrankings – if take part
<u>Procedure:</u>	1 against 1 K.O. mode, battle length: (120 seconds / rider)

Appendix:

5.2 contest license application

3.6. Slackline Jam

The WSFed Jams are the starting class of WSFed licensed contests. They give slackliners good chances to get their first experiences in contest situations and to test their abilities. They can also collect their first worldranking points and so get into the worldrankings.

For the organizers too, the WSFed Jams are the best way to get initial experience in organizing slackline contests. The financial demands are limited, and the federation rules are less strict. But of course WSFed standards must still be maintained.

The battles last only 90 seconds per rider, less than in other categories. This makes lower demands on the fitness and versatility of the athletes. Only the best four riders in the worldranking are qualified and seeded if they take part. The other contestants are not seeded and may have to come through preliminary qualifications at the site.

In this category too, the organizer must ensure payment for three judges. One judge must have at least a WSFed C-license. The other two can judge without having licenses, but of course should know enough about the sport, and the difficulty of various tricks. Moderation and sound are also desirable.

The athletes must have the chance to warm up and get ready for at least an hour before the contest starts. For warming up, they should have access to the contest slackline or to an identical slackline nearby. There must be a screened-off region for the athletes, with seats, drinks and snacks, where they can put spare clothing, etc.

The judges must be situated so that they have a perfect view of the contest.

Each athlete has 90 seconds per battle, to convince judges and public of his skills. His remaining time should be visible to him and spectators during the battle, e.g. on a monitor, If this is not possible, the moderator must constantly announce the remaining time.

A prominent raised site is needed for the prize giving.

Slackline Jam

License Fee 50,00 EUR

Title

WSFed Jam Winner

Minimum Prize Money 350,00 EUR

1. Prize 200 EUR
 2. Prize 100 EUR
 3. Prize 50 EUR

Slackline Dimensions

Length: 9-13 m
 Height: 85-105 cm
 Contest Area: Length as the Slackline, Width 5 m
 Fall Protection: Matting 4 cm thick or equivalent
 or soft subsurface such as lawn or mulch

Judges

3 Judges, at least one WSFed C-licensed 50,00 - 450 EUR/day
 it is not necessary that the other two are licensed judges see 4.2. payment
 (minimum: C/-/-)

Contestants

The best 4 slackliners in the worldranking are automatically qualified and seeded, (but should not wait to be invited). The remaining contestants should apply and will be chosen by the judges by qualifications held on site.

Announcement

At least 3 weeks before the event

Preparation

3 weeks before the Contest Inform likely contestants
 2 weeks before the Contest Replies from the likely contestants. The organizer does the seeding.
 Just before the Contest Further athletes can apply to join the qualifications.

Contest procedure

Contestants: At least 8 / GIRLS: 8
Qualification: 4 by ranking, others qualify on site (60 seconds / rider)
Seedings: Best 4 worldrankings
Procedure: 1 against 1 K.O. mode, battle length: 90 seconds / rider

Appendix:

5.2 contest license application

4. Judging

Tasks of the WSFed Judges

4.1. General information

A qualified competition is not possible without qualified judges. For this reason the licensing of judges is a very important topic for the WSFed.

The most important principles for the judges of the WSFed are:

NEUTRALITY

Within a competition each rider need to be scored straight for the effort that is shown during each run of the competition. Personal impressions and preferences need to be left out.

FAIRNESS

They follow the rules of the WSFed, to make reputable and fair decisions.

EQUALITY

Equal actions need to be scored in the same way, without regards to the moment or the rider.

Furthermore a judge needs to understand the structure and the context of judging rules as well as the interpretation of the rules. The judge needs to exchanges ideas with the other judges (not during competitions), needs to know the latest developments, the latest standard of tricklining and needs to score the performance of the riders fair and neutral.

Besides the scoring of the performance, there are several more tasks that the jurors need to handle:

- decide about the scope of the competition. Therefore, all necessary criteria of the licensing need to be satisfied. (see: 3. Overview of contests)
- accommodate a difference
- take care of the security during the competition (for riders and the audience)
- check the WSFed registration of the competitors
- announce one of the three judges as the head judge before the competition starts. Usually the head judge is the one with the highest judging license. The head judge decides on special regulations and exceptiones. Right after the competition he is responsible for the conveyance of the contest results including the ranking of the competition to the WSFed (form). Furthermore the head judge convenes a short meeting to prepare the judges for the contest, inform about eventual absence of riders (in case of injury) and get all 3 in the right/same mood/attitude for judging.

4.2. The judging license system

One of the goals of the WSFed is to create a consistent and fair scoring guideline for slackline competitions, to make the performance of the riders comparable worldwide. Therefore it is necessary that all jurors score on the basis of the same rules and to abide by the same policies and regulations. That is why the WSFed developed a judging license system, which makes it possible to evaluate and to license future judges.

The three judging licenses: C-License / B-License / A-License

C-License

To get the WSFed C-License you need to take part in the C-License examination. The passing of the exam enables to judge Slackline Open, Jams and Slackline National Championships.

The examination consists of two parts: a written exam (questionary) and a practical test (also online possible). Both parts have to be passed successfully. If the examinee fails in one of both, he has to repeat the whole examination.

B-License

The experience plays an important part in the progress of the judging education. It is required to judge five contests as a C-license Judge, to be admitted to the B-License exam. Besides the Opens, Jams and Nationals the B-License also enables to judge Slackline WorldCups.

The examination consists of two parts: a written exam (questionary) and a practical test (also online possible). Both parts have to be passed successfully. If the examinee fails in one of both, he has to repeat the whole examination.

A-License

As a B-licensed juror you have to judge five additional contests to be admitted to take part in the A-License examination. A-licensed judges are enabled to judge all categories of WSFed contest and will be the chairman of the judging committee.

The examination consists of three parts: a written exam (questionary) and a practical test. The third part will be an interview with a WSFed judging commissioner. This aims for proofing the abilities and knowledge of the A-License applicant. All parts can also be conducted online, as the circumstances require.

After an additional license for apprenticeship training the A-licensed judge is furthermore entitled to take the examination to become a judging instructor. This qualifies to host independently licensing examinations for C judges. The WSFed will inform all A-judges about the ongoing development.

Valid for all licenses:

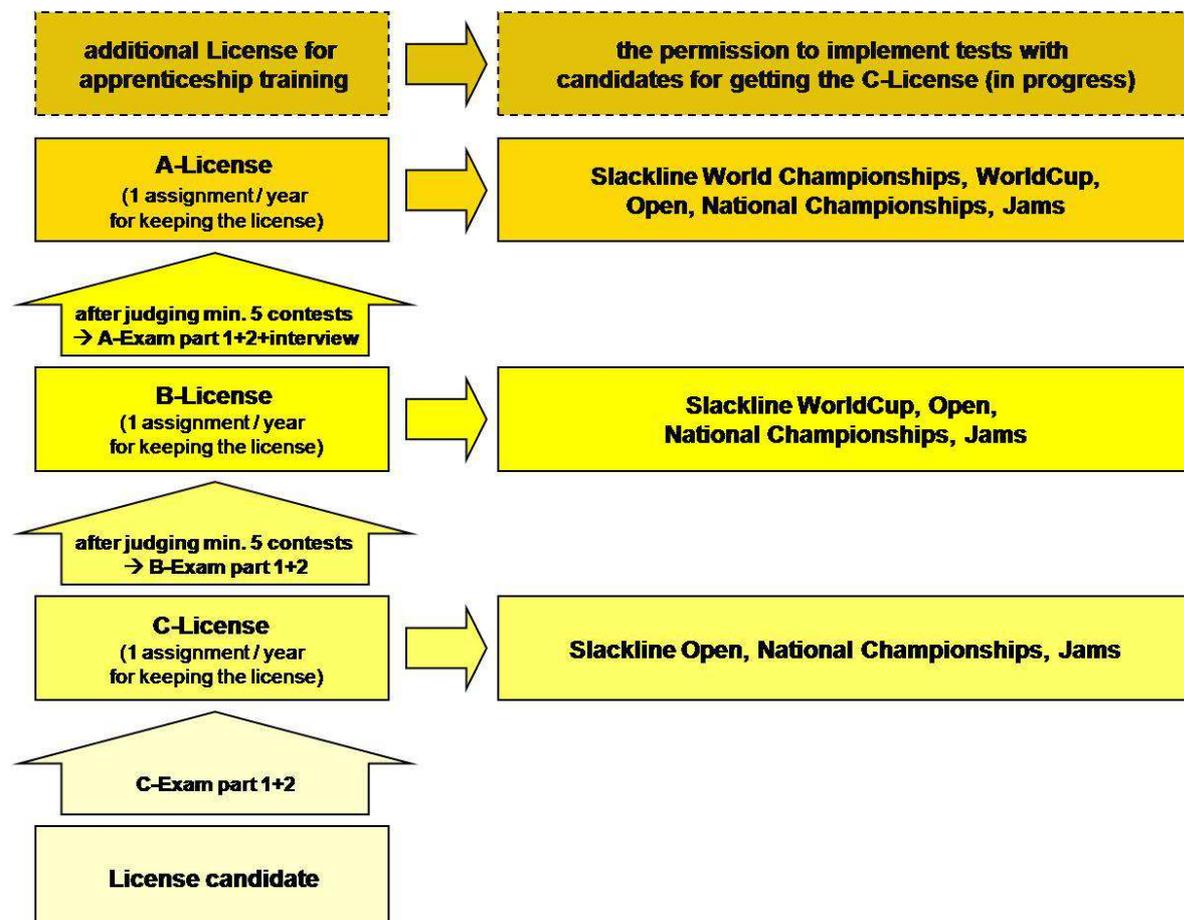
To apply for an examination please fill out the online form, which can be found on the WSFed website. Only persons aged 18 or above are allowed to take part in the judging license courses.

After the successful examination the judges will receive the judging license certificate as well as the activity confirmation booklet. Each time a judge acts in his function, his/her activity will be registered in an activity confirmation booklet. The booklet has to be presented without request to the WSFed for the activity confirmation to maintain the license every year.

Once a judge has completed successfully a certain license grad, he needs to judge at least one contest within the following calendar year to maintain the license. If not, he will be downgraded by one license level. In exceptional duly justified cases, an extension of the period of time is imaginable, on request.

After consulting the WSFed a sitting in on contests, which are judged by higher graduated judges might be possible and might be accepted as a activity confirmation (as the circumstances require).

All licensed judges will not be recorded in the WSFed world ranking list any more. The rider will be deleted from the world ranking list at the same time he/she has the first assignment as a judge. This is to prevent judges to influence the ranking to their own benefit.



Charges:

C-License:	50,00 EUR per person
B-License:	100,00 EUR per person
A-License:	150,00 EUR per person

Right after the receipt of payment of the examination fee, the candidate will be admitted for the examination. Any costs which may arise due to the money transfer have to be paid by the contender. For payments out of EURO-countries please use the updated daily exchange rate.

Benefits

- Consulting before the examination
- Providing of examination relevant documents
- Examination
- Granting of the license / certificate
- Activity confirmation booklet

Payment (recommendation!)

C-License:	50,00 EUR per competition
B-License:	100,00 EUR per competition
A-License:	150,00 EUR per competition

4.3. Development of the judging structure / future prospects

Basically it is planned, that the tests for achieving the C- and B-License and the administration of the licenses will be organized by responsible persons in the individual countries, as soon as they will have the ability (national federation).

The prior condition for that is the existence of a national federation, within at least one person, that is in possession of an A-License and of the additional license for apprenticeship training. The person needs to handle this important position responsible. Initially, the person will be nominated temporarily from its national federation and the WSFed.

Duties of the Judging responsible / the national federation:

- decide disputes in the countries
- assume the applications from the candidates and coordinate the appointments
- implement the practical and theoretical test (C- and B-License), they organize the encashment and issue the license
- administrate the data of the judges and pass them to the WSFed
- place the judges of request to the organizers of contests
- are the connectors between the judges in their own country and the people responsible concerning C license judging. They give feedback, are significant involved in the further development and are participated by the responsible of WSFed in all important decisions
- communicate important news with all the judges in the country

The administration, the organisation and the examination of the A-License stays in the competence of the WSFed as the most important organ.

4.4. Assessment

Tricklining is a competition sport where the whole performance leads to the victory. The contestant who lands the most and the most difficult tricks and combos in the given time wins. For clocking the given time for each round it is important only to measure the time on the line. The time is stopped as soon as the Rider leaves the Line after a run and goes on when the Rider begins his next run. The following criteria value the average of all shown tricks in a run (the time span which is available to the rider for his performance).

Last trick / last run: Once the regular time is up, each slackliner is allowed to finish his performance. The maximum additional time for every rider for each run is 15 seconds. Everything shown after these 15 seconds cannot be considered in the evaluation anymore. After the additional 15 seconds the judges should “close their eyes” and make the decision.

The criteria which the sportsmen and the judges must follow are:

DIFFICULTY (12 points)

The criterion “difficulty” is the most important criterion to be valued. Above all technically demanding tricks, also tricks within difficult combos should be awarded with high points. The skill level between the slackliners should be shown in this category most obviously.

Important:

Only tricks which are landed/sticked on the line can be scored in this categorie!

A trick which results in a fall off the line or which is purposely landed on the ground does not effect the criteria difficulty!

Indications for the judgement of the category “difficulty” can be:

- how many rotations has a trick (e.g. is it a 360 or a 540)?
- how is the move initiated (e.g. atomic), how is it finished (e.g. to feet, to buttbounce)?
- how many different moves are combined in one trick (e.g. misty flip: rotations in two different directions, yokohama buttbounce: buttbounce + tap,
- how is the composite of all the shown tricks in one combo, how difficult are the changeovers between the tricks (e.g. a change in direction → rotations in different directions, a change between dynamic and static → buttbounce to budda)
- how big is support through the surface of the line, the less support the harder the trick! (e.g. one hand front leaver, tricks feet to feet)

Furthermore, combos where difficult tricks are put in a row have to be awarded much higher compared to those combos where the tricks are interrupted with „safety tricks“ for stabilization such as Buttbounces, and sticky Buttbounces to get more power.

The judges have to score the maximum of 12 points for the rider who did better in this category. The other one gets points in relation to the 12 points of his opponent.

This is necessary, because it is not the amount of points that matters for the final result, but the ratio. A further effect is, that the category “Difficulty” remains the most important one, and cannot be overtopped by another one (for example could “amplitude” score more points in a bad battle with a “high jumper”)

TECHNIQUE (-10 points)

The technique is the second-most important criterion with a point award from 0-10. Here the points are drawn off and not added. Everything what contributes to the fact that the tricks look not clean is punished in this category with a deduction of points. This applies for example to Dabs*, unclean landing**, bad posture, sluggishness etc. An active balance support is not wanted. Every trick/every combo should be initiated, executed and be finished according to this. So not only the trick/the combo is valued for itself, but also all phases in the realisation: Initiation, execution, position, duration of the trick/of the combo, as well as the landing or the end of the trick/of the combo.

Thus the "differences in quality" can be illustrated in points. The aim is to make all tricks clean. Clean tricks have to be awarded, not clean ones have to be punished with point deduction, so that the qualitative difference of the tricks is reflected in the point and an incentive originates to execute the tricks cleanly.

The judges should use one way of counting/noting down the point deduction in this category. There are light and hard misdoings. Every light misdoing should be noted down with a dot, a hard misdoing with a minus. Three light misdoings are equal one hard misdoing. So, three dots are one minus, one minus means -1 point.

Examples:

*** Dabs**

Means, touching the ground with feet or hands during the execution of tricks and combos. The more the support or area of contact on the ground/on the Line, the higher is the deduction of points in this category.

A, Light dabs = the rider just touches the ground softly or by accident = “dot”

B, Hard dabs = the rider uses the ground or the line for keeping the balance = “minus”

**** Unclean landing, falls and dismounts**

No point deduction

- Landing on the line → save landing

Light misdoing = “dot”

- Landing on the line → shaky landing
- Unplanned dismount or fall off the line (please Remember: no points in difficulty)

Misdoing = “minus”

- Landing on the line → hard struggling, but sticking it (getting stable on the line)
- Landing on the line → safety buttbounce (or the like)

Doing tricks/combos “clean”:

The tricks should be shown precisely and without shaking. Furthermore, we are interested in the combos composed of the high level. Tricks should be done fluently one after the other, without getting the energy from doing easier tricks (like sticky buttbounce) and without getting the balance by doing short breaks between the tricks.

DIVERSITY/CREATIVITY (8 points)

In this category diversity should be paid. The more different the tricks / combos are the better. Rotations, static tricks, combos, flips, bounces, creative show elements, grabs, different starts and landings should be shown as far as possible. Of course different tricks in different combinations also belong to this. Constant repetitions of tricks and combos should result in a deduction of points up to none.

There are several groups, in which tricks are categorized. Each slackliner has to show tricks from each group to score points for this group. Here are the 8 groups:

- M = Mounts → different ways to get on the line.)
- F = Flips → all kind of flips: backflip, frontflip, buttfli, Mistyflip, ...)
- Si = Sicks → “sick” tricks: Sick nasty, Nasty chest, ...
- R = Rotations → all kind of rotation: 360°, Buttbounce 540 to BB, Mojo Flat Spin, ...)
- B = Bounces → different kinds of bounces: back bounce, chest bounce, butt bounce, lady bounce, ...)
- St = Statics → static moves: Front lever, Buddha, double knee drop,...)
- G/T = Grabs & Taps → all kinds of grabs and taps: Yokohama BB, squirrel grap, ...)
- C = Creativity → new tricks and combinations

The slackliner who has shown more different tricks of one group than his opponent gets a point for this group, the other one gets “0” points for this group. It is not the total amount of tricks, but the amount of different tricks of one group that count.

In total, 8 points (for the 8 groups) have to be divided to both slackliners. If the judge cannot make a clear decision, or there is no noticeable difference between the slackliners, the judge should score 0,5 to 0,5 points.

(This system ensures, that a larger number of different tricks, out of different trick groups, are shown!)

AMPLITUDE (6 points)

In this category up to 6 points can be awarded. The average height and width of the tricks is valued. Here the whole performance of a run should be valued, not every single move.

PERFORMANCE (4 points)

In this category it is valued, how effective the rider influences the audience by making his runs to a real show. For this category no limits are set due to the ideas and the talents of each rider – in the ideal case they succeed in contrasting themselves by doing something unusual in her performance which will result in wowing the crowd. Everything counts: choreography, readiness to assume risks, readiness of trying something new/spectacular, but also simply the talent, to inspire the spectators and winning their hearts.

Please find the “judging assessment form” in appendix 5.1.

We recommend to use a separate piece of paper for additional notes!

4.5 Special regulation valid for 2013

The judging licence system is in the beginning of its development. Due to this fact, there are not enough high level judges for hosting the amount of WSFed contests 2013. As we want to support the ongoing development of the sport it is necessary to simplify the judging license system for 2013.

- The requirement to score at least five contests as a Judge, to be admitted to the next higher license level exam is reduced to three.
- The requirement for the license level of the judges is reduced to the following:
 - WorldChampionship: A / A / B
 - NationalChampionship: C / C / C
 - WorldCup: A / B / B
 - Open: B / C / C
 - Jam: C / - / -
- The WSFed has the right to upgrade the best participants of each judging exam to the next higher level.

5.2. Contest license application

WSFed CONTEST LICENCE APPLICATION

Hereby I request the licensing for the following slackline contest:

<i>Name of the event</i>	<i>Date of the event</i>
<i>Place</i>	<i>Country</i>
<i>Category</i>	<input type="checkbox"/> Slackline WorldCup <input type="checkbox"/> World Slackline Championship <input type="checkbox"/> Slackline Open <input type="checkbox"/> National Slackline Championship <input type="checkbox"/> Slackline Jam
<i>Gender</i>	<input type="checkbox"/> Women <input type="checkbox"/> Men (unisex)
<i>Organisation</i>	
<i>Street</i>	<i>Contact Name</i>
<i>Zip code, City</i>	<i>Phone</i>
<i>Country</i>	<i>Email</i>
<i>Web</i>	

Herewith I confirm that I have read and understood the contest criteria in the category I applied for. Also I have read the WSFed RuleBook about standards and regulations for holding a WSFed certified contest. I also confirm that after validation of my contest I will fully act in terms of the philosophy of the WSFed and will stick to all guidelines and standards given for contests by the WSFed. The licensing becomes valid only by approval of the WSFed as well as the payment of the licensing fee. The fulfillment of all WSFed given criteria has to be validated by the judger's chairman.

Date, Place

Signature

Licence granted by the World Slackline Federation!	
_____ <i>Date, Place</i>	_____ <i>Signature, Stamp WSFed</i>



World Slackline Federation - WSFED

Silberburgstrasse 159a
70178 Stuttgart

email: info@wsfed.com
www.wsfed.com

Suedwestbank AG
Stuttgart

Acc. No: 408 985 003
Sort Code: 600 907 00

IBAN: DE 30600907000408985003
BIC / SWIFT CODE: SWBSEDE33

5.3. World Championship: Seeding and proceeding

The field shall be divided into two groups of four riders each. The top seeded rider (of the WSFed World ranking list, six weeks before the World Championship) shall be placed in Group "A" and the second-seeded rider shall be placed in Group "B". Riders seeded three and four, five and six and seven and eight, shall then be drawn in pairs with the first drawn placed into Group "A."

WSFed - World Championship proceeding

Group A	A	B	C	D	Points
A					
B					
C					
D					

Group B	E	F	G	H	Points
E					
F					
G					
H					

half finals			
Winner Group A	vs.	2. Place Group B	
2. Place Group A	vs.	Winner Group B	

3rd place		
Loser half final	vs.	Loser half final

FINAL		
WINNER half final	vs.	WINNER half final

On this page, you can find an example of the World Championship proceeding

Group A	Peter	Paul	Max	Jack	Points
Peter		1 : 0	0 : 1	1 : 0	2
Paul	0 : 1		0 : 1	1 : 0	1
Max	1 : 0	1 : 0		1 : 0	3
Jack	0 : 1	0 : 1	0 : 1		0

Ranking Group A:

1. Max
2. Peter
3. Paul
4. Jack

Group B	Matt	Eddi	John	Kurt	Points
Matt		0 : 1	0 : 1	1 : 0	1
Eddi	1 : 0		0 : 1	0 : 1	1
John	1 : 0	1 : 0		1 : 0	3
Kurt	0 : 1	1 : 0	0 : 1		1

Ranking Group B:

1. John
2. Matt
2. Eddi
2. Kurt

Group B

Problem: Several participants with an equal number of points

Solution: According to the Rule Book there will be a decision battle between these riders.
In this battle each rider has 45 sec. to perform and show his/her skills on the line.

In our example **Eddi** wins the decision battle.

New Ranking Group B:

1. John
2. Eddi
3. Matt
3. Kurt

half finals		
Max	vs.	Eddi
Peter	vs.	John

In our example **Max** and **John** win their battles.

3rd place		
Eddi	vs.	Peter

FINAL		
Max	vs.	John

5.5. Rider registration form

Application form for listing in the world ranking system of the WSFed

In order to collect points for the WSFed World Ranking list as a slackliner, and in order to be listed, it is required to be registered with the WSFed. The registration is accredited by submitting this application.

After successful registration the athlete will receive a registration number from the WSFed, which has to be presented at competitions in conjunction with a valid picture ID.

First Name	Lastname	Date Of Birth	Nationality

Street / No.	Post Code	City	Country

Email	Phone

Declaration Of Consent:

I hereby confirm that all information given is true and valid; and that I want to be registered for and listed in the World Ranking system of the WSFed. The registration is deemed valid with the receipt of a set registration fee of 10,00 €. The registration fee can be paid in cash to a member of the WSFed, or by bank transfer to the account of the WSFed. The registration is valid for one year, starting from the date of receipt of the registration fee. I hereby confirm my consent for the use of my personal information for internal use only. Furthermore I confirm to abide by the rules and regulations set out by the WSFed and respect and accept decisions made by accredited WSFed judges and indicators.

Applicants under the age of 18, a signature from a legal guardian is required for accreditation. (Applications received on site at competitions are subject to review - the WSFed reserves the right to revoke this membership and any World Ranking points acquired should the parental guardian not give his written consent.)

I would like to receive information from the WSFed in the future.

.....
Place, Date, Signature of Athlete

.....
Place, Date, Signature of Legal Guardian (for applicants under the age of 18)
