

Vaulting Rules

EFA Rules & Guidelines 2008



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VAULTING RULES

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GENERAL RULES

1. INTRODUCTION

Vaulting is gymnastic exercises performed on a moving horse by vaulters individually, in pairs or in teams. It aims to develop and improve the vaulters balance, confidence and co-ordination and promotes co-operation and team spirit. Vaulters aspire to perform the optimum quality of exercise in absolute harmony with the horse.

2. COMPETITION CATEGORIES

Vaulting Competitions consist of four types of competition.

1. Team Vaulting Competition
2. Individual Vaulting Competition
3. Pas de Deux (Pairs)
4. Barrel Competition

3. REGULATIONS

All official competitions must be conducted under EFA Rules for Vaulting. The Group must abide by these rules. Other classes in accord with the spirit of these rules and with fair competition may be offered as Non -Official classes when the requirements are detailed in the particular competition schedule. Judges will use FEI Guidelines for Judges - available at www.fei.org; where applicable to EFA Rules for Vaulting

4. PERFORMANCE CARDS

A record of performance of individual vaulters competing in Official Individual Classes must be maintained by competitors on vaulting performance cards available through EFA State Offices. These are required to be taken to all competitions and completed by an Official Level 3 Judge after the final scores are determined. Cards must be revalidated by State EFA Offices each year (QLD vaulters to have their cards validated by their State Vaulting Committee), and will provide verification of performance for State and National Championships entries and International Selection. Cards must be presented to the Organising Committee prior to competing. Performance cards are not required for teams [28 April 2007].

5. GRADING SYSTEM

In classes A, B and C listed below, the Compulsory and Freestyle are performed at the canter. References to attaining a score four times (AB grades twice) means at 4 or 2 separate Official competitions. Vaulters should commence competition at the level appropriate to their ability and the Horse's training. Once they have obtained their required scores at the next qualifying level they must move up a grade. Individuals must compete in there individual horse grade or higher in barrel classes.

- A) For Individuals or Teams who have attained a score of 6.5 twice or higher in a B Class.
- B) For Individuals or Teams who have attained a score of 5.5 twice but not 6.5 or higher in a C Class.
- C) For Individuals or Teams who have attained a score of 5.5 or higher four times in a D or a D1 Class.
- D1) For Teams only – D Compulsories at Canter and Canter freestyle limited to a maximum of 2 vaulters on the horse. For Teams who have scored 5.0 in a D Team Class
- D) D Compulsories at Canter and a walk Freestyle. For Individuals or Teams who have attained a score of 5.5 or above four times in an E Class
- E) E Compulsories at Canter and a walk Freestyle. For Individuals and Teams who have attained a score of 6.0 or above four times in a W Class
- W) E Compulsories at Walk and Walk Freestyle.

6. SCORING MARKS

- 10 - Excellent
- 9 - Very good
- 8 - Good
- 7 - Fairly good
- 6 - Satisfactory
- 5 - Sufficient
- 4 - Insufficient
- 3 - Fairly bad
- 2 - Bad
- 1 - Very bad
- 0 - Not executed or "as a result of deductions"

7. DOWNGRADING

7.1 Teams

A Team may only be downgraded to a lower class for competition if:

- a) The horse is changed or
- b) The lunger is changed or
- c) At least 50% of the vaulters are changed

7.2 Individuals

An individual maybe downgraded one level:-

- a) If the vaulter has not vaulted for over two months because of serious injury or illness or
- b) If a vaulter has developed any medical condition which will be aggravated by the current level of competition.

8. VAULTING HORSE

The vaulting horse or pony must be at least 6 years old, of any breed or suitable size. All horses entered at State and National Championships must be registered with the EFA. All horses used in official classes at any other competition must be registered with the EFA.

The mane of the horse must be plaited or hogged. Tail plaiting is optional competitors may start on their own horses or horses placed at their disposal. Horses may also be changed. Horses may only be changed prior to the start of the class for vaulter safety or horse welfare reasons. Competitors must have the opportunity before the competition to get used to an unknown horse.

The Compulsory and the Freestyle of all rounds must be performed on the same horse with the same lunger.

The horse must not be used for more than 24 competition points (refer below) on any one day. In the events where the same horse competes twice in a competition, the times when the horse competes should be as far apart as possible. If the Team compulsories and freestyle are on separate days then the horse points are divided as follows: 6 points for compulsories and 6 points for freestyle.

TEAMS:

A, B, C (6 Vaulters)	12 points
D (6 Vaulters)	9 points
E (6 Vaulters)	9 points
Walk/Walk (6 Vaulters)	4 points

INDIVIDUAL:

A, B, C	3 points
D, E	2 points
Walk/Walk	1 point
Technical Test	1 point

PAS DE DEUX:

Canter	4 points
Walk	2 points

9. EQUIPMENT OF THE VAULTING HORSE

The equipment of the horse will be as follows:

- 1) Snaffle bridle (nosebands and rubber bit guards permitted)
- 2) Vaulting surcingle with under-pad and girth. The surcingle has two solid handles (grips) with two loops, one on each side. One short extra strap made of leather may be fixed between the inner edges of the right and left grip. Retractable or fixed leather leg straps fitted on the sides of the surcingle are permitted Adjustable grips are not allowed. No other loops, grips, handles, straps are allowed.
- 3) A single back pad may be used. A gel pad may be used between the horse's back and the back pad. The back pad must be maximum 70 cm from the back edge of the roller to the back, and maximum 25 cm from the front edge of the roller to the neck and a recommended width of 90 cm from side to side. The pad may be made of any material and a recommended thickness of 3 cm including the cover (except directly under the roller where any thickness is allowed and a second pad may be used). The second pad under the roller may not be more than 5 cm wider than the surcingle.
- 4) Lunge rein and lungeing whip - Lunge rein must be attached to the inner ring of the bit.
- 5) Two -side reins – Draw reins are permitted in Walk/Walk and E Canter/Walk classes only.
- 6) Bandages and/or boots are optional. Ear muffs and ear plugs are permitted.

The surcingle and the back pad may be changed between the Compulsory, Freestyle, 1st and 2nd round, however the horse must go through another gear check if equipment has been changed. This rule only applies if compulsories and freestyle are performed in separate rounds. It is also possible to vault in the Compulsory with a back pad and in the Freestyle without one or vice versa. However, the change is only allowed if the performances of the Compulsory and Freestyle are separate.

No other equipment is allowed.

10. GEAR CHECK

Every competition horse must, prior to entry to the arena, be presented to the gear steward/s on duty in the appointed enclosed area. An inspection shall then take place and the horse will be checked off the list of nominated horses. Following this the horse and the lunger are not at liberty to leave the enclosure for any reason whatsoever, until after they have competed. Any interference with or alteration to any gear after the gear check by any person could entail elimination.

11. VAULTERS AGE

A person may compete in Individual competition from the beginning of the calendar year in which they turn 6 years old.

12. LUNGERS

In Team vaulting competitions the lunger is part of the team. Lungers are permitted to be professionals and may act for more than one team in a competition and must be at least 16 years of age on the day of competition. Lungers may wear gloves. Lungers for all cantering classes must have an EFA Lungeing for Vaulting Certificate. Lungers for all INTEGRATED classes must wear gloves.

13. SALUTE

In all competitions which take place in an arena and under the supervision of a Ground Jury, each team/individual vaulter/pas de deux combination and the lunger must salute Judge A as a matter of courtesy before and after the competition.

Entry, exit and formation for the salute are left to the discretion of the vaulters. The salutation of the team is considered for the scoring of the General Impression. Judge A or a Member of the Ground Jury shall acknowledge the salute.

14. ATTIRE

14.1 Dress

The clothing of the competitors in all competitions must be modest, dignified and appropriate for all athletic competitions.

Costumes should give the effect of uniformity and cohesion between the horse, lunger and vaulter. Clothing may reflect the character of the music chosen, but should not hide or hinder the form, shape and movement of the vaulter. Clothing must not give the effect of nudity or appear too revealing. Accessories and props are not permitted.

All articles of clothing, or parts thereof, must remain attached to the vaulters body at all times, trousers must be secured to the ankle or foot as not to fall up the vaulters leg during the routine. Skirts may only be worn over full length tights or leggings and must not conceal the form and line of the vaulters body during the performance.

Only soft soled shoes are permitted.

For Team and Pas de Deux costumes, special attention should be paid to safety. Team and Pas de Deux costumes should not hinder in any way the safe interaction between vaulters during the performance. All Team and Pas de Deux costumes should give the effect of uniformity and cohesion with one – another. Clothing not meeting the forgoing requirements must be penalized by the judges. Upon agreement the Judges will deduct 1.0 points from the composition score.

14.2 Numbers

Each team vaulter must wear an easily visible number 8 to 12 cm in size (numbers 1-7) on the right arm or on the back. Numbers should be snug fitting not permitting things like fingers and tack to be caught between them and the uniform. Numbers must be either black on a white Background or in contrasting colours to ensure they are easily visible.

Individual and Pas De Deux vaulters must wear a number provided by the Organising Committee easily visible on the right arm or right leg.

14.3 Miscellaneous Attire

Under no circumstances may vaulters wear any jewellery, watches or chew gum - penalty is disqualification from the competition. Any body piercings must be covered or removed.

Prescription glasses may be worn if they are essential for safety and are securely fitted. Sunglasses are not permitted.

Medic Alert bracelets are not permitted. Coaches or a responsible person should be notified of any medical conditions prior to the start of the competition.

Unsuitable attire for any competition category by vaulter or lunger may result in elimination by Judge A.

15. MUSIC

Music is allowed. Music must be provided for Organising Committees in the form requested on the official schedule.

16. ARENA

16.1 Dimensions & Surface

The arena must be a circle with a diameter of at least 18m and must be of a soft and springy material. Arenas should always be assessed prior to competition by the Ground Jury to ensure both the safety of vaulters and horses. In the case of a competition held indoors the height must be a minimum of 5m. The public must be a minimum of 2m away from the circle and a minimum of 13m away from the centre of the lungeing circle.

A visible marking of the centre of the circle is recommended.

16.2 Practice Arena

A practice arena is compulsory and must be as in the paragraph above, however, it is recommended that there should be two or more practice arenas. If the competition takes place indoors the possibility for practicing indoors must be available to all competitors. It is permitted to work the horses mounted in the warm-up arena.

17. JUDGES

Australian Vaulting Judges are accredited as Level 3, Level 2 and Level 1 Vaulting Judges.

Level 3 judges are accredited to judge all classes and take on the responsibilities of Judge A

Level 2 judges are accredited to judge all classes up to D grade.

Level 1 judge are accredited to judge all walk/walk and barrel classes.

Details of current Criteria for Accreditation, Syllabi and current accredited Judges are available from the National Judge Coordinator and the National EFA Office.

It is preferred that there are three Level 3 Vaulting Judges for all competition classes, however the following are considered minimum requirements for competition.

17.1 National Championships

Classes A to D - Three Level 3 Vaulting Judges (Organising Committees may invite persons from other countries to officiate but if they do not hold official judge accreditation in their country of origin, their credentials must be reviewed and certified.

Classes E, W, Pas de Deux and Barrel - One Level 3 Vaulting Judge and Two Level 2 or Two Level 1 Vaulting Judges

17.2 State Championships

Classes A to D - Two Level 3 Vaulting Judges

Classes E, W, Pas de Deux and Barrel - Two judges of which one must be a Level 3

All Judges should, to the best of their ability, adhere to the following Code of Conduct:

- a) As in all equestrian sports, judges must make their decisions having regard for the welfare of the horse above the interests of any others involved.
- b) Judges must maintain their observation of vaulting skills to ensure correct technical assessment of performances presented at competition.
- c) Judges must have an "across the board" open and friendly attitude towards all competitors while being careful not to show excessive familiarity with any.
- d) Judges must maintain an objective and fair mind towards all competitors which includes:
 - Not taking into account anything known about Vaulters, Horses, Lungers, or past performances
 - Guarding against conflicts of interest and never judging a Class that includes Vaulters that are coached by themselves on a long term basis or have been coached by themselves, leading up to a particular competition.
 - Ensuring that the same conditions apply to all competitors

e) Judges must know the Rules, FEI Guidelines for Judges – Memorandum to the FEI Rules for Vaulting available at: www.fei.org where applicable to EFA Rules for Vaulting and apply their provisions with encouragement to the vaulters and lungers in mind.

f) Judges must know and understand the Scoring Marks and prescribed deductions and ensure that comments, deductions and scores are related.

g) Judges must maintain the same standard for all competitors within a competition and at all events.

h) Judges must be aware that they are responsible for setting the standards of vaulting both in the competition arena and away from it and as a person required to be held in respect by Vaulters, Judges should conduct themselves with dignity, honesty, respect and good manners at all times. Judges must treat requests to explain decisions as an opportunity to detail rule provisions, provide explanations on what methods they use to achieve a score and provide suggestions for ways to increase scores in the future.

i) Judges must honor a commitment to judge and if unforeseen circumstances prevent this, help the organisers to find a replacement.

18. GROUND JURY

The Ground Jury is appointed by the Organising Committee and consists of a President and the Judges Officiating at the competition. The President should be the Judge with the highest level of knowledge of the rules and the most experience. The President should be Judge at A whilst judging. The period of jurisdiction of the Ground Jury begins one hour before the commencement of Official proceedings at the competition and terminates half an hour after the final presentations. The Ground Jury is responsible for the judging of all classes and the judicious application of the Rules during the period of its jurisdiction pertaining to the EFA and FEI Rules for Vaulting.

19. TECHNICAL DELEGATE

The Organising Committee will appoint a Technical Delegate for National Championships which must be ratified by the National Vaulting Committee. The Technical Delegate may also be a member of the Ground Jury. The responsibilities are to ensure the fairness of the administration of the competition and the suitability of the arena and associated grounds. The Technical Delegate is responsible for advising the President of the Ground Jury of satisfaction with the arrangements at the commencement of the jurisdiction of the Ground Jury. The Technical Delegate should be available to provide advice to the Ground Jury when requested by the President.

20. SIGNAL

Judges must use a bell when wanting to signal vaulters for any reason. Car horns, whistles or voice etc are not permitted.

21. ABUSE OF HORSES (FEI GENERAL REGULATIONS ART. 143)

Abuse can be defined as intentionally acting in a way, which may cause pain or unnecessary discomfort to a horse. As examples, an act of abuse can be any of the following:

- To whip or beat a horse excessively.
- To subject a horse to any kind of electric shock device.
- To jab the horse in the mouth with the bit or any other device.
- To compete using an obviously exhausted, lame or injured horse.
- To abnormally sensitise or desensitise any part of a horse.
- To leave a horse without adequate food, drink and exercise.

Any case of abuse must be reported immediately to the Ground Jury.

Cases of abuse reported after the end of an event should be addressed to the Secretary of the relevant EFA Branch within 14 days of the competition. Reports dispatched after 14 days will not be considered.

Officials, or any other person, reporting a case of abuse should, if possible, secure one or more witnesses to the incident, or any other form of evidence, and either bring them to the Committee to which the report is addressed, or obtain written statements from them, duly signed, together with their names and addresses.

22. DISCIPLINE/MISCONDUCT

If any complaint is made that a vaulter, lunger, coach or group of any combination entered for and competing in a Vaulting Competition to which these rules apply, has committed a breach of these rules, or the FEI Rules, or has been guilty of any conduct which is or may be derogatory to the character of, prejudicial to the interests of, the EFA or the Ground Jury officiating at the competition during which the cause of the complaint arose, or was alleged to have arisen may report the matter in writing to the Secretary of the relevant EFA Branch within 14 days of the occurrence. The Secretary will consult the relevant State EFA Vaulting Committee as to whether the case is to be dealt with by the State EFA Vaulting Committee or by the National Vaulting Committee or by the State Judiciary Committee.

23. DOPING

23.1 Vaulters/Lungers/Horses

As per FEI prohibited substances - competitors – Art, 145 and horses – Art, 146 and the Australian Sports Drug Agency - Canberra.

Also prohibited are any pain killers other than ordinary paracetamol or aspirin and other medications likely to affect co-ordination. Lungers must not be affected by drugs or alcohol of any description.

24. DRUG TESTING

It is recommended that swabbing is carried out on horses for National Championships by a qualified veterinary surgeon but is not compulsory.

25. EFA MEMBERSHIP

Official Events are open to all members of the EFA.

Associate Events are open to all members of the EFA or members of the EFA affiliated body conducting the event.

RDA membership is sufficient for entrants in Integrated classes except NSW.

26. ENTRY SCHEDULES

Schedules for National Championships must be ratified by the EFA National Vaulting Committee prior to public release.

27. MEDICAL PERSONNEL

It is compulsory at all EFA Vaulting Competitions run under EFA Australian Vaulting Rules for a minimum of at least one qualified adult senior first aid officer (or qualified equivalent) to be in attendance for the duration of the event. This officer is to be solely responsible for first aid and no other task on the day of competition.

Provisions to contact an ambulance must be accounted for (e.g. direct two-way radio contact or telephone at venue).

It is the responsibility of the Organising Committee to ensure that medical personnel are on site. Prior to ringing the bell to signal a vaulter to commence, Judge A must ensure that Medical Personnel are operational.

In the event that the medical personnel leave the venue, the event must be halted until such personnel return or a suitable alternative is appointed. Emergency vehicles must be able to access all parts of the venue.

28. ORDER OF STARTING/DRAW

The order of starting will be drawn after entries have been received and is done at the discretion of the Organising Committee.

The order of starting will be posted at the Secretary's office 1 hour prior to the commencement of the competition and must be available to competitors at least 24 hours prior to the commencement of the competition.

If, in exceptional circumstances, it is necessary to alter the timetable, all reasonable steps must be taken to inform competitors so they can be prepared to start at their revised times.

29. PRIZES

Participation awards must be presented to all vaulters attending State Championships in the form of certificates, special ribbons, badges, stickers etc. Participation awards at National Championships must be in the form of sew-on cloth badges.

30. RESULTS

Results from EFA Official competitions must be forwarded to the relevant State EFA Office within 14 days of competition on the correct EFA Vaulting Result Sheets.

31. TIME KEEPING

Judge at A is responsible for keeping time. They may use an electronic timer or a stop watch. Judge at A may decide to appoint an Official Time Keeper and Organising Committees should provide spare stop watches. It is advisable for all judges to keep time to assist with determining deductions for available time remaining, but only Judge at A is responsible for signaling 'time'.

32. VETERINARY INSPECTION OF THE HORSE

Horses are required to trot a minimum of one circle prior to Judge A indicating that the first vaulter can commence. Should Judge A decide that the horse is not fit for competition they must signal the lunger to stop the horse and ask them to retire the horse. Judge A may also eliminate a vaulter or group if the horse is showing signs such as stress or lameness.

It is required at National Championships that all horses attend the veterinary inspection and that a qualified Veterinary Surgeon is in attendance to advise at least one member of the Ground Jury on the soundness of all horses presented at a lameness check. The performance of the veterinary inspection will be conducted as per FEI Veterinary Regulations Art. 1011.61 and 6.2.

At the Veterinary Inspection all horse must present original EFA registration papers.

33. WEIGHT OF VAULTERS

Judge A may eliminate vaulter/s from a class if the Judge/s considers the vaulter/s' weight causes distress to the horse and affects the horse's performance.

34. WITHDRAWALS

Withdrawals may be accepted at any time, but refunds will not be given after closing date of entries. A partial refund maybe considered on presentation of a medical certificate.

35. CHEF D'EQUIPE

Each group, which is entering two or more competitors at a National Championship, must appoint a Chef d'Equipe who will be responsible for all the competitors and horses entered as individuals and/or group. A Chef d'Equipe may be a coach, lunger or other administrative person.

36. PROTESTS

Any complaints concerning the running of a competition must be discussed with the Organising Committee who may then refer to any authority for guidance on the resolution of the problem. If the complainant remains dissatisfied with the Organising Committee's actions they have the option of lodging a Protest.

A Protest Committee of three people should be appointed by Organising Committees for National Championships.

Protests must be lodged in writing along with a \$150.00 protest fee to the Secretaries Office no later than 1 hour after the presentation of awards. At least two witnesses must be stated in the protest for it to be considered.

Should the Protest Committee decide to uphold the protest the \$150.00 fee will be refunded. If the protest is not upheld the fee will be forfeited to the Organising Committee.

37. USE OF VOICE

The use of voice is not prohibited for either vaulter or lunger however, a lunger who does not use voice will score higher in General Impression than one who does. Safety of horses, vaulters and lungers is paramount and if voice is required then it should be used.

INDIVIDUAL COMPETITION

38. INDIVIDUAL HORSE COMPETITION

The individual vaulter is only accompanied by the lunger and the vaulting horse. Outside assistance is not allowed except for assisted mounts. The coach is responsible for appointing someone to 'leg up' the vaulter if required.

38.1 The Circle

The horse moves left or right hand on the circle with a minimum diameter of 15metres. A visible marking of the central point of the circle is recommended.

38.2 Execution of Test

The Individual Vaulting Competition consists of two parts: the Compulsory Test and the Freestyle. For a individual competition, the Technical Test is substituted for the second round compulsories. The Compulsories and the Freestyle of all rounds must be performed on the same horse with the same lunger except if the lunger is ill or injured in which case a reserve lunger may be substituted.

All Individual vaulters using the same horse must enter the arena together and all perform the Compulsories. The Freestyle is then performed in the same starting order as the Compulsories.

The Organising Committee may schedule the Compulsory section separate from the Freestyle section if they chose however, it must be stated in the schedule and be a minimum of 1 hour apart.

During the performance of the tests no other person, except the lunger, must be in the vaulting circle. The next competitor using the same horse may enter the circle when the previous vaulter has completed their final dismount. An exception is in the walk, when the vaulters must be legged up.

39. E COMPULSORIES – INDIVIDUAL COMPETITION

E Basic Seat – Vault onto seat astride with both elbows bent and in line with the body, the little finger resting in the crook of the hip joint with fingers at the front of the body and the thumb towards the back.

E flag – Outside leg extended, both hands stay on the grips.

E Mill – 4 phases in 4 beat commencing with the outside leg over the neck to inside seat, then back to seat astride, inside leg over the neck to outside seat, then back to seat astride.

E Swing – Swinging up of the legs with the intention to achieve a handstand position and return to seat astride.

E Kneel – With lower legs and feet lying flat and parallel on the horse, arms extended to the side, at shoulder height

Vault Off – To the inside.

40. D COMPULSORIES – INDIVIDUAL COMPETITION

Static exercises are held for 4 canter strides.

D Seat – Vault on and Basic seat, as described in Appendix E of FEI Rules for Vaulting available at: www.fei.org

D Flag – Inside arm maybe extended after the outside leg has been extended.

D Mill – Whole Mill in 4 beat.

D Scissors – First phase forward scissors; from backwards seat swinging up of the legs into straddle angle support.
* ½ mill forward to seat astride, through outside seat (does not receive a score)

D Stand – Free stand with arms remaining close to the side of the body

D Flank – First phase of Flank to inside seat

* ½ mill over the neck to seat astride, then Vault-Off to the outside

41. A, B, C COMPULSORIES – INDIVIDUAL COMPETITION

The Compulsories consist of seven exercises as described in Appendix E of FEI Rules for Vaulting available at: www.fei.org

Vault - on

Basic Seat

Flag

Mill

Scissors

Stand

Flank

All Compulsory exercises must follow one another immediately.

All vaulters performing on the same horse enter the arena and salute Judge A together. Vaulters should not enter the circle until the previous vaulter has completed their final dismount. No one else may enter the arena unless required for assisted mount.

42. DEDUCTIONS IN THE COMPULSORIES – INDIVIDUAL COMPETITION

Please Note: Letters are used by judges as abbreviations for each deduction and are recorded on the score sheet.

Deduction of 1 point:

C For each stride less than four in the Compulsory exercises: Basic Seat, Flag and Stand: the strides are counted from when the required exercise is displayed.

- T** For each rhythm failure in the Mill.
- K** For each failure to kneel before the Flag and Stand.
- N** For leaning on the horse's neck with the hand without loss of form in Flag.
- G** For each landing (Dismount, Flank) other than on both feet only.

Deduction of 2 points:

R For repeating a Compulsory exercise or part of an exercise without leaving the horse; If the horse does not canter (e.g. falls into trot) while the vaulter is showing the defined position in Basic Seat, Flag or Stand, the vaulter may keep the position until the horse canters again, without having to sit down and build up the exercise again and will still be entitled to a score. But the vaulter will be penalized with a deduction of 2 points for repetition, as the trotting strides cause an interruption of the exercise. In order to avoid a deduction for missing canter strides, the vaulter has to show the defined position for 4 continuous canter strides. If the horse does not canter (even a single trot stride) during a compulsory exercise the vaulter may repeat the whole exercise and will be penalized a deduction of 2 points for repetition. If the vaulter does not repeat the exercise in canter, after an interruption of the canter, the vaulter receives a score of 0.

For retaking the grips once (loss of balance) in Basic Seat, Flag and Stand.

For incorrect order of exercises followed by correct repetition without leaving the horse.

For repeating only one phase of a compulsory exercise.

F for a fall between two exercises (the deduction will be scored for the previous exercise).

Score of 0:

- For each Compulsory exercise omitted or part of an exercise not performed.
- For each Compulsory exercise shown by a vaulter in the wrong order and not corrected.
- For coming off the horse during a compulsory exercise without the prescribed dismount.
- For repeating a compulsory exercise twice.
- For repeating only one phase of a compulsory exercise twice.
- For retaking the grips twice.
- For each Compulsory exercise not performed in the gait of the competition.
- If in the Scissors or the Flank the first part is performed in the wrong gait, and not repeated in the correct gait the score will be 0. If the horse breaks gait during the second part, the score cannot be more than 5.
- For turning the Scissors in the wrong direction.

A deduction of up to 2.5 points off the basic seat score for a bad mount at walk/walk or assistance in canter/walk or canter/canter.

43. SCORING COMPULSORIES – INDIVIDUAL COMPETITION

Each Compulsory exercise is scored.

In case of a fall during the block of exercises, the performance must be continued within 30 seconds with another vault-on and the next Compulsory exercise.

In A, B & C classes a score for the horse will be awarded in accordance with the FEI Guidelines for Judges.

The marks for each compulsory exercise and the horse score are added and the result is divided by 8. The result will be calculated to the third decimal.

44. TECHNICAL TEST – INDIVIDUAL COMPETITION

The technical test consists of five technical exercises and additional freestyle exercises, chosen by the vaulter. There is a time limit of one minute for the Technical Test.

The technical exercises are from the following categories of motor skills:

- Balance (coordination)
- Timing/Rhythm (coordination)
- Strength (condition)
- Jump Force (condition) May be shown as a mount or a ground jump.
- Suppleness

The technical elements may be shown in any order.

A technical exercise can be repeated once later without deduction (also in the case of a fall off the horse). The later exercise is to be scored.

The exercises included in each category are described in Appendix F of the FEI Rules for Vaulting at www.fei.org

The special deductions for each exercise can be found in Appendix F of the FEI Rules for Vaulting, in rule 45 and the FEI Guidelines for Judges at www.fei.org

The exercises designated by the FEI following each World Championships will apply for two years from the commencement of the next calendar year.

45. SCORING OF THE TECHNICAL TEST – INDIVIDUAL COMPETITION

The maximum score is 10.0. Decimals are allowed.

The technical test receives 10 scores.

Five separate scores for the designated Technical exercises:

- Composition x 2
- Performance x 1
- Horse score x 2

The total is divided by 10.

1. Scoring technical exercises

1.1 The technical elements may be shown in any order.

1.2 The technical exercises are described in Appendix F of the FEI Rules.

1.3 All vaulters performing on the same horse enter the arena together. No one else may enter the arena.

1.4 A technical exercise can be repeated once later without deduction (also in case of a fall off the horse). The later exercise is to be scored. The first shown exercise is to be scored in the performance and composition score.

1.5 Special deductions for each exercise see also Appendix F.

Common deductions:

1.5.1 Deductions see also FEI Article 737.5 and "Guidelines for Judges".

1.5.2 Deduction of 1 point:

- For each stride less than the defined one in a static technical exercise; the strides are not counted before the exercise is set up or displayed.

1.5.3 Deduction of 2 points:

- A collapse on the horse

1.5.4 Score of 0:

- For each technical exercise which is not performed

- For coming off the horse during a technical exercise without the prescribed dismount and without a later repetition see FEI Article 751.1.4;

- For repeating a technical exercise twice;

2. Scoring Composition

The composition is scored with following criteria:

1. Technical Value 40 %

High demand on build up and down of the technical exercises

Selection of the additional static and dynamic exercises

2. Artistic Value 60 %

Harmony with the horse

Fluent Movement

Music Interpretation

Presence

Originality

3. Scoring Performance

To score is the quality of the additional static or dynamic exercises, without considering the technical exercises, except in case of repetitions.

The performance score can either be given as a total mark or as a sum of the various performances mistakes. The protocol need not mention the various individual deductions.

Deductions:

- Fall after dismount up to 1.5 points

- Fall without loss of horse connection up to 2 points

- Fall off the horse 3 points

4. Scoring of Horse

The maximum score is 10.0. Decimals are allowed.

For criteria for scoring of the horse, see "FEI Guidelines for Judges".

46. FREESTYLE – INDIVIDUAL COMPETITION

The Freestyle is shown for 1 minute, freely composed by the vaulter. During the performance, the vaulter must remain in contact with the horse. Ground jumps are allowed in A B & C Classes.

The Freestyle consists of static and dynamic exercises. To score in Degree of Difficulty, each static exercise must be held for at least 3 canter strides.

The Freestyle is scored separately, according to:

1. Degree of difficulty (A, B, C only)

2. Composition

3. Performance

4. Horse score (A, B, C only)

46.1 Degree of Difficulty – Individual Freestyle

The exercises are divided, according to their difficulty, into 4 degrees:

R - High Difficulty with added Risk

S - High Difficulty

M - Medium Difficulty

L - Low Difficulty

The criteria used to determine the degree of difficulty are:

- In relation to the height above the horse
- Complication of the movements (dynamic)
- Demands of suppleness and strength
- Number and security of holding points
- Change of direction (forward, backwards, across)
- Change in relation to the horse (on neck, on croup, inside and outside).

Repetitions of the same exercise are only counted once. If a part of an exercise is shown with different variations (e.g. held/free) only the most difficult element is scored in Degree of Difficulty.

If one static exercise is developed from another, it is only counted as a separate exercise if held for at least 3 canter strides.

A list of some possible Freestyle exercises and their relative degree of difficulty can be found in Part 2 of the FEI Guidelines for Judges.

46.2 Composition - Individual Freestyle

The maximum score is 10. Decimals are allowed.

The composition of the Freestyle programme should combine exercises and transitions into a presentation with an interesting beginning, several high points and an interesting ending. The progressive development of an exercise or block of exercises out of one phase and into another contributes to the artistic value.

Technical aspects of the composition include:

- Transition
- Use of space
- Changes in relation to the horse (on neck, on croup, inside and outside)
- Variety, originality and ingenuity
- Use of both static and dynamic exercises
- Harmony with the music

46.3 Performance – Individual Freestyle

The maximum score is 10. Decimals are allowed.

The performed exercises are scored according to major considerations of each exercise which include:

- Mechanics
- Essence
- Form
- Scope (elevation, width, amplitude of movement)
- Degree of difficulty of execution
- Security and balance
- Consideration for the horse,
- Harmony with the movement of the horse

47. TIMING- INDIVIDUAL COMPETITION

Within one minute after the signal (bell) is given to enter the arena, the vaulter and the lunger must salute. At the latest 30 seconds after the bell following the trot has been rung, the first exercise should be commenced.

There is no time limit for the Compulsory test/Technical test. If more than one vaulter is starting on the same horse, the next vaulter may enter the circle and approach the horse to begin their compulsories/Technical test immediately after the vault-off of the previous vaulter without waiting for a further signal. Vaulters should not attempt to start the freestyle until a signal from Judge A.

Timing of the Freestyle/Technical Test begins when the vaulter touches the grips to vault-on and ends after 60 seconds. If there is one competitor on the horse, there will be a 1 minute break between the Compulsories/Technical test and the Freestyle/Technical Test.

48. SIGNAL- INDIVIDUAL COMPETITION

A bell is used by the Judge at A to:

1. Signal for the vaulters and lunger with the horse to enter the arena;
2. Signal the first vaulter to start the Compulsory and every vaulter to start the Freestyle/Technical Test;
3. To signal the end of the time limit;
4. To stop a competitor or performance for any reason or for any unforeseen incident;
5. To give the signal for a competitor to continue after an interruption
6. To signal that the time has been stopped after a fall

In case of an unforeseen incident or if the signal is given to stop a competitor for any reason, the timing is stopped until the grips are touched for the vault-on after the signal to recommence.

If there is a fall during the Freestyle/Technical Test and the Judge at A stops the time, the time is stopped until the grips are touched followed immediately by the vault-on. The Freestyle/Technical Test must be continued within 30 seconds after the signal to recommence.

49. SCORING THE FREESTYLE – INDIVIDUAL COMPETITION

The Freestyle is scored separately, according to:

1. Degree of difficulty (A, B & C only)
2. Composition
3. Performance
4. Horse (A, B, C only)

49.1 Scoring - Degree of Difficulty - Individual Competition

The maximum score is 10. Decimals are allowed.

The exercises will be scored as follows:

- | | | |
|----------------------|-----|------------|
| - Risk exercise | (R) | 1.3 points |
| - Difficult exercise | (S) | 0.9 points |
| - Medium exercise | (M) | 0.4 points |
| - Low/easy exercise | (L) | 0.0 points |

The freestyle must consist of a minimum of 7 exercises. Easy exercises (L) are to be counted but they do not have a value for the degree of difficulty.

If fewer exercises than required are shown, no scores will be given. In this case, the Ground Jury must be convened by Judge A. The decision to give no score can only be taken by Judge A.

Only the 10 most difficult exercises are counted.

No points are awarded for:

- Each static exercise held for less than 3 canter strides
- Each Freestyle exercise started after the time limit
- Movements from the Compulsory programme
- Any Freestyle exercise not performed in Canter
- Repetition of any exercise

49.2 Scoring - Composition - Individual Competition

The vaulter must leave the horse immediately after the bell has rung (within 3 canter strides). If not, the composition score will be reduced by 1.0.

49.3 Scoring - Performance - Individual Competition

The score is obtained after deduction of:

- 0.1 to 0.5 points for minor faults
- 0.6 to 0.9 points for medium faults
- 1.0 point for major faults

Judges may make further deductions for obvious lack of performance if only a minimum number of exercises have been shown or if there is considerable time available after final dismount. The deductions are totaled and then subtracted from the maximum possible score of 10.

Further deductions:

Falls:

- For each fall for which the clock is stopped, there must be a deduction of 2 points.
- For falls during the performance for which the clock is not stopped, there should be a deduction of up to 2 points
- For falls on to the horse which affects its comfort and for falls landing on the ground, there may be a deduction of up to 2 points depending upon severity and cause.
- 0.5 points for a fall on the ground after the final dismount
- Third fall: elimination

49.4 Freestyle Score - Horse (A, B, C Only) - Individual

The score for the horse in the freestyle round will be awarded in accordance with the FEI Guidelines for Judges.

49.5 Freestyle Score - Individual Competition

The Performance score is multiplied by 2 and the results are then added to the Degree of Difficulty, Composition and Horse score. This is then divided by 5 to obtain a Freestyle score out of 10. In classes D and below composition and Performance(x2) are added and divided by 3. The result will be calculated to the 3rd decimal.

50. TOTAL SCORE – INDIVIDUAL COMPETITION

The scores from the Compulsories and the Freestyle are added and divided by 2. The result will be calculated to the 3rd decimal. If an organizing committee adopts an A class competition as for championships then the provisions of Rule 51 will apply for this class.

In case of equality of total marks, the higher mark in the compulsory test will decide.

The single marks must be written down on the Judges sheets.

Deduction from the total score

- 0.5 points for a circle other than defined.

51. TOTAL SCORE –CHAMPIONSHIPS – INDIVIDUAL COMPETITION

At championships, A Classes must be held in 2 rounds & B Classes may be held in 2 rounds.

For A individual in the first round the total marks from the Compulsory Test and the Free Test are added and divided by 2. In the second round the total marks from the Technical Test and the second Free Test are added and divided by 2. The final mark is the average of the 2 rounds. All results will be rounded off to the third decimal (i.e. 0.0011-0.0015 down; 0.0016-0.0019 up). In case of equality, the higher mark from the Compulsory Test from the first round will decide. For B individual the scoring marks of both rounds are added and then averaged. In the case of a tie (for any place getters) the higher score in the 2nd round will decide. If there is still a tie then the higher score from Judge A for the Compulsory test in the 2nd round will decide.

TEAM COMPETITION

52. TEAMS HORSE COMPETITION

A competition vaulting team is composed of 6 vaulters, 1 alternate vaulter, 1 lunger and 1 vaulting horse. At any one competition, a vaulter may be a member of one team only and one integrated team only.

52.1 The Circle

The horse moves left or right on a circle with a minimum diameter of 15m. There is not a maximum diameter for a circle. A visible marking of the central point is recommended.

52.2 Execution of Test

The Team Vaulting Competition consists of two parts, the Compulsories and the Freestyle. The Compulsories and Freestyle must be performed on the same horse with the same lunger except if the lunger is ill or injured in which case a reserve lunger may be substituted.

Six vaulters must show all the Compulsory exercises and at least one exercise in the Freestyle.

The Compulsory Test and the Freestyle can be performed separately.

52.3 Alternate Vaulters

If a vaulter incurs a major injury where the time is stopped and the injured vaulter is removed from the arena then the alternate vaulter may substitute for the injured vaulter after the concerned exercise.

In competitions with several tests, the alternate vaulter, after notification to the Ground Jury, may be used in the next test; however, once used, the alternate vaulter must finish the competition.

53. E COMPULSORIES – TEAM COMPETITION

The compulsories consist of six exercises performed in 2 blocks. .

BLOCK A

E Seat - Vault on to seat astride with both elbows bent and in the line with the body, with the little finger resting in the crook of the hip joint with fingers at the front of the body and the thumb towards the back

E Flag – Outside leg is extended; both hands stay on the grips

E Mill – 4 phases in 4 beat commencing with outside leg over the neck to inside seat, then back to seat astride, inside leg over the neck to outside seat, then back to seat astride. Followed by dismount to inside

BLOCK B

E Swing – Vault-on to seat astride. Swinging up of legs with the intention to achieve a handstand position and return to seat astride

E Kneel – With lower legs and feet lying flat and parallel on the horse, arms extended to the side, at shoulder height

Vault Off – To the inside

54. D COMPULSORIES – TEAM COMPETITION

The compulsories consist of six exercises performed at canter in two blocks.

BLOCK A

Vault on and Basic Seat - As described in Appendix E of FEI Rules for Vaulting available at www.fei.org

D Flag - Inside arm maybe extended after the outside leg has been extended

D Mill - Whole mill in 4 beat

BLOCK B

D Scissors – Vault on:

*First phase forward scissors; from backwards seat swinging up of the legs into straddle angle support

*1/2 Mill to forward seat astride through outside seat

D Stand - Free stand with arms remaining close to the side of the body

D Flank - First phase of flank to inside seat, * 1/2 Mill over the neck to seat astride then vault off to the outside

Static exercises are held for 4 canter strides and exercises noted * do not receive scores.

55. A, B, C COMPULSORIES -TEAM COMPETITION

The compulsories consist of seven exercises as described in Appendix E of FEI Rules for Vaulting available at: www.fei.org

BLOCK A

Vault -on
Basic Seat
Flag
Mill, with dismount

BLOCK B
Vault- on
Scissors
Stand
Flank

Six vaulters must show each Compulsory exercise in the designated gait. First of all the vaulters show Block A - Vault on, Basic seat, Flag and Mill and dismount. The vaulter with No.1 begins, No 2 follows etc. When all the vaulters have completed Block A, the vaulter with No.1 commences block B with the Scissors, Stand and Flank followed by No.2 etc.

When competitions are performed at the walk the vaulters must be legged up.

56. DEDUCTIONS IN THE COMPULSORIES – TEAM COMPETITION

Please Note: Letters are used by judges as abbreviations for each deduction and are recorded on the score sheets. As per Individual compulsories (Rule 42)

57. SCORING OF THE COMPULSORIES – TEAM COMPETITION

Each Compulsory exercise of each vaulter is scored. All single marks of the Compulsories, for each vaulter are added and divided by the number of vaulters in the team i.e. 6. The result will be calculated to the third decimal. The horse score for the compulsory round is determined in accordance with the FEI Guidelines for Judges. The horse score is added and the result is divided by 8 to give total mark for the Compulsory Test.

58. FREESTYLE – TEAM COMPETITION

The programme should, contain only exercises in which the vaulters are secure and confident. Performance and Composition scores will be affected when a programme is too difficult for the present ability of the vaulters or the training level of the horse.

A Freestyle is composed of single and combination exercises (double and/or triple exercises), vault-on, dismount, vault-off and transitions. The teams are free to compose their own test.

Each member of a team has to take part in the Freestyle with at least one exercise. For a good score in composition, all vaulters should perform an equal number of exercises.

No more than 2 vaulters may be on the horse at one time in D1 classes and no more than 3 vaulters may be on the horse at one time in all other classes. In the case of triple exercises two vaulters must retain contact with the horse. Otherwise these elements of the exercises are not scored. This applies specifically to exercises in which one vaulter carries two other vaulters.

58.1 Degree of Difficulty - Team Freestyle

The exercises are divided, according to their difficulty, into 3 degrees:

S	-	Difficult exercises
M	-	Medium exercises
L	-	Low/Easy exercises

The criteria used to determine the degree of difficulty are: As per Individual Degree of Difficulty (Rule 46.1)

58.2 Composition - Team Freestyle

The maximum score is 10. Decimals are allowed.

The composition of the Freestyle programme should combine exercises and transitions into a presentation with an interesting beginning, several high points and an interesting ending. The progressive development of an exercise or block of exercises out of one phase and into another contributes to the artistic value.

Technical aspects of the composition include: As per Individual Composition (Rule 46.2)

- Equality and participation of vaulters
- Combinations of exercises for 1, 2 & 3 vaulters

58.3 Performance – Team Freestyle

The maximum score is 10. Decimals are allowed.

The performed exercises are scored according to major considerations of each exercise which include:

As per Individual Performance (Rule 46.3)

59. TIMING – TEAM COMPETITION

Within one minute after the signal (bell) is given to enter the arena, the team must salute.

The first exercise in the Compulsories should be commenced at the latest 30 seconds after the bell following the trot has been rung.

The time for the Compulsory test begins at the moment the first vaulter touches the grips, and ends with the landing after the flank of the last vaulter.

The maximum time allowed for the completion of the Compulsory Test and Freestyle will be:
10 minutes for a team of 6.

D& D1 11 minutes for a team of 6.

The length of time of the Freestyle in a competition is determined by the remaining time available after the Compulsories.

The maximum time allowed for the completion of the Freestyle will be the balance of time available not exceeding:
4 minutes for a team of 6.

The remaining time available for the Freestyle must be advised to Coaches or Lungers at the end of the entire Compulsory section of the competition.

If the Compulsory and Freestyle sections are to be run separately there must be a break of a minimum of 1 hour between the performance of the Compulsories and the Freestyle.

Timing of the Freestyle begins when the vaulter touches the grips to vault-on and ends when remaining time available for the Freestyle has elapsed.

In case of an unforeseen incident, or if the bell is sounded to stop a competitor for any reason, the timing is stopped until the grips are again touched for the vault-on.

60. SIGNAL – TEAM COMPETITION

A bell is used by the Judge at A to signal the competitors. It is used on the following occasions:

1. To give the signal for the teams to enter the arena
2. To give the signal for the first vaulter to start the Compulsories and to start the Freestyle
3. To announce the end of the total time allowed
4. To give the signal to stop a competitor or performance in unforeseen incident
5. To give the signal for a competitor to continue after an interruption
6. To signal that the time has been stopped after a fall

61. SCORING OF THE FREESTYLE – TEAM COMPETITION

The Freestyle is scored separately according to:

1. Degree of Difficulty (A, B, & C & D1)
2. Composition
3. Performance
4. Horse + General Impression (AB & C + D1) or General Impression D, E and Walk/Walk

61.1 Scoring - Degree of Difficulty – Team Competition

This will only be scored when Freestyle is performed in canter (A, B C & D1).

The total maximum score for Degree of Difficulty given to a team of 6 is 10.0.

Decimals are allowed.

In Teams of 6, the 25 exercises with the highest degree of difficulty will be scored.

The exercises will be scored as follows:

Team of 6:

- Difficult exercise (S) 0.4 points per exercise
- Medium exercise (M) 0.3 points per exercise
- Easy exercise (L) 0.2 points per exercise

Degree of Difficulty scores will not be awarded for:

- Each static Freestyle exercise held for less than 3 strides
- Each Freestyle exercise with more than 3 vaulters in AB & C and more than 2 vaulters in D1
- Each Freestyle exercise started after the time limit
- Each Freestyle exercise not performed at the canter
- Each triple exercise where only one vaulter remains in contact with the horse
- Repetition of any element of the exercise
- Movements from the Compulsory program

If an exercise has begun just before the time limit, the exercise or combination in progress may be finished.

If the dismounts are commenced immediately without further intermediate exercises, the dismounts will be included in the evaluation for Difficulty, Composition and Performance without penalty.

If other exercises or combinations are commenced after the exercises or combinations in progress at the time of the bell, other than the final dismounts, there will be a deduction of 1 point from the score for composition and all exercises after the bell, including the dismounts, will not be scored for performance, degree of difficulty or composition. No more static exercises may be performed after the bell.

Elements of the exercises shown twice are scored only once in degree of difficulty. If a part of the exercise is shown with different variations (for example held/free) only the most difficult one is scored.

61.2 Scoring - Composition – Team Competition

The maximum score is 10. Decimals are allowed.

Deduction of 1 point if static exercises are commenced after the bell to announce total time

Deduction of 1 point for each vaulter who does not participate in the Freestyle

For ABC teams the composition score is multiplied by 2.

61.3 Scoring - Performance – Team Competition

The maximum score for the team is 10. Decimals are allowed.

For each fall from the horse, a minimum deduction of 0.3 points will apply, regardless of the number of vaulters who fall from the horse. In the case of severe falls or falls which affect the comfort and well-being of the horse (also falls on the horse); there should be a deduction in the order of 0.5 to 1 point for each occurrence.

Judges may make deductions for obvious lack of performance if only a minimal number of exercises have been shown.

Judges may make deductions of up to 2.0 points for each whole minute for a Team of 6 of unused available time.

Deduction of up to one whole point for each instance, for obvious failure or lack of strength of the person who legs-up resulting in the vaulter not taking position immediately.

The Performance score is multiplied by 2.

For ABC teams the performance score is multiplied by 2.5

61.4 Scoring - General Impression -Team Competition

Horse and General Impression (A, B & C & D1)

The horse score for the Freestyle round is determined in accordance with the FEI Guidelines for Judges.

General Impression D, E and Walk/Walk

The maximum score for the team is 10. Decimals are allowed.

Marks for General Impression are given as follows:

- lungeing, presentation and work of the horse 90%
- turnout, behaviour and composure of the team 10%

The scoring for General Impression begins with the entry of the team and ends with the exit of the team.

Deduction 1 point:

- for the presentation of the team on a circle of less than 15m diameter
- for a performance break to adjust the equipment
- time wasting when entering and saluting.

For ABC teams the horse and general impression score is multiplied by 1.5

62. TOTAL SCORE – TEAM COMPETITION

62.1 A, B C Team Competition

The scores for Degree of Difficulty, Composition, Performance, Horse and General Impression are added together and then divided by 7. The total compulsory score and the freestyle score are then added together and then divided by 2. The result will be calculated to the 3rd decimal.

In case of equality of total marks the higher mark awarded by Judge A in the Compulsories will decide.

62.2 D1 Team Competition

The scores for Compulsories, Degree of Difficulty, Composition, Performance, and General impression are added together and then divided by 11. The result will be calculated to the 3rd decimal.

62.3 D, E and Walk/Walk Team Competition

The scores for Compulsories, Composition, Performance and General Impression are added together and then divided by 10. The result will be calculated to the 3rd decimal.

In the case of equality of the total marks, the higher mark in the Compulsories will decide.

63. TOTAL SCORE – CHAMPIONSHIPS – TEAM COMPETITION

At Championships the team vaulting competition may be held in two rounds. First round to consist of 1 Compulsory +1 Freestyle. Organising Committees may choose to run a second round containing compulsories and freestyle or freestyle only.

The marks for both rounds are added. In case of equality of total marks, the higher mark of the Compulsory score of both rounds will decide. If still equal, the higher mark of Compulsory in the second round will decide or Judge A's highest compulsory score.

PAS DE DEUX COMPETITION

64. PAS DE DEUX COMPETITION

The Pas de Deux (meaning pairs) competition is composed of 2 vaulters, the lunger and the vaulting horse. The Pas de Deux is a Freestyle only competition which may be run over 1 or 2 rounds. The horse moves left or right on a circle with a minimum diameter of 15m. Competition classes may be designated walk or canter. Classes may be divided on age or ability but the competition schedule must be explicit about the eligibility of each vaulter in the partnership. If the competition is run over 2 rounds, there must be a break of at least one hour.

The same composition may be used for both rounds. During the performance, both vaulters must remain in contact with the horse, the grips or each other. Ground jumps are recommended in canter classes only. Vault-on performed at walk must be assisted.

64.1 Composition - Pas De Deux Competition

The maximum score is 10. Decimals are allowed. The composition of the Freestyle should combine exercises and transitions into a presentation with an interesting beginning, several highlights and an interesting ending.

Technical aspects of the composition include: As per Individual Composition (Rule 46.2).

- equality and participation of vaulters
- relationship and harmony between the vaulters
- use of both "mirrored" and asymmetrical exercises

64.2 Performance – Pas De Deux Competition

The maximum score is 10. Decimals are allowed. The performed exercises are scored according to major considerations of each exercise which include: As per Individual Performance (Rule 46.3).

64.3 Timing - Pas De Deux Competition

Timing commences when the first vaulter touches the grips to mount and ends after 2 minutes.

64.4 Signal - Pas De Deux Competition

A bell is used by Judge A to:-

1. Signal for the vaulters and lunger with the horse to enter the arena;
2. Signal the first vaulter to start the Freestyle;
3. To signal the end of the time limit;
4. To stop a competitor or performance for any reason or for any unforeseen incident;
5. To give the signal for a competitor to continue after an interruption
6. To signal that the time has been stopped after a fall

65. SCORING PERFORMANCE –PAS DE DEUX COMPETITION

Judges will allocate scores based on an assessment of minor, medium & major faults" Judges may make further deductions for obvious lack of performance if only a minimal number of exercises have been shown or if there is considerable time available after final dismount.

Falls:

- For each fall for which the clock is stopped there must be a deduction of 2.0 points.
- For falls during the performance for which the clock is not stopped, there should be a deduction of up to 2.0 points
- For falls on to the horse which affects its comfort and for falls landing on the ground, there may be a deduction of up to 2.0 points depending upon severity and cause.

- 0.5 points for a fall on the ground after the final dismount
- 3rd fall: elimination

The Performance score is multiplied by 2 and the result is then added to the Composition score. This is then divided by 3 to obtain a Freestyle score out of 10.

66. TOTAL SCORE – PAS DE DEUX COMPETITION

If the competition is run over 2 rounds, the total marks from the 2 rounds are added and divided by 2. In case of equality of the total marks, the higher mark of the second round will decide, or if the competition is run over one round, then the highest performance mark will decide.

BARREL COMPETITIONS

67. BARREL COMPETITIONS

A barrel is a man-made artificial horse.

67.1 Specifications

DIAMETER 60 cm
LENGTH 130 cm
HEIGHT 120 cm

67.2 Handles

As a guide, handles can be positioned 20 cm apart at the base and located 30 cm from the front of the barrel. As there are no rulings on size and location of handles on a surcingle there are no restrictions related to handles on a barrel, however they must be safe for the task.

67.3 Legs

Legs must not protrude outside the width of the barrel.

They can be attached by welding. Tubular metals should be used -not angle iron to prevent injuries to vaulters. Any amount of padding is permitted and vinyl covers are recommended. Handles may also be padded and covered.

If Organising Committees wish, a novelty event can be conducted on the barrel, however if entry fees apply the conditions and scoring process must be detailed in the competition schedule.

These classes are intended to encourage gymnastic ability and creativity in freestyles and vaulters should be encouraged to use any exercises within their limits on the static base (barrel), whilst remembering that performance must indicate consideration for the horse. Headstands are not permitted.

67.4 Judges

If more than one judge is used Judge A will be seated on the left side of the barrel, with their table parallel to the barrel, at approximately 3 metres away. Organising committees of non Championship competitions may choose to have these classes judged by one judge only, who may be a Level 2 Vaulting Judge.

68. INDIVIDUAL BARREL FREESTYLE

68.1 Salute

Individual vaulters will enter the arena one at a time and may enter unobtrusively whilst the previous vaulter is performing. The vaulter will salute the Judge after the bell to begin has been rung and will salute after their performance. The Freestyle is scored separately according to composition and performance.

68.2 Composition - Individual Barrel Freestyle

The maximum score is 10. Decimals are allowed.

The composition of the Freestyle programme should combine exercises and transitions into a presentation with an interesting beginning, several highpoints and an interesting ending.

Technical aspects of the composition include: As per Individual composition (Rule 46.2)

There will be a reduction of 0.1 points off the composition score for each second below or above the allowed 60 seconds. Vaulters must use their judgement to keep time.

68.3 Performance – Individual Barrel Freestyle

The maximum score is 10. Decimals are allowed.

The performed exercises are scored according to major considerations of each exercise which include:

As per Individual Performance (Rule 46.3)

Deductions of 1.0 point will be made for a fall.

In classes for walk/walk vaulters, the mount will not be assessed.

68.4 Timing of Individual Barrel Freestyle

Time allowed for Individuals Barrel Freestyle is 60 seconds. Timing of the freestyle begins at the moment the vaulter touches the barrel and ends when the feet touch the ground in the final dismount. There is no bell to indicate the end of the allowed time. In case of a fall the timing will not be stopped. a vaulter will be disqualified after exceeding the time limit by 30 seconds.

68.5 Scoring of Individual Barrel Freestyle

In competitions using more than one Judge – the time penalties recorded on Judge A's score sheet will be transferred to all other Judges score sheets and to the recorded Composition Scores before calculation of the final scores. The Performance score is multiplied by 2 and the result is added to the Final composition Score. This is then divided by 3 to obtain a Freestyle score out of 10.

69. TEAMS BARREL FREESTYLE

Teams are composed of 6 vaulters and 1 alternate vaulter. At one competition, a vaulter may be a member of 1 integrated barrel team and 1 barrel team only. Integrated teams are a combination of vaulters with disabilities and vaulters without disabilities. There must be a minimum 2 integrated vaulters in the team.

69.1 Teams Barrel Freestyle

Teams must not enter the arena until the previous team has left and the Judge has rung the bell. The Freestyle is scored separately according to composition, performance and general impression.

69.2 Composition - Teams Barrel Freestyle

The maximum score is 10. Decimals are allowed.

The composition of the freestyle programme should combine exercises and transitions into a presentation with an interesting beginning, several highpoints and an interesting ending.

Technical aspects of the composition include: As per Individual Barrel composition (Rule 68.2)

- Variety of combinations of 1, 2 & 3 vaulters in teams
- Equality of use of vaulters in teams

There will be a reduction of 0.1 points off the composition score for each second under or over 4 minutes. Vaulters must use their judgement to keep time. Coaches and lungers are not allowed in the arena during the barrel freestyle.

69.3 Performance - Teams Barrel Freestyle

The maximum score is 10. Decimals are allowed.

The performed exercises are scored according to major considerations of each exercise which include:
As per Individual Barrel Performance (Rule 68.3)

A deduction ranging from 0.3 to 0.5 points will be made for each fall in teams.

69.4 Timing of Teams Barrel Freestyle

Time allowed for Team Barrel freestyle is 4 minutes for a team of 6. Timing of the freestyle begins at the moment the first vaulter touches the barrel and ends when the feet touch the ground in the final dismount. There is no bell to indicate the end of the allowed time. In case of a fall the timing will not be stopped. A team will be disqualified after exceeding the time limit by 45 seconds.

69.5 General Impression - Teams - Barrel Freestyle

General Impression is scored for teams only. The maximum score is 10. Decimals are allowed.

A score out of 10 will be allocated for turnout, behaviour and composure of the team in the Freestyle.

A deduction of up to 1 point for affected entering and salutation.

69.6 Scoring - Teams Barrel Freestyle

In competitions using more than 1 Judge, the time penalties recorded on Judge A's score sheet will be transferred to all other Judges score sheets and applied to the recorded Composition scores before calculation of the final scores.

The performance score is multiplied by 2 and the results are then added to the Final Composition score and the General Impression score. This is then divided by 4 to obtain a Freestyle score out of 10

70. PAS DE DEUX BARREL COMPETITION.

The Pas de Deux (meaning pairs). There are no weight restrictions in Barrel competitions. Classes may be divided on age or ability, but the competition schedule must be explicit about the eligibility of each vaulter in the partnership.

70.1 Composition – Pas de Deux Barrel freestyle

The maximum score is 10. Decimals are allowed.

The composition of the Freestyle programme should include:

As per Individual Barrel Composition (Rule 68.2)

- Equality and participation of vaulters
- Relationship and harmony between the vaulters
- Use of both "mirrored" and asymmetrical exercises

There will be a deduction of 0.1 points off the Composition score for each second under or over 2 minutes.

Vaulters must use their judgment to keep time. Coaches and lungers are not allowed in the arena during the barrel freestyle.

70.2 Performance – Pas de Deux Barrel Freestyle

The maximum score is 10. Decimals are allowed.

The performed exercises are scored according to major considerations of each exercise which include:

As per Individual barrel Performance (Rule 68.3).

A deduction of 0.5 points will be made for each fall.

70.3 Timing - Pas de Deux Barrel Freestyle

Time allowed for Pas de Deux barrel is 2 minutes. Timing commences when the first vaulter touches the barrel and ends when the last vaulters feet touch the ground in the final dismount. There is no bell to indicate the end of allowed time. In the case of a fall the timing will not be stopped. A Pas de Deux partnership will be disqualified after exceeding the time limit by 45 seconds.

70.4 Scoring - Pas De Deux Barrel Freestyle

In competitions using more than one Judge, the time penalties recorded on Judge A's score sheet will be transferred to all other Judges score sheets and applied to the recorded Composition scores before calculation of final scores.

The Performance score is multiplied by 2 and the results are then added to the Final Composition score. This is then divided by 3 to obtain a Freestyle score out of 10.

Abbreviations of Judges Comments

AL	Alignment	MX	Mechanics
AB	Arched Back	M	Mount
A	Arms	NC	Not-Clear of Horse
B	Balance	NH	Not Held
CL	Collapse	OC	Off-Centre
CD	Come Down	OH	Off-Horse
CT	Control	PD	Pad
D	Dismount	PK	Pike
DL	Down Leg	P	Posture
E	Elevation	Q	Quick
X	Extension	SC	Scope 1H First Half
FT	Feet	2H	Second Half
FL	Flight	SK	Security
F	Form	SH	Shoulders
FK	Frog Kick	SS	Side Seat
FH	Front High	SL	Slow
HZ	Hands	ST	Stiff
H	Head	SX	Stretch
HH	Hit Horse	SP	Suppleness
KZ	Knees	TW	Time Wasted
LH	Lands Heavily	TZ	Toes
LD	Late Dismount	TH	Touched Horse
L	Legs	TR	Transition
LA	Legs Apart	TI	Turned In
LF	Legs Forward	UE	Uneven Elevation
UW	Uneven Width		

Glossary of Vaulting Terms

Alignment:	Parallelism of the limbs to the plane appropriate to the exercise.
Composition:	Arrangement of a variety of athletic elements to form an artistic whole.
Continuity:	Smooth connection or uninterrupted flow in the entire composition.
Difficulty of Execution:	(In compulsory exercises) The relative difficulty of an exercise increased or decreased by the mechanics or degree of scope in the execution.
Dynamic Exercise:	A dynamic exercise is one in which the vaulters body or "centre of gravity", or the "vast majority of points of mass" is displaced "relative to another system – the horse".
Elevation:	Height of the vaulters legs off the horse resulting from a swing combined with extension of the arms.
Essence:	Important elements or skills required for an exercise i.e. balance, flexibility etc.
Extension:	The act of straightening a body part.
Flight:	Dynamic passage through the air as a result of a vigorous swing combined with a push away resulting in a trajectory.
Form:	Posture and stretch of the body, stretch and straightness of the limbs and extremities, correct position of the hands, feet, head.
Mechanics:	Correct position and movement of body parts required to fulfill the criteria of an exercise as defined and described. Note: Degree of height and straightness of arm and leg, and duration of exercise are NOT mechanics. Sufficient deviation from the optimum outline IS a matter of mechanics. Incorrect timing of movement in dynamic exercises is mechanics.
Off Centre:	Placement of vaulters body weight other than centered over the horse's spine (usually to the outside).
Originality:	Use of unusual or new exercises or combinations.
Polish:	Extra smoothness and style.
Scope:	Use of optimum height, width and stretch of extremities in an exercise.
Static Exercise:	A static exercise is one in which the vaulters body or "centre of gravity" is not displaced "relative to another system - the horse".
Transition:	Connection between one exercise or group of exercises and another. A transition may be an exercise in it.
Use of Space:	Optimum utilisation of all 3 dimensions in the space and around the horse.
Variety:	Diversity in choice of exercises and/or composition.

Description of Compulsory Exercises

Compulsory exercises are described in Appendix E of FEI Rules for Vaulting available at www.fei.org

APPENDIX F (extracted from the FEI Vaulting Rules)

Technical Exercises

1. **Jump Force** (condition) May be shown as a mount or as a ground jump.

1.1 Roll-up mount from the inside to rearways seat on the horse's neck.

Description Deviations from the optimal quality

- Jump to roll rearways
- From the jump, the body is turned and the roll movement is initiated, lifting the centre of gravity as high as possible over the surcingle
- **Following the impulsion** the axis of the roll movement is nearly horizontal and nearly parallel to the shoulder axis of the horse
- A vertical axis of the roll movement which entails dislocation towards the outside of the horse
- During the entire roll movement, the vaulter's shoulders, hips and the roll axis are parallel (see above)
- Legs are stretched during the roll movement
- Lack of stretch of the legs
- Landing other than in a correct rearways seat
- Leaning to one side
- Landing after the roll is in an upright rearways seat on the horse's neck with both legs in front of the surcingle
- Outside leg **behind** the surcingle (not on horse's shoulder)

Deductions:

- Steps in ground jump - 1 point
- Landing with outside leg **behind** the surcingle - 1 point

Essence:

Harmony with the horse

Coordination of roll movement

Height of the centre of gravity

2. **Timing**, Rhythm (coordination)

2.1 Cart wheel from the horse's neck to the horse's back

Description of movement Inferior Exercise Quality

Starting from any position fw or bw on the neck of the horse, one leg is swung for performing a cartwheel

During the cart wheel movement both hands are on top of the grips or one hand is on one grip and the other on the horse's back or the pad One hand or both hands take(s) the side(s) of a/the grips(s)

Both arms are stretched

Using one or both elbows for support

The cartwheel begins with an upward swing of the leading leg going through a vertical position.

The second leg (supporting leg) follows the first one, clearly later in time, and is to remain stretched throughout the rotation

Lack of straightness of legs

The centre of gravity is brought over the supporting surface (hands) while the hips remain stretched

Not reaching the vertical line At the highest point, the vaulters' hip axis is parallel to the longitudinal axis of the horse

Hip axis not parallel to the longitudinal axis of the horse

Both legs move fluently, and remain stretched throughout

Interruption in movement fluency and/or insufficient leg stretching 1st leg landing with almost straight leg, on the sole of one foot

Hard landing

2nd leg may land in any position in harmony with the horse

Simultaneous landing on both feet

Deductions:

- Landing other than on one foot - 2 points
- Collapsed on elbows - 2 points
- Elbow(s) used throughout score 0

Essence:

Harmony with the horse

Coordination of wheel movement

Height of the centre of gravity

3. **Suppleness**

3.1 Needle - sideways, facing inside or outside; on the back of the horse, one hand on top of a grip, other hand **flat on top of** the back/pad.

Description of movement Inferior Exercise Quality

- Supporting foot is on the horse
- Other leg stretched as high as possible
- The line of the upper body and the raised leg should come as close to the vertical as possible
- shoulder axis and hip axis parallel to the longitudinal axis of the horse
- to be held for 4 canter strides

Essence:

Harmony with the horse

Suppleness

Posture

Stretch

4. **Balance** (coordination)

4.1 Reverse Stand with free arm movement.

- Description of movement and Inferior Exercise Quality according to Appendix E7, Requirements Compulsories Individual & Exercise stand.
- to be held for 4 canter strides.

5. **Strength** (condition)

5.1 Shoulder stand rearways with closed and stretched legs

Description of movement Inferior Exercise Quality

Both hands on the grips

Left or right shoulder rests on horse's back/pad

The body's centre of gravity lies vertically over the shoulder resting on the horse's back

Deviation from the vertical axis

Hips stretched

Legs stretched, closed **and parallel**

Deviation from stretched hip position, and/or legs not stretched

Body tension throughout Lack of body tension

Shoulder axis and hip axis parallel to the horse's shoulder axis

Deviation from defined shoulder and hip axis or distortion in relation to the horse's shoulder axis

To be held for 4 canter strides

Essence:

Harmony with the horse

Balance and Posture