The Joint List Battle

A highline freestyle competition format

Philosophy

We wanted to create a battle format under the follow conditions:

- Easy to understand for public that doesn't know the sport
- Exciting battle with a lot of sticks and repeats of the tricks
- Still interesting if there is some level difference between the athletes
- Easy to judge so you don't need to be a pro freestyler yourself to organise a comp

The Rules

It is a battle format with different rounds. Every round there is an attacker that sets a trick and a defender that tries to repeat the trick. The **first person to get to 5 points wins the game**.

Before the game starts

Every athlete indicates all tricks he or she is sure to stick for 80% in one try. The joint tricklist is the overlap between two athletes' individual lists. So all the tricks that are indicated on both athletes lists. There is a unique joint tricklist for every battle. **Only tricks from the joint trick list, + 2 joker tricks from** your own list can be used during the battle (indicated with a joker symbol to the judges). The joint tricklist will be shared on the morning of the event. If there are less than 10 joint tricks, the judges add random tricks to this list, the both athletes can choose together from which tiers. If there is no consensus the judges try to find a solution in the average level between the two athletes.

The battle

The (first) attacker is decided by "rock paper scissors"

The attacker starts the game and sets a trick

(announce the trick first to the judges so they can check if it is on the joint trick list)

1) Sticks it

   a) Defender sticks: defender + 1 and gets initiative (becomes attacker in next round)
   b) Defender fails: attacker + 1 and keeps initiative (stays attacker in the next round)
2) Fails it: Opponent gets initiative for the next round

- As an attacker you can only fail 2 the trick you set**. Third FAIL as attacker -> game over** (since you have 80% chance of sticking your tricks, the chance that you fail more the two times is 5%)
- Sticking a trick = trick + **3 bounces** (landing included). 3 bounces in the end position of your trick.
- Tricks that get stuck are eliminated from the joint trick list for this battle (if the attacker fails, it can still be used). The name of the trick in the list can not be repeated after a stick. If an attacker sticks a front almighty. You can't do a back almighty anymore since it is listed as almighty.
- You have always only one try to stick the trick, as attacker or defender
- **Rotations**: As defender you need to do the trick in the same rotation as the attacker. For example if the attacker does a back almighty, the defender also needs to do a back almighty. The trick "almighty" is off the list so during these battles you can't attack with an almighty anymore, also not with a front almighty.
- **Positions**: You do the trick to the logic position that the name of the trick requires. The defender needs to do the trick from and to the same start and ending position.
- Order of movements: As defender you need to do the same order of movements that create the trick as the attacker.

The trick list

We used the LAAX 2026 Tier list as a trick list. It is the most complete tricklist we found but be aware that the tricklist you use impacts the competition a lot. Every athlete has their own set of specialities and even the LAAX 2026 tier list can not reflect all athletes preferred tricks in the same amount.

If we would do it again we would remake the list with prior athlete suggestions.

Timing

If you do battles up to 5 points, you can expect it to be between 12 and 15 min.
This time doesn't include: warm-up, getting to the trickzone, tie-in, buddy check and adapting the tension of the line. In the ideal scenario you have 3 or4 lines. Two to battle on, one or two to prep the right tension for the next battle.

Disadvantages

Every format has its advantages and disadvantages. The disadvantages of this format are:

- If there is a big level difference between the athletes, the level of the battle also is lower
- The tricklist you use as start determines the competition a lot
- Since you are bound to the tricklist, all the tricks should be well defined. otherwise you get soon in discussions.
- You see less unique weird tricks and more general well known tricks