



TM
REDLINE
FITNESS GAMES



OFFICIAL REDLINE FITNESS GAMES
RULEBOOK

2026 EDITION

22 NOVEMBER 2026
Queen Sirikit National Convention Centre

Last updated on 27 Feb 2026



Race Overview and Categories

REDLINE Fitness Games 2026 will take place on 22 November at Queen Sirikit National Convention Center. It is a race through 12 functional fitness workout stations to test cardio, strength, endurance, power, agility, balance and coordination. Each participant's race duration will typically last between 30 and 60 minutes, depending on fitness level and race category. Participants must be at least 16 years old to participate in this event.



Results for each category are based on race time. This year's categories are as follows:

Singles Level 1 (Beginner)

- no age categories

Singles Level 2 (Intermediate)

16-39, 40-49, and 50+ age categories

Singles Level 3 (Advanced)

18-39, 40-49, and 50+ age categories

Doubles - no age categories

Team Relay - no age categories

Corporate Team - no age categories



Cut-Off Time

There is no cut-off time for the race, but time penalties will apply for any participant that is unable to complete any workout station (see 'Time Penalties' section).



SINGLES CATEGORY OVERVIEW

Race Format

REDLINE Fitness Games 2026 consists of 12 functional workout stations. In order to complete the entire race and receive a valid finishing time, Redliners must complete the stations in the designated order (e.g. Run, Ski, Deadball Over Shoulder, etc.) until all 12 workout stations are completed.

Workout Rules and Regulations

- Complete all workout stations, in the correct order.
- Perform each exercise according to the movement standards.
- Use the correct start and finish points of the workout station.
- Complete the correct number of repetitions and/or distances.
- Perform the exercises/movements with the correct weights (kilograms).

DOUBLES CATEGORY OVERVIEW

Race Format

The Doubles category is a 2-person team race through 12 functional workout stations. The doubles teams can consist of 2 women, 2 men or 1 woman & 1 man. In order to complete the entire race and receive a valid finishing time, a doubles team has to go through 12 workout stations in a 'You-Go-I-Go' (YGIG) format, in which 1 partner 'works' and 1 partner rests, and vice versa.

With the exception of the Run station, each doubles team shares their repetitions and/or distances for each workout station. You can swap the 'worker' and 'rester' as often as wanted until the workout station is completed. You must complete the workout stations in the designated order (e.g. Run, Ski Erg, Deadball Over Shoulder, etc.) until all 12 workout stations are completed.

Workout Rules and Regulations

- Complete all workout stations, in the correct order.
- Perform each exercise according to the movement standards.
- Use the correct start and finish points of the workout station.
- Complete the correct number of repetitions and/or distances.
- Perform the exercises/movements with the correct weights (kilograms).



Doubles Transitions

- The Run is the only workout station to be completed together. Both partners must enter the next workout station together.
- Both partners must not touch the equipment for each workout station until both partners are at the station (within 2 meters of the equipment being used).
- Once both partners have arrived together, they may start the workout station.
- Only one partner may work at a given time, and the resting partner stands/follows directly behind the other. Partners can swap at any point to share the work during each workout station.
- On the stationary workout stations and the Shuttle Run the resting partner must wait at the marked point until it is their turn to work.
- On the moving workout stations the resting partner must follow directly behind the working partner until it is their turn to work.
- During the Burpee Thruster workout station the transition must always start with the incoming partner doing a burpee first.
- Partners must not ever be working at the same time (except during the Run).
- Partners can help each other set up for a workout station (e.g. passing a sandbag to their partners shoulders or strapping feet into rowing straps), but must not help during repetitions.
- For workout stations that involve the passing of equipment, partners must pass the equipment on a path that prohibits advancement of distance/repetitions.
- Both team members must cross the finish line together.

Transitioning from resting partner to working partner can be done at any time, but must always be upon completion of a full repetition of any workout station. Transitions can be done at any time for the Plank Pull and Sled Push & Pull.

TEAM RELAY CATEGORY OVERVIEW

Race Format

The Team Relay category is a 4-person team relay race through 12 functional workout stations. The teams can consist of 4 women, 4 men or 2 women & 2 men.

In order to complete the entire race and receive a valid finishing time, a team has to go through 12 workout stations in a relay format:

- 1.The first team member completes workout stations 1, 2 & 3;**
- 2.The second team member completes workout stations 4, 5 & 6;**
- 3.The third team member completes workout stations 7, 8 & 9; and**
- 4.The fourth team member completes workout stations 10, 11 & 12.**

Each team member must complete their 3 workout stations in the correct sequence before passing the team timing chip to the next member of the team in the “changeover box”. The “changeover box” is the team relay transition zone. The fourth & final team member will cross the finish line with the team timing chip after their 3 completed stations and this will be recorded as the team’s finish time.



The first 3 team members are allowed to enter the “finish zone” via the spectator walkway. They can only enter after their final team member has started the final workout station.

From here they can cheer for the final team member from within the “finish zone”, directly in front of the Sled Push & Pull lane. Once the final team member has completed the Sled Push & Pull, the entire team may cross the finish line together. The recorded time will be when the final team member crosses the finish line with the team timing chip.

Any hindrance to another team's progression while in the finish zone is strictly forbidden and may result in disqualification or a time penalty.

Transitioning from resting partner to working partner can be done at any time, but must always be upon completion of a full repetition of any workout station. Transitions can be done at any time for the Plank Pull and Sled Push & Pull.

Workout Rules and Regulations

- Each team member completes their 3 consecutive workout stations in the correct order.
- Perform each exercise according to the movement standards.
- Each team member must use the correct start and finish points of the workout station and the team “changeover boxes”.
- Complete the correct number of repetitions and/or distances.
- Perform the exercises/movements with the correct weights (kilograms).
- Redliners competing in the Mixed Team Relay and Mixed Doubles categories will have one designated weight option at each station this year (refer to page 16)

Team Relay Transitions

- Before the race starts, all team members must position themselves in the Arena. Team member 1 will be at the start line. Team members 2, 3 & 4 will be waiting in their respective “changeover boxes” that are marked along the outside of the Arena.
- Team members must wait inside their respective “changeover box” until they have been passed the team timing chip.
- The team member whose turn it is to work must secure the team timing chip around their ankle before entering the Arena to complete their 3 workout stations.
- Each team member’s transition must happen inside the “changeover box” by handing over the team timing chip.
- Once a team member has finished their 3 workout stations and completed the transition, they are free to walk up the side of the Arena and cheer their team to the finish line. The first 3 team members must be in the zone directly in front of the finish line before the 4th team member completes the Sled Push & Pull, without hindering other teams.
- Only 1 team member can ever be inside the Arena at the same time.



CORPORATE TEAM CATEGORY OVERVIEW

Race Format

The Corporate Team category is a 4-person team race through all 12 REDLINE functional workout stations. Teams can be mixed-gender or same-gender. The race follows a “You-Go-I-Go” (YGIG) format — only one team member may work at a time, while others rest, rotate, and prepare.

With the exception of the Run, all repetitions and/or distances are shared across the team. Athletes may rotate as often as desired, but only after a full repetition or unit of work is completed.

Teams must complete all 12 workout stations in the designated order (e.g. Run, Ski, Deadball Over Shoulder, etc.) to receive a valid finishing time.

Workout Rules and Regulations

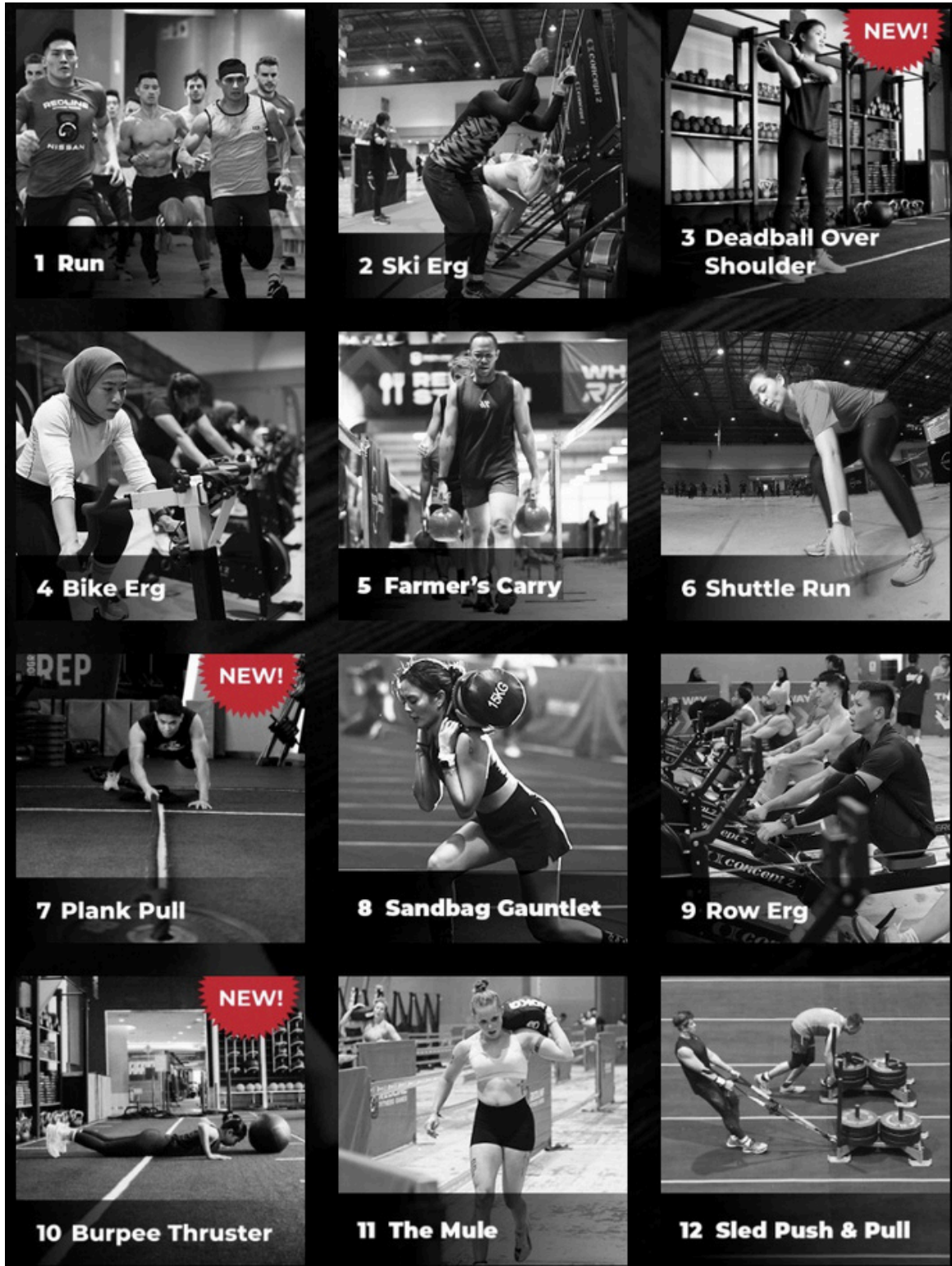
- Complete all 12 workout stations in the correct order.
- Perform each movement according to REDLINE’s official movement standards.
- Start and finish at the designated points of each workout station.
- Use the prescribed weights (kg) for each workout station.
- Complete the total number of repetitions and/or distance as required for the team division.
- The workload for each station is shared across all 4 team members.

Corporate Team Transitions

- The Run is the only station performed together, with all 4 team members running the full distance.
- All team members must not touch the equipment for each workout station until all members are at the station (within 2 meters of the equipment being used).
- All 4 team members must be within 2 meters of the equipment before the station may begin.
- Only one athlete may work at any given time, and the resting team members must stay in the designated resting zone or follow directly behind the working athlete.
- On the stationary workout stations and the Shuttle Run the resting partners must wait at the marked point until it is their turn to work.
- On the moving workout stations the resting partners must follow directly behind the working partner until it is their turn to work.
- All team members rotate in on a YGIG basis, but only after a complete repetition is finished. Exception: Plank Pull and Sled Push & Pull, where transitions can occur mid-rep.
- During the Burpee Thruster workout station, the transition must always start with the incoming member doing a burpee first.
- Team members must not ever be working at the same time (except during the Run).
- Team members can help each other set up for a workout station (e.g. passing a sandbag to their team member’s shoulders or strapping feet into rowing straps), but must not help during repetitions.
- For workout stations that involve the passing of equipment, team members must pass the equipment on a path that prohibits advancement of distance/repetitions.
- All team members must cross the finish line together.
- Transitioning from resting partners to working partner can be done at any time, but must always be upon completion of a full repetition of any workout station. Transitions can be done at any time for the Plank Pull and Sled Push & Pull.

WORKOUT STATIONS & MOVEMENT STANDARDS

Workout Stations



Movement Standards

RUN

- A 500m run from the starting line, which follows a route to the Ski Erg workout station at the opposite end of the Arena. Slower Redliners should keep to the left hand side of the run route, allowing faster Redliners to overtake on the right hand side.

Ski Erg

- Erg Prior to starting the workout, the Ski Erg monitor (screen) must be reset by a judge.
- Once the Redliner has completed the required number of calories, they may exit the station and move on to the next station.
- Redliners may raise their hand to call over a judge should they need any clarification.
- The damper setting on the ergometer will be preset at 7. Redliners are allowed to adjust the damper setting to their own setting preference at any time.

Deadball Over Shoulder **NEW**

- The participant starts by standing in the designated area (approximately 1.5m x 2m box) with the deadball placed on the ground in front of them.
- From this position, the participant lifts the deadball and throws it over one shoulder so that the ball lands behind them. While throwing, the ball is allowed to touch the shoulder.
- Once the ball has landed behind the participant, the participant then turns around (180 degrees) facing the opposite direction and repeats the movement.
- All repetitions must be performed from the same designated area and the ball must remain within the participant's area at all times.
- The participant may choose their own technique for picking up and throwing the deadball.
- The repetition counts once the ball has clearly passed over the shoulder and landed fully behind the participant.

Bike Erg

- Prior to starting the workout, the Bike Erg monitor (screen) must be reset by a judge.
- Once the Redliner has completed the required number of calories, they may exit the station and move on to the next station.
- Redliners may raise their hand to call over a judge should they need any clarification.
- The damper setting on the ergometer will be preset at 7. Redliners are allowed to adjust the damper setting to their own setting preference at any time.

Farmer's Carry

- The Farmer's Carry begins and ends with the removal/return of the kettlebells (2) from the marked area.
- The Redliner has to carry both kettlebells at all times while they move.
- Kettlebells must be carried with both arms extended.
- Putting down the kettlebells to rest is allowed.
- The station is completed once the Redliner returns the kettlebells to the marked area.

Shuttle Run

- The Shuttle Run workout station consists of a 20m run distance between 2 points in a straight line, for the designated number of repetitions.
- At the end of each repetition, the Redliner must cross the marked line with 1 foot, and 1 hand must also touch the ground beyond the line. Either foot and hand (left or right) can be used.
- Failure to cross the line with the foot or hand will result in a no-rep.
- 1 x 20m = 1 repetition.

Plank Pull **NEW**

- The participant starts in a push-up plank position, supported on the hands with both knees lifted off the floor and feet together. If the knees or chest touch the floor at any time, the participant must immediately stop pulling and may only resume once the push up plank position is resumed.
- Hip height is at the participant's discretion (hips may be positioned high or low).
- Using either arm, the participant pulls the weight attached to the end of the battle rope across the designated finish line. Participants may switch arms at any time during this station.
- Once the weight crosses the finish line, the participant must carry the weight back to the designated starting position, ensuring the battle rope remains in its original position, before beginning the next repetition.
- The station is complete when the required number of repetitions have been completed, the battle rope is fully straightened, and the weight is returned to the designated starting point.

Sandbag Gauntlet

- The Sandbag Gauntlet consists of repetitions of Sandbag Squats and Sandbag Walking Lunges.
- The station begins and ends with the removal/return of the sandbag from the marked area at the workout station start/finish line.
- The Redliner must lift up the sandbag and place it over their shoulders.
- The Redliner then starts by standing upright with both feet behind the line. The Redliner must alternate between one squat and one forward lunge throughout the station until the required distance is completed (Squat → Lunge → Squat → Lunge, and so on). For each lunge, the Redliner may choose which leg steps forward. The same leg may be used consecutively or alternated, at the Redliner's discretion. During each squat, Redliners must squat so that hips are parallel or below parallel to knees.
- During each lunge, the rear knee must touch the ground. A repetition (for squat and lunge) ends with knees and hips fully extended.
- Taking any steps forward between squat and lunge repetitions is not allowed.
- The sandbag must remain on both shoulders at all times.
- The station is complete once the Redliner lunges across the station start line and returns the sandbag to the marked area.
- If the Redliner violates any of the above points, the repetition becomes invalid and must be repeated.

Row Erg

- Prior to starting the workout, the Row Erg monitor (screen) must be reset by a judge.
- Once the Redliner has completed the required number of calories, they may exit the station and move on to the next station.
- Redliners may raise their hand to call over a judge should they need any clarification.
- The damper setting on the ergometer will be preset at 7. Redliners are allowed to adjust the damper setting to their own setting preference at any time.

Burpee Thruster

- The participant begins in a standing position behind the wall ball, which is positioned on the ground in a designated area in front.
- The participant performs a burpee, with the chest clearly touching the floor. Stepping or jumping back is permitted.
- After completing the burpee, the participant steps or jumps forward, then lifts the ball from the ground to a full overhead position, finishing with arms fully extended.
- Once the overhead position is reached, the ball must be placed — not thrown — back into the designated area on the floor before beginning the next repetition.
- All repetitions must be performed from the same designated area, and the ball must remain within the participant's area at all times.

The Mule

- The Mule is a sequence of runs whilst carrying a sandbag weight. The workout station begins/ends with the removal/return of the sandbags from the marked area.
- The Redliner starts by lifting the first sandbag onto their shoulder or holding it in front of their chest/stomach, then running/walking for the required distance.
- The Redliner then drops the first sandbag and carries the second sandbag for the required distance.
- Redliners are allowed to drop the sandbag at any time if they need to stop and rest.
- The workout station is completed once the Redliner carries the final sandbag and returns it to the marked area and runs to the next station.

Sled Push & Pull

- The Redliner & the Sled must be positioned completely behind the line prior to starting the Sled Push & Pull.
- The Redliner must then push the sled (using the provided poles) until the sled has completely crossed the marked line at the end of their lane (this is a 15m distance).
- It is forbidden to turn the sled or push it backwards.
- The Redliner then begins the Sled Pull component (pulling the sled back down the same lane), using the provided straps, until the sled has completely crossed the marked line at the end of their lane (this is a 15m distance).
- The Redliner must not turn their back to the sled to initiate the pull; Redliners must face the sled and walk backwards.
- For a 60m total Sled Push & Pull, the above will be repeated twice.

All movement standards are correct at the time of writing, but subject to change by the organizer.

Judges and Head Judges

- For each workout station, judges will be responsible for ensuring all participants complete the workout station in a correct and safe manner.
- Judges do this in coordination with the head judge of the workout station.
- The head judge of each station is overseen by the race director, who oversees all sporting aspects of the competition and holds final say on all judging matters.
- All decisions of the judge, head judge, race director and event organizers are final.

Distances, Reps and Weights

Singles Level 3 (Advanced)

WORKOUT STATION	MEN'S ADVANCED	WOMEN'S ADVANCED
RUN	500m	500m
SKI ERG	45cal	35cal
DEADBALL OVER SHOULDER NEW	60 reps, 18kg	60 reps, 12kg
BIKE ERG	45cal	35cal
FARMER'S CARRY	3 laps, 24kg	3 laps, 16kg
SHUTTLE RUN	30	30
PLANK PULL NEW	4x 12m, 25kg	4x 12m, 20kg
SANDBAG GAUNTLET NEW FORMAT	2x 20m squat + lunge, 20kg	2x 20m squat + lunge, 15kg
ROW ERG	45cal	35cal
BURPEE THRUSTER NEW	30 reps, 7kg	30 reps, 4kg
THE MULE	60m & 120m / 15kg & 20kg	60m & 120m / 15kg & 20kg
SLED PUSH & PULL	60m, 100kg	60m, 65kg

Singles Level 2 (Intermediate)

WORKOUT STATION	MEN'S INTERMEDIATE	WOMEN'S INTERMEDIATE
RUN	500m	500m
SKI ERG	35cal	25cal
DEADBALL OVER SHOULDER NEW	40 reps, 18kg	40 reps, 12kg
BIKE ERG	35cal	25cal
FARMER'S CARRY	2 laps, 24kg	2 laps, 16kg
SHUTTLE RUN	20	20
PLANK PULL NEW	4x 12m, 20kg	4x 12m, 15kg
SANDBAG GAUNTLET NEW FORMAT	1x 20m squat + lunge, 20kg	1x 20m squat + lunge, 15kg
ROW ERG	35cal	25cal
BURPEE THRUSTER NEW	20 reps, 7kg	20 reps, 4kg
THE MULE	60m & 120m / 15kg & 20kg	60m & 120m / 15kg & 15kg
SLED PUSH & PULL	60m, 65kg	60m, 35kg

Singles Level 1 (Beginner)

WORKOUT STATION	MEN'S BEGINNER	WOMEN'S BEGINNER
RUN	500m	500m
SKI ERG	15cal	15cal
DEADBALL OVER SHOULDER NEW	20 reps, 12kg	20 reps, 12kg
BIKE ERG	15cal	15cal
FARMER'S CARRY	1 lap, 16kg	1 lap, 16kg
SHUTTLE RUN	10	10
PLANK PULL NEW	4x 12m, 10kg	4x 12m, 10kg
SANDBAG GAUNTLET NEW FORMAT	1x 20m squat + lunge	1x 20m squat + lunge
ROW ERG	15cal	15cal
BURPEE THRUSTER NEW	10 reps, 4kg	10 reps, 4kg
THE MULE	60m & 120m / 0kg & 15kg	60m & 120m / 0kg & 15kg
SLED PUSH & PULL	60m, 20kg	60m, 20kg

Doubles

WORKOUT STATION	MEN'S DOUBLES	MIX DOUBLES	WOMEN'S DOUBLES
RUN	500m	500m	500m
SKI ERG	45cal	35cal	35cal
DEADBALL OVER SHOULDER	60 reps, 18kg	60 reps, 12kg	60 reps, 12kg
BIKE ERG	45cal	35cal	35cal
FARMER'S CARRY	3 laps, 24kg	3 laps, 16kg	3 laps, 16kg
SHUTTLE RUN	30	30	30
PLANK PULL	4x 12m, 25kg	4x 12m, 20kg	4x 12m, 20kg
SANDBAG GAUNTLET	2x 20m squat + lunge, 20kg	2x 20m squat + lunge, 15kg	2x 20m squat + lunge, 15kg
ROW ERG	45cal	35cal	35cal
BURPEE THR	30 reps, 7kg	30 reps, 4kg	30 reps, 4kg
THE MULE	60m & 120m / 15kg & 20kg	60m & 120m / 15kg & 20kg	60m & 120m / 15kg & 20kg
SLED PUSH & PULL	60m, 100kg	60m, 65kg	60m, 65kg

Team Relay

WORKOUT STATION	MEN'S TEAM RELAY	MIX TEAM RELAY	WOMEN'S TEAM RELAY
RUN	500m	500m	500m
SKI ERG	35cal	25cal	25cal
DEADBALL OVER SHOULDER NEW	40 reps, 18kg	40 reps, 12kg	40 reps, 12kg
BIKE ERG	35cal	25cal	25cal
FARMER'S CARRY	2 laps, 24kg	2 laps, 16kg	2 laps, 16kg
SHUTTLE RUN	20	20	20
PLANK PULL NEW	4x 12m, 25kg	4x 12m, 15kg	4x 12m, 15kg
SANDBAG GAUNTLET NEW FORMAT	1x 20m squat + lunge, 20kg	1x 20m squat + lunge, 15kg	1x 20m squat + lunge, 15kg
ROW ERG	35cal	25cal	25cal
BURPEE THRUSTER NEW	30 reps, 7kg	30 reps, 4kg	20 reps, 4kg
THE MULE	60m & 120m / 15kg & 20kg	60m & 120m / 15kg & 20kg	60m & 120m / 15kg & 20kg
SLED PUSH & PULL	60m, 65kg	60m, 35kg	60m, 35kg

Corporate

WORKOUT STATION	MEN'S CORPORATE	MIX CORPORATE	WOMEN'S CORPORATE
RUN		500m	
SKI ERG		35cal	
DEADBALL OVER SHOULDER NEW		60 reps, 12kg	
BIKE ERG		35cal	
FARMER'S CARRY		3 laps, 16kg	
SHUTTLE RUN		30	
PLANK PULL NEW		4x 12m, 15kg	
SANDBAG GAUNTLET NEW FORMAT		2x 20m squat + lunge, 15kg	
ROW ERG		25cal	
NEW BURPEE THRUSTER		30 reps, 4kg	
THE MULE		60m & 120m / 15kg & 20kg	
SLED PUSH & PULL		60m, 35kg	



Penalties

- Completing the workout stations in an incorrect order will result in disqualification.
- Missing an entire workout station (without attempting to complete it) will result in disqualification.
- If you are unable to complete a workout station, you may move on to the next station, and you will incur a 10-minute time penalty (on every incomplete workout station). Any time penalties will be added to your finish time after the race.
- Disqualified participants will not receive any results data and will be excluded from all rankings and awards.
- Any participant demonstrating unsportsmanlike conduct will be subject to a time penalty and/or disqualification at the discretion of the Race Director.

Clothing, Accessories, Hydration and Nutrition

The following items may be used during the race:

- Knee sleeves
- Gloves
- Weightlifting belts
- Wristbands

The following items are strictly prohibited at all times:

- Headphones/Earphones
- Lifting straps

Hydration/Nutrition:

- Only electrolyte gels and salt tabs are permitted, and they must be carried on-person at all times.
- Aid stations will be available inside the Arena with water and isotonic drinks.
- No littering on course is allowed.

Rules of Conduct

- Participants agree to compete in a fair and honorable manner. Poor sportsmanship (e.g. attempts at deception, manipulation, excessive disputes, disrupting and/or obstructing other participants) can lead to suspension, disqualification and lifetime ban from competition.
- Any participant who is suspended from competition or banned for future events will not receive a refund for any event entry fees.