

Equestrian Australia Limited



National Vaulting Rules

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Equestrian Australia

PO Box 673
SYDNEY MARKETS NSW 2129
02 8762 7777

The Equestrian Australia National Vaulting Rules may also be found on the Equestrian Australia (EA) website:
www.equestrian.org.au

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Contacts

National Office

PO Box 673
Sydney Markets NSW 2129
Ph 02 8762 7777
www.equestrian.org.au

Western Australian Branch

303 Cathedral Avenue
Brigadoon WA 6069
Ph 08 9296 1200
www.wa.equestrian.org.au

New South Wales Branch

PO Box 707
Wetherill Park NSW 2164
Ph 02 9620 2660
www.nsw.equestrian.org.au

South Australian Branch

Building 10, 2-4 Cameron Rd
Mt Barker SA 5251
Ph 08 8391 0488
www.sa.equestrian.org.au

Victorian Branch

PO Box 616
Werribee VIC 3030
Ph: 03 9013 0707
www.vic.equestrian.org.au

Tasmanian Branch

PO Box 277
Brighton TAS 7030
Ph 03 6268 5261
www.tas.equestrian.org.au

Queensland Branch

PO Box 1358
Coorparoo DC QLD 4151
Ph 07 3891 6611
www.qld.equestrian.org.au

Northern Territory Branch

PO Box 1244
Palmerston NT 0831
Ph 0417 848 545
www.nt.equestrian.org.au

PREAMBLE

The following rules have been adopted by Equestrian Australia (EA) and must be followed by all affiliated organisations conducting vaulting events on behalf of the EA or under EA National Vaulting Rules. They are intended to standardise the discipline (provide a fair playing field) and to draw attention to and accommodate special conditions within Australia.

These EA rules are harmonised with the Federation Equestrian Internationale (FEI) Vaulting Rules to provide international competition pathways and to maintain international standards of vaulter safety and animal welfare. The FEI rules are updated from time to time and usually take effect 1st January. Any FEI links/references in the EA rules take effect at the time the FEI rule change takes effect. Details are available on the FEI website.

In the event of a conflict between the EA rules and the FEI rules, the EA rules will prevail. Every eventually cannot be provided for in these rules. In any unforeseen or exceptional circumstances, it is the duty of the appropriate official to decide based on common sense and fair play reflecting as closely as possible the intention of these rules and the rules of the FEI.

Notwithstanding anything stipulated in these rules, the EA Vaulting Committee (EAVC) shall have full and complete authority to omit, amend and interpret these rules in their absolute discretion and give or to withhold any explanation of their decision.

It is responsibility of all competitors and officials to be familiar with all current rules and to conduct themselves in accordance with EA Policies, particularly the Code of Conduct and Horse Welfare.

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Glossary

EA – Equestrian Australia

EAVC – Equestrian Australia Vaulting Committee

FEI – Fédération Equestre Internationale

Chef d'Equipe – A person responsible for the club/team at an event.

Coach – EA Accredited Vaulting Coach

Judge – EA Accredited Vaulting Judge

OC – Organising Committee

Schedule – A document outlining the relevant information of an Event, including but not limited to the dates and location of the Event, the dates by which entries must be received, the Disciplines in which Competitions will be held, the programme of Competitions, the categories, nationalities and other relevant details of invited Athletes and Horses, the stabling and accommodation available, the value of the prizes and their distribution, and any other relevant details.

Test – Compulsory, Freestyle or Technical Test with a specific set of movements.

Round – a Round consists of one or more Tests.

Competition – Refers to each competition in which Athletes are placed in an order of merit and for which prizes may be awarded.

Vaulting Event – An occasion where a competition/s is held.

Competition Arena – The space where a competition takes place.

Integrated – A Squad or Pas de Deux with at least one member being an athlete with a disability.

HC- engaged in a competition but not competing for a prize.

PGJ - President of the Ground Jury

1. EVENTS

1.1 Regulations

All vaulting events must be conducted under EA National Vaulting Rules. All competitors must abide by these rules.

1.2 Types of events

1.2.1 Local

Events held in a specific region by any EA Affiliated organising committee.

1.2.2 State

Championship events held for all athletes within a specific State/Territory.

Athletes from other States/Territories and other Nationalities may participate in State events, however, they cannot be declared the State Champion of the competition.

All competitors attending State Championships must be presented a keepsake some examples include but are not limited to certificates, special ribbons, badges, stickers etc.

1.2.3 National

Championship events held for all athletes within Australia.

Athletes from other countries may participate in National events, however, they cannot be declared the National Champion of the competition.

Organising Committees are welcome to invite people from other countries to officiate, but their credentials must be reviewed by the organising committee.

All competitors attending Nationals Championships must be presented a keepsake some examples include but are not limited to certificates, special ribbons, badges, stickers etc.

1.3 Steward

The Organising Committee will appoint a Steward for National Championships which must be ratified by the EAVC. The responsibilities of the steward are to ensure the fairness of the administration of the competition and the suitability of the arena and associated grounds. The Steward 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 Steward should be available to provide advice to the Ground Jury when requested by the President.

1.4 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.

1.5 Entry Schedules

If offering barrel classes at a competition, it is required that a photograph/diagram and description of the competition barrel be listed within the schedule. The barrel must be within the specifications of rule 6.2.2. The description and photograph/diagram should clearly show the shape of handles, whether it is a barrel roller or fixed handles and whether stirrups are attached.

Schedules for National Championships must be ratified by the EAVC prior to public release.

1.6 Types of Competition

1.6.1 Individual

Starting Possibilities

At any one event, a vaulter may enter 1 individual horse competition with the exception of Intermediate, Advanced, Pre-Open and Open vaulters who are allowed to start twice in individual horse competition.

A vaulter can start twice in the same level or once in a level and once in the level below. Both starts must be on different horses.

An Intermediate vaulter may compete in Intermediate and enter Advanced with the hope of qualifying at the event provided that the Advanced competition starts after the completion of the Intermediate competition.

Any other competitors entering a second class on another horse or in another level will need to be entered H.C.

Whether entered H.C. or competitively, any horse that enters the arena will be considered in horse points.

Compulsories

The Compulsory test is a set of pre-determined exercises completed in a specific order.

Freestyle

The Freestyle is freely composed by the vaulter and consists of static and dynamic exercises.

During the performance, the vaulter must remain in contact with the horse. The individual vaulter is 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 assist if required.

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

Technical Test

The technical test consists of five technical exercises. As well as additional Freestyle exercises, chosen by the vaulter. The technical elements may be shown in any order. Technical exercises can be found at www.inside.fei.org/fei/disc/vaulting/rules

The Technical Test in Pre-Open only requires 3 technical exercises to be performed. The choice of which 3 is up to the vaulter. If more than 3 technical exercises are presented, only the first 3 will be assessed as technical exercises. Any further technical exercises will be counted in Technique score.

1.6.2 Squad

A vaulting squad is composed of 6 vaulters, plus 2 reserve vaulters, 1 lunger and 1 vaulting horse.

At all events the Chef d'Equipe or Squad manager must declare the six Squad members and up to two reserve vaulters at the Chef's meeting.

Each member of a squad must take part in at least one exercise in the Freestyle.

At any one event, a vaulter may be a member of 1 horse squad, and 1 horse integrated squad.

Only the six vaulters starting in the squad may enter the competition arena.

Reserve Vaulter

If a vaulter incurs a major injury where the time is stopped, and the injured vaulter is removed from the arena, then the reserve vaulter may substitute for the injured vaulter after the exercise concerned. Once used, the reserve vaulter must finish the event.

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

1.6.3 Pas de Deux

The Pas-de-Deux is composed of 2 Vaulters, 1 lunger and 1 vaulting horse.

At any one event, a vaulter may be a member of 1 horse Pas De Deux.

The Pas-de-Deux is a Freestyle performance competed in one round with a time limit.

The performance is to take place with the horse and therefore no gymnastic exercises or dance moves on the ground are allowed. Elimination for non-compliance is at the discretion of the Ground Jury.

The Pas De Deux freestyle test includes single mounts, single dismounts and double exercises.

During the performance, both Vaulters must remain in contact with the horse, the grips or each other.

1.7 Levels of competition

- Open
- Pre-Open
- Advanced
- Intermediate
- Novice
- Pre-Novice
- Preliminary

1.7.1 Competition Descriptions

Competition Name	Round 1			Round 2	
	Test 1	Test 2	Test 3	Test 1	Test 2
Individual					
Open	3* Compulsories	Technical Test	Freestyle	No second round	
Pre-Open	2* Compulsories	Technical Test	Freestyle	No second round	
Advanced	2* Compulsories	Freestyle	N/A	2* Compulsories (optional)	Freestyle (optional)
Intermediate	1* Compulsories	Freestyle	N/A	No second round	
Novice	1* Compulsories	Walk Freestyle	N/A	No second round	
Pre-Novice	Preliminary Compulsories	Walk Freestyle	N/A	No second round	
Preliminary	Preliminary Compulsories	Walk Freestyle	N/A	No second round	
Squad					
Advanced	2* Compulsories	Freestyle	N/A	No second round	
Intermediate	1* Compulsories	Freestyle	N/A	No second round	
Novice	1* Compulsories	Walk Freestyle	N/A	No second round	
Pre-Novice	Preliminary Compulsories	Walk Freestyle	N/A	No second round	
Preliminary	Preliminary Compulsories	Walk Freestyle	N/A	No second round	

Pas de Deux				
Open	Freestyle	N/A	N/A	No second round
Intermediate	Freestyle	N/A	N/A	No second round
Preliminary	Walk Freestyle	N/A	N/A	No second round

1.8 Execution of Tests

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.

Description of compulsories may be found in the 'Compulsories' section

1.8.1 Individual

The Individual Competition consists of 2 tests: The Compulsory Test and the Freestyle Test.

During Open and Pre-Open Competition an additional test: The Technical Test is also performed.

When there are more than one competitor starting as individuals and competing on the one horse, they may come into judging circle together or separately. If together, all vaulters must enter the arena at the same time and firstly, all perform the compulsories, then, where applicable, all perform the freestyle in the same sequence.

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.

1.8.2 Squad

At all local competitions squad competitions may be separated into Compulsory and Freestyle divisions. At National Championships they will be combined however, each round may be run at separate times throughout the competition. At State Championships either option can be chosen by the OC.

At National Championships three squad Competitions will be offered. These combine Compulsories and Freestyle. The same vaulters, lunger and horse (including the use of a reserve) must be used for the entire Competition.

- Advanced
- Novice
- Preliminary

At all local competitions, all level of squad compulsory competitions may be offered

- Open Compulsories
- Advanced Compulsories
- Intermediate/Novice Compulsories
- Pre-novice Compulsories
- Preliminary Compulsories

At all local competitions three levels of freestyle competitions may be offered

- Advanced Freestyle (according to the FEI 2* and 3* rules)

- Intermediate Freestyle (according to the FEI 1* rules)
- Preliminary Freestyle

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.

1.8.3 At State and National championships, the Open and Pre-Open Individual competitions must include all three Open/Pre-Open Tests and the tests must be run separately. At any other event, the Organising Committee may select any 2 tests for the Open and/or Pre-Open competitions.

1.8.4 At Nationals Championships, competitions may be divided at the discretion of the Organising Committee.

1.8.5 At State and National Championships, the Advanced competition may be run over two rounds. The Advanced competition second round may consist only of freestyle.

1.8.6 At National Championships, the Organising Committee may limit the number of competitors eligible to compete in the second round (of the Advanced competition) based on ranking from the first round.

1.8.7 HC entries may be offered at competition including Championship Competitions at the discretion of the Organising Committee.

1.9 Record of Performance

A record of performance of individual vaulters competing in Competitive Individual Competitions must be maintained by competitors (original score sheets).

1.10 Competition Entry

Open, Pre-Open and Advanced levels are considered Competitor Competition.

Intermediate, Novice, Pre-Novice, and Preliminary levels are considered Participant Competitions.

1.10.1 Individual

- No qualification score is required to compete in Preliminary, Pre-Novice or Novice individual.
- To compete in Intermediate individual a final score of 5.5 or higher must be attained in Novice or FEI CVI1*.
- To compete in Advanced individual a final score of 6.0 or higher must be attained in Intermediate or FEI CVI1*.
- To compete in Pre-Open individual a final score of 6.0 must be attained in Advanced/FEI CVI2*/FEI CVIY2*
- To compete in Open individual a final score of 6.5 or higher must be attained in Advanced/FEI CVI2* or Pre-Open/FEI CVIY2*.
- To remain eligible in Open a score of 6.0 or higher must be maintained and achieved at least once in the 2 years, prior to the competition date.
- Equivalent FEI competitions count for qualification/eligibility.
- A person may compete in Individual competition from the beginning of the calendar year in which they turn 6 years old.
- A vaulter may only enter Open competition from the beginning of the calendar year in which they turn 14.

1.10.2 Squad

- No qualification scores are required for squad competitions.

1.10.3 Pas de Deux

- No qualification score is required for Preliminary or Intermediate pas de deux.
- To compete in Open pas de deux a final score of 6.0 or higher must be attained in Intermediate pas de deux/FEI CVI 1* Pas de Deux or the two vaulters must both be of Advanced level or above individually.

1.11 EA Membership

At Vaulting events, Lungers, Horses, and Vaulters compete as a unit and need to hold appropriate EA membership.

Refer to the [EA General Regulations](#) for Membership requirements.

1.12 Lungers

Lungers must be at least 16 years of age.

Please note: FEI events require lungers to be at least 18 years of age.

1.13 Ground Jury

The Ground Jury is appointed by the Organising Committee and consists of a President and the Judges Officiating at the event. The period of jurisdiction of the Ground Jury begins one hour before the commencement of Official proceedings at the event and terminates half an hour after the final presentations. The Ground Jury is responsible for the judging of all competitions and the judicious application of the Rules during the period of their jurisdiction pertaining to the EA and FEI Rules for Vaulting.

1.14 Discipline/Misconduct

Refer to EA General Regulations at <https://www.equestrian.org.au/policies>

1.15 Doping

Vaulters and Lungers refer to the current EA Australian Anti-Doping Policy.

Horses refer to the current EA Equine Anti-Doping and Controlled Medication Regulations.

It is compulsory that swabbing is carried out on horses for State and National Championships by a qualified veterinary surgeon. Refer EA National Medication Control Policy at <https://www.equestrian.org.au/policies>

1.16 Protests

Any complaints concerning the running of an event must be discussed with the Organising Committee and or the Ground Jury 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 proceeding with a formal complaint through their State Equestrian Office.

1.17 Medical Personnel

Refer to the [EA General Regulations](#) Rule 109.6 – Organisation of Events.

1.18 Arenas

1.18.1 Event Arena and Circle

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 roof height at

the lowest point 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 lunging 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 centre of the circle is recommended.

1.18.2 Practice Warm-Up Arena

A practice arena is compulsory and must be as per the paragraph above, however, it is recommended that there should be two or more practice areas. If the event 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.

1.18.3 Arena Familiarisation

At all competitions, all entered competitors must have an appropriate amount of time to familiarise their horses within the competition arena. An appropriate amount of time is to be determined by the Organising Committee but is to be no less than 3 minutes per horse.

1.19 Order of Starting/Draw

The order of starting will be drawn after the 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 event and must be available to competitors at least 24 hours prior to the commencement of the event.

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 time.

1.20 Results

Results from events must be forwarded to the National Leader board contact (vaultinglboard@gmail.com) and the EA Vaulting Sports Services Officer (contact found [here](#)) within 14 days of competition. The results must be uploaded to the EA Website within 30 days of receipt.

1.20.1 Results procedure

Any athlete may contact the EA Vaulters Representative (contact found [here](#)) should their results not be found on the EA Website National Vaulting Leader Board within 60 days of the competition completing.

1.21 Withdrawals

Withdrawals may be accepted at any time, but refunds will not be given after closing date of entries.

A full or partial refund maybe considered on presentation of a medical certificate at the discretion of the OC.

1.22 Signal

A bell is used by the Judge at A to:

- Signal for the vaulter/s, lunger and horse to enter the arena.
- Signal the first vaulter to start the Compulsory and every vaulter to start the Freestyle/Technical Test.
- To signal the end of the time limit.

- To stop a competitor or performance for any reason or for any unforeseen incident.
- To give the signal for a competitor to continue after an interruption.
- To signal that the time has been stopped after a fall.
- Prolonged ringing of the bell to indicate that the vaulter has been eliminated.

1.23 Salute

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

Elimination for failure to salute is at the discretion of the Judge at A.

Entry, exit and formation for the salute are left to the discretion of the vaulter/s, however, they must be dignified and in keeping with event standard. Judge A or a member of the Ground Jury shall acknowledge the salute.

Immediately after the salute, before exiting the competition circle, the side reins may be unfastened. At the latest, the reins must be unfastened immediately upon exiting the competition circle. Failure to do so will entail a Warning from the Steward.

1.24 Dress Code

- Individual and Pas de Deux Vaulters must wear an easily visible number provided by the Organising Committee on the right arm or leg.
- Squad vaulters must wear numbers 1 to 6 on the right arm, leg or on the back. Numbers should be 10 to 12 cm in height and must be of plain design and clearly legible by the judges.
- The dress must be formfitting and all articles of clothing, or parts thereof, must remain attached to the vaulter's body at all times. Decorative accessories (not limited to but including belts, masks, jewellery) and props (not limited to but including hats, capes, canes, gadgets) are strictly forbidden in the arena.
- The dress of the vaulter/s must not hinder the movement, or the safe interaction between vaulters during the performance.
- The dress must not in any way compromise the safety of either the vaulter or the horse.
- To allow for fair assessment by judges, the dress must not conceal the form and line of the vaulter's body during the performance.
- The dress must not give the effect of nudity.
- Trousers must be secured to the foot and skirts may only be worn over tights or leggings.
- The dress of the Squad vaulters should give the obvious effect of uniformity.
- Only soft soled shoes are permitted.
- The apparel of the lunger should harmonise with that of the vaulters.
- 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.

Failure to comply with any of the above will result in a deduction of 1.0 from the Artistic Score.

2 JUDGES

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

Level 3 judges are accredited to judge all competitions.

Level 2 judges are accredited to judge up to and including Intermediate competitions.

Level 1 judges are accredited to judge Preliminary, recreational and barrel competitions.

Details of current Criteria for Judges Accreditation is available in Annex A. A list of current Vaulting Officials can be found on EA Website at www.equestrian.org.au/members/search/official

2.1 Australian Judges Allocation System

Compulsories

4 Judge System

Compulsories		
A	Horse	25%
B	Exercise	25%
C	Exercise	25%
D	Exercise	25%

3 Judge System

Compulsories		
A	Horse	25%
B	Exercise	37.5%
C	Exercise	37.5%

2 Judge System

Compulsories		
A	Horse 25% and exercise 37.5%	
B	Exercise	37.5%

1 Judge System

Compulsories	
A	All components of score (as per the current Australian system)

Freestyle

4 Judge System

Freestyle		
A	Horse	25%
B	Technique	25%
C	Artistic	25%
D	Technique	25%

3 Judge System

Freestyle		
A	Horse	25%
B	Technique	50%
C	Artistic	25%

3 Judge System

Option A

Freestyle	
A	Horse 25% and Technique 50%
B	Artistic 25%

Option B

Freestyle	
A	Horse 25% and Artistic 25%
B	Technique 50%

The Organising Committee will consult with the judges prior to the event to decide which option best suits.

1 Judge System

Freestyle	
A	All components of score (as per current Australian system)

- National Championships must have 4 judges for Open, Pre-Open, Advanced and Intermediate competitions. Level 2 Judges may officiate for Horse Score in all these competitions and for Technique in Intermediate competitions only.
- State Championships must have a minimum of two Level 3 Judges for Open, Pre-Open, Advanced and Intermediate competitions. Level 2 Judges may officiate for Horse Score in all these competitions and for Technique in Intermediate competitions only. There must be 2 judges for all other competitions, one must be Level 3.
- Novice, Pre-Novice and Preliminary competitions at National Championships must have a minimum of 3 judges, one must be Level 3.
- All recreational competitions must have a minimum of one Level 1 Judge.
- Barrel and Recreational competitions at National Championships have a maximum of 2 judges, one must be Level 3.
- The President of the Ground Jury is responsible to distribute the judges at an event. Each Judge should be assigned evenly to all of the scores during the event, if possible.

4 HORSES

3.1 Vaulting Horse

Any vaulting horse or pony entered in competitor or participant competition 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 EA. All horses used in Competitor competitions at any event must hold the appropriate EA registration.

Competitors may start on their own horses or horses placed at their disposal. Horses may only be changed before the commencement of the competition, for vaulter safety or horse welfare reasons. Competitors must have the opportunity before the competition to get used to an unknown horse. Substitution of Horses that have been changed after the Chef's meeting or declaration of entries must be immediately notified by the Competitor or their Representative to the Steward, Organising Committee, or the Ground Jury.

Horse points (see below) must not be exceeded by any change. The Vaulter must remain on the same horse for the entire competition.

The horse must not be used for more than 18 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.

Categories	Competition	Compulsories/ Technical test Points	Freestyle Points	Total per round Points
Individual	Open	1	2	4
	Pre-Open	1	2	4
	Advanced	1	2	3
	Intermediate	1	2	3
	Novice	1	1	2
	Pre-Novice	1	1	2
Squads	Preliminary	0.5	0.5	1
	Open	6	-	6
	Advanced	6	6	12
	Intermediate	6	6	6
	Novice	6	2	8
	Pre-Novice	6	-	6
Pas De Deux	Preliminary	2	2	4
	Open		4	4
	Intermediate		3	3
	Preliminary		2	2

3.2 Equipment of the Vaulting Horse

The equipment of the Horse **in the Competition Arena** will be as follows:

3.2.1 Bridle with Noseband

- Except for the buckles and padding the headstall and noseband must be made entirely of leather or leather-like material. Padding is allowed on bridles. Nylon or other non-metal material may be used to reinforce leather in the headstall but must not be in direct contact with the horse. Elastic inserts are permitted in the crownpiece and cheek pieces only and must not be in direct contact with the horse or the bit.

- A browband is required, and except for the parts that attach to the crownpiece or headstall, is not required to be made of leather or leather-like material.
- The crownpiece of the bridle must lie immediately behind the poll and may extend forward onto the poll but must not be fitted to lie behind the skull.
- A throatlatch is required except when the combined noseband or Micklem bridle are used.
- At any level of competition, a noseband may never be so tightly fixed that it causes harm to the horse and must be checked as per the Stewards Manual noseband protocol.
- A plain snaffle bridle is required to be used with a regular cavesson noseband, a dropped noseband, a flash noseband, a crossed noseband, a combined noseband or a Micklem or similar design of bridle.
- Nosebands must be flat.
- Leather, sheepskin or similar material may be used on any part of the bridle providing the material does not exceed three centimetres in diameter measured from the Horse's skin.

Snaffle Bit

- The Snaffle bit must have a smooth surface. Twisted and wire bits are prohibited. Bits must be made of metal, rigid plastic, or durable synthetic material and may be covered with rubber/latex. Bits must not place mechanical restraint upon the tongue. The diameter of the mouthpiece of the snaffle must be such so as not to hurt the Horse. Snaffles must have a minimum diameter of twelve millimetres (12mm) for horses and ten millimetres (10mm) for ponies. The diameter of the mouthpiece is measured adjacent to the rings or the cheeks of the mouthpiece.
- Snaffle bits may be used with loose ring, D-ring, and Eggbutt cheeks. Single- or double-jointed snaffles may also be used with upper or lower cheeks, or full cheeks. Loose rings may have a sleeve fitted around part of the ring.
- Flexible rubber or synthetic mouthpieces are permitted. Unjointed mouthpieces must be flexible.
- A snaffle may have up to two joints. A barrel or ball joint is permitted as the centre link in a double-jointed snaffle bit, however, the surface of the centre piece must be solid with no moveable parts, other than a roller. The centre link may be tilted in a different orientation from the mouthpiece but must have rounded edges and may not have the effect of a tongue plate.
- A double-jointed snaffle or snaffle with rotating mouthpiece may be shaped to allow tongue relief. The maximum height of the deviation is 30mm from the lower part of the tongue side to the highest part of the deviation. The widest part of the deviation must be where the mouthpiece contacts the tongue and must have a minimum width of 30mm. The mouthpiece of a jointed or unjointed snaffle may be shaped in a curve within the dimensions specified above.
- Rubber bit guards are permitted.

3.2.2 Lunge cavessons may be used instead of a bridle. They can be used with or without a snaffle. If used with a snaffle they must adhere to the rules above.

3.2.3 Either two side reins, or Draw reins (3 point reins) are permitted in the competition circle.

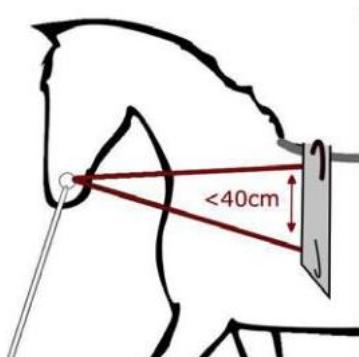
- Draw reins (3 point reins) are attached from the surcingle through the bit rings back to the surcingle/girth points on the same side.
- For Intermediate to Open levels, the distance between the two attached points (top and bottom) on each side of the surcingle must not be greater than 40 centimetres.
- If choosing to attach draw reins (3 point reins) to the girth points then competitors must be aware that there is a possibility for these to shift during competition and if found to be

greater than 40cm, the competitor will be eliminated.

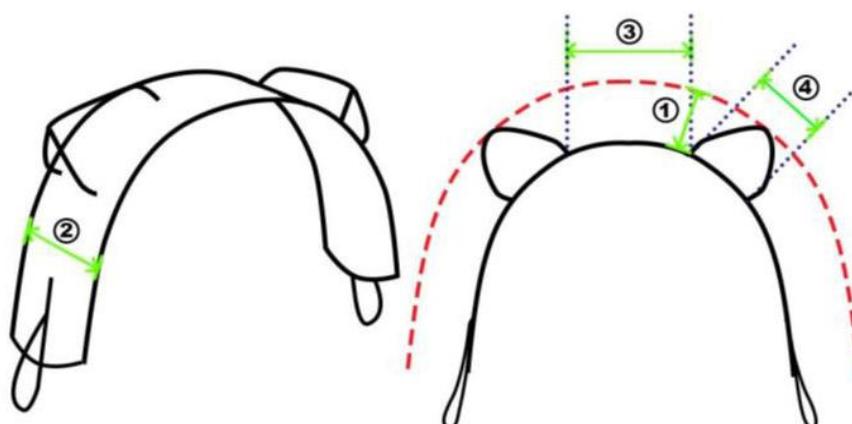
- The draw reins (3 point reins) must be adjustable only as per manufacture and any homemade modification of the adjustments of the draw reins (for example, making a knot) is not permitted. (Standing or auxiliary reins are not permitted).
- For horses in Novice and below it is permitted that draw reins (3 point reins) can be attached between the front legs to the girth and there is no maximum distance limit between the two surcingle/girth attachment points.

Note: FEI has conducted thorough scientific testing on the use of side reins/draw reins (3 point reins) in an extensive range of situations and has concluded that the restrictions for draw reins to be no more than 40cm apart is appropriate for cantering horses.

*pictogram of allowed draw reins in Intermediate levels and above:



3.2.4 Vaulting surcingle with underpad and girth. Under the girth, an underpad and/or pieces of sheepskin may be used for skin protection. 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. This strap may be wrapped with material suitable to provide protection from injury.



1. Maximum distance measured from flat face of surcingle to outer point of handles 180mm.

2. Maximum width of weight bearing flat face of surcingle to be no greater than 180mm.

3. Maximum distance between the right-hand side and left-hand side surcingle handles 240mm.

4. Maximum distance between the centre of the top and bottom fixing points on surcingle handles 280mm.

Note --- these are the maximum dimensions, smaller dimensions are acceptable and a tolerance of 20mm will be accepted.

3.2.5 A Lunge line is mandatory and must be attached to the inner ring of the bit (not over the head or to the outer ring of the bit) or at the lunge cavesson.

3.2.6 Bandages and/or brushing/overreach boots are optional. Hoof boots are authorised.

3.2.7 Ear hoods and plugs are permitted for all Events and may also provide noise reduction and must allow the ears to move freely. Ear hoods must not cover the horse's eyes. The ear hoods should be discreet in colour and design. Ear hoods may not be attached to the noseband.

3.2.8 A back pad is mandatory and must be made of a material which conforms itself to the Horse's back and reduces the impact of external forces (by the Vaulters). One gel pad is allowed in addition to the back pad. The back pad, which may be checked by the Gear Steward and/or a Judge at any time. It must have the following dimensions: non-compliance will result in elimination from the competition.

- Max. 80 cm from the back edge of the surcingle to the back edge of the pad
- Max. 30 cm from the front edge of the surcingle to the front edge of the pad
- Max. 90 cm from side to side, lowest point to the lowest point (If checked on the Horse, the allowed tolerance may not exceed 3cm, i.e. 93 cm)
- Max. 4.0 cm thick including cover
- Max. total length, from the front to the back, 110 cm, with no more than 30 cm in front of the surcingle.

3.2.9 The surcingle and the back pad may be changed from test to test.

3.2.10 The Lunger must use a lunging whip.

3.2.11 The equipment of the Horse **in the warm-up arena** must be as above with the following additions:

- Auxiliary reins are allowed.
- Side Reins and/or auxiliary reins must not be fastened in place for an excessive period. After such times, they must be unfastened and the Horse allowed to move freely for a period of time before the side reins are reattached.
- Lunge rein must be attached to the inner ring of the bit or to the lunge cavesson.
- Double lunge/long reining is allowed, when the lunge is attached in a way that it is only being used as a long rein (attached to the ring of the bit). A double lunge may not be used as a draw rein.

3.2.12 No other equipment is allowed.

For further clarification of horse equipment see the [FEI Vaulting Rules](#)

3.2.13 When mounted for riding, suitable footwear and a properly fastened, approved helmet is compulsory for anyone riding a horse at a vaulting event. Protective headgear must comply with the Australian (AS/N25), European (EN), British (PAS), North American (ATSM) tested standards.

3.2.14 A Double bridle is allowed when riding.

3.3 Gear Check

A visual check before leaving the last warm up arena may be conducted by the Stewards to prevent Athletes going into the Competition arena with any forbidden equipment. A visual check can be declined as it is designed to help Athletes but is not compulsory. However, it remains the

full responsibility of the Athlete not to enter with any forbidden piece of Equipment.

A steward must be appointed to check the equipment of each Horse immediately after it leaves the arena. Any discrepancy will be reported to the Judge at A and result in immediate Elimination, if confirmed. The checking of the bridle must be done with the greatest caution, as some Horses are very sensitive about their mouths (see FEI Steward's Manual). The Steward must use disposable surgical/protective gloves when checking the bridle (1 pair of gloves per horse).

3.4 Abuse of Horses

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/or exercise.

Any case of abuse must be reported immediately to the President of the Ground Jury and the Chief Steward. Cases of abuse reported after the end of an event should be addressed to the Secretary of the relevant EA Branch within 14 days of the event. 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 brings them to the Committee to which the report is addressed, or obtains written statements from them, duly signed, together with their names and addresses.

3.5 Horse Inspection

Horses are required to trot a minimum of 1 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 withdraw the horse. Judge A may also eliminate a vaulter or group if the horse is showing signs such as stress or lameness.

4 COMPETITOR AND PARTICIPANT COMPETITIONS

4.1 Exercises – Compulsories

4.1.1 Open Compulsories – Individual

Consists of eight exercises as described in 3* Compulsories in FEI Vaulting Guidelines at
<https://inside.fei.org/fei/disc/vaulting/rules>

4.1.2 Pre-Open Compulsories – Individuals

Consists of eight exercises as described in 2* Compulsories in FEI Vaulting Guidelines at
<https://inside.fei.org/fei/disc/vaulting/rules>

4.1.3 Advanced Compulsories – Individuals

Consists of eight exercises as described in 2* Compulsories in FEI Vaulting Guidelines at
<https://inside.fei.org/fei/disc/vaulting/rules>

4.1.4 Intermediate and Novice Compulsories – Individuals

Consists of seven exercises as described in 1* Compulsories in FEI Vaulting Guidelines at
<https://inside.fei.org/fei/disc/vaulting/rules>

4.1.5 Preliminary (Walk) & Pre-Novice (Canter) Compulsories – Individual

- Vault – on
- Basic Seat
- Half Flag
- Plank -directly from flag, outside raised leg lowered to horse's rump, then both legs extended, held 4 strides, hips then pulled up and forward to slide into seat astride.
- Side seat via mill to inside seat, rear arm stretched out backwards.
- Side seat via mill to outside seat, rear arm stretched out backwards.
- Free Kneel,
- Dismount to the inside (dismount performed with closed legs and stretched hips, the vaulter pushes against the grips upwards and away from the horse. The vaulter releases the grips and lands with nearly closed legs and continues in the same direction as the horse)

A detailed description of the Preliminary and Pre-Novice Compulsories can be found at

<https://www.equestrian.org.au/Vaulting-Rules>

4.1.6 Open Compulsories – Squads

Consists of eight exercises as described in 3* Compulsories in FEI Vaulting Guidelines at
<https://inside.fei.org/fei/disc/vaulting/rules>

4.1.7 Advanced Compulsories – Squads

Consists of eight exercises as described in 2* Compulsories in FEI Vaulting Guidelines at
<https://inside.fei.org/fei/disc/vaulting/rules>

4.1.8 Intermediate/Novice Compulsories – Squads

Consists of seven exercises as described in 1* Compulsories in FEI Vaulting Guidelines at
<https://inside.fei.org/fei/disc/vaulting/rules>

4.1.9 Preliminary (Walk) & Pre-Novice (Canter) Compulsories – Squads

- Vault – on
- Basic Seat
- Half Flag

- Plank -directly from flag, outside raised leg lowered to horse's rump, then both legs extended, held 4 strides, hips then pulled up and forward to slide into seat astride.
- Side seat via mill to inside seat, rear arm stretched out backwards.
- Side seat via mill to outside seat, rear arm stretched out backwards.
- Free Kneel,
- Dismount to the inside (dismount performed with closed legs and stretched hips, the vaulter pushes against the grips upwards and away from the horse. The vaulter releases the grips and lands with nearly closed legs and continues in the same direction as the horse)

A detailed description of the Preliminary and Pre-Novice Compulsories can be found at

<https://www.equestrian.org.au/Vaulting-Rules>

Assisted Mounts- Deductions and clarification can be found in 5.6.2 and 5.8.1.1

4.2 Exercises - Technical Test

The Technical Test consists of five Technical exercises specified by the FEI and additional Freestyle exercises, chosen by the vaulter. There is a time limit of 1 minute for the Technical Test. The five required Technical exercises can be found at <https://inside.fei.org/fei/disc/vaulting/rules>

For the Pre-Open Technical Test, the vaulter may choose any 3 of the 5 technical exercises to perform. If more than 3 technical exercises are presented, only the first 3 will be assessed as Technical exercises. Any further technical exercises will be counted in Technique score.

The technical elements may be shown in any order.

The specific deductions for each exercise can be found in the FEI Vaulting Guidelines at

<https://inside.fei.org/fei/disc/vaulting/rules>

4.3 Technique

4.3.1 Performance

The performance score is based on how exercises/transitions are executed.

4.3.2 Degree of Difficulty

The Degree of Difficulty score is based on the demand of the exercises performed. Only Open and Advanced competitions are scored on the Degree of Difficulty.

4.4 Artistic

The Artistic score is judged on the following;

- Consideration of the Horse
- Variety of exercises
- Variety of Positions
- Unity of Complexity & Composition
- Music Interpretation

4.5 Timing

Within 1 minute after the signal (bell) is given to enter the arena, the vaulter/s 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.

If there is a fall during the Freestyle 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 must be continued within 30 seconds after the signal to recommence.

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 touched for the vault-on after the signal to recommence.

4.5.1 Individual

There is no time limit for the Compulsory 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 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.

The time allowed for the Technical Test and Freestyle rounds begin the moment the vaulter touches the surcingle, pad, or the horse and ends after 1 minute. If there is one competitor on the horse, there will be a 1-minute break between the Compulsories and the Freestyle/Technical Test.

4.5.2 Squad

The time for the Compulsory and Freestyle tests begins the moment the first vaulter touches the grips, and ends with the signal of time from Judge at A.

The maximum time allowed for the completion of the Compulsory Test is 6 minutes.

The maximum time allowed for the completion of the Advanced Freestyle is 3 minutes and 30 seconds.

The maximum time allowed for the completion of the Intermediate, Novice, Pre-Novice and Preliminary Freestyle is 3 minutes.

4.5.3 Pas de Deux

The time for the Open Pas de Deux is 2 minutes.

The time for the Intermediate Pas de Deux is 1 minute and 30 seconds.

The time for the Preliminary Pas de Deux is 2 minutes.

5 SCORING

5.1 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'

5.2 Individual

5.2.1 Open/Pre-Open Individual

Compulsories

- Horse
- Exercises

Freestyle

- Horse
- Technique
 - Performance
 - Degree of Difficulty
- Artistic

Technical Test

- Horse
- Technique
 - Exercises
 - Performance
- Artistic

5.2.2 Advanced Individual

Compulsories

- Horse
- Exercises

Freestyle

- Horse
- Technique
 - Performance
 - Degree of Difficulty
- Artistic

5.2.3 Intermediate/Novice/Pre-Novice/Preliminary Individual Compulsories

- Horse
- Exercises

Freestyle

- Horse
- Technique
 - Performance
- Artistic

5.3 Squad

5.3.1 Open/Advanced Squad

Compulsories

- Horse
- Exercises

Freestyle

- Horse
- Technique
 - Performance
 - Degree of Difficulty
- Artistic

5.3.2 Intermediate/Novice/Pre-Novice/Preliminary Squad

Compulsories

- Horse
- Exercises

Freestyle

- Horse
- Technique
 - Performance
- Artistic

5.4 Pas de Deux

5.4.1 Open Pas De Deux

Freestyle

- Horse
- Technique
 - Performance
 - Degree of Difficulty
- Artistic

Single exercises on the horse are not scored in the Technique score.

5.4.2 Intermediate Pas De Deux

Freestyle

- Horse
- Technique
 - Performance

- Artistic

5.4.3 Preliminary Pas De Deux Freestyle

- Horse
- Performance
- Artistic

5.5 Horse Score

In all canter competitions, a score for the horse will be awarded in accordance with the FEI Vaulting Guidelines.

In all walk competitions, a score for the horse will be awarded in accordance with the table below.

5.5.1 Horse Walk Score

- Horse Walk Score at 25% for all competitions
- The walk horse score will be judged in accordance with the guidelines available at <https://www.equestrian.org.au/sites/default/files/Walk%20Horse%20Score%202022.pdf>

A1	Rhythm	10%
	Relaxation	10%
	Connection	10%
	Activity	10%
	Straightness	10%
A2	Vault Ability of the Horse	30%
A3	Lunging	20%

5.6 Exercises Score – Compulsories

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, followed by the next Compulsory exercise.

5.6.1 Deductions in the Compulsories – Individuals and Squads

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.

D For each landing (Dismount) other than on both feet only.

Deduction of 2 points:

R - Repeating a compulsory exercise without leaving the horse

- Incorrect order of exercises followed by the correct order without leaving the horse
- If the horse is not in the correct gait during an exercise or any part of the exercise, the vaulter may repeat the whole exercise for a score and will be penalized with a deduction of 2.0 for repetition.

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

Score of 0:

- For each 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 or retaking the grips twice.
- For each exercise not performed in the gait of the competition and not repeated.
- For turning the Scissors in the wrong direction
- In Squad competition for each Compulsory exercise performed after the time limit (an exercise having been started just before the time limit will still be scored)

5.6.2 Assisted Mounts – Compulsories

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

A deduction of up to 2.0 off the Vault-on score for Intermediate competitions for assisted mounts.

A score of zero will be given for the Vault-on for assisted mounts in Advanced, Pre-Open and Open competitions.

Pre-Novice and Novice vaulter may also be assisted for no penalty but the choice for assistance or not should be made in consideration of the ability of both the vaulter and the horse and their welfare.

Deduction of up to 1.0 for each instance, for obvious failure or lack of strength of the person who legs-up resulting in the vaulter not taking position immediately.

5.7 Exercises – Technical Test

The five required Technical exercises may be found on the FEI Website www.fei.org

Only 3 Technical exercises are required for Pre-Open Individual.

The specific deductions for each exercise can be found in the FEI Vaulting Guidelines at www.inside.fei.org/fei/disc/vaulting/rules

Exercises shown after the 1-minute time limit will not be scored.

5.8 Technique Score

In Open, Pre-Open and Advanced competitions, the technique score is divided into Performance Score (70%) and the Difficulty Score (30%). In Preliminary, Pre-Novice, Novice and Intermediate the Performance Score is 100% of the Technique Score.

Only exercises (static or dynamic exercises or dismounts) already in progress at the time limit may be finished and will be included in the evaluation for Technique.

All following exercises and dismounts starting after the time limit will be considered in the Performance Score, including deductions for falls, but not in the Degree of Difficulty and Artistic Score. If dismounts or other exercises are commenced after the bell, there will be a deduction from the Artistic Score.

5.8.1 Performance Score

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

To score in Technique, each static exercise must be held for at least 3 strides.

The scoring of the performance ends after the final landing on the ground.

The performance score is obtained using the averaging system.

No points are awarded for:

- Each static exercise held for less than 3 strides
- Each Freestyle exercise started after the time limit
- Movements from the Compulsory program
- Any Freestyle exercise not performed in the correct gait
- Repetition of any exercise
- Each triple exercise where only one vaulter remains in contact with the horse (Squad only)

Squad

In Squad 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.

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

5.8.1.1 Assisted Mounts – Freestyles

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

An appropriate performance deduction and no Degree of Difficulty (Advanced, Pre-open and Open) will be applied for assisted mounts from the ground in all canter freestyles.

Deduction of up to 1.0 for each instance, for obvious failure or lack of strength of the person who legs-up resulting in the vaulter not taking position immediately.

5.8.2 Degree of Difficulty Score

The Difficulty Score component of the Open, **Pre-Open** and Advanced Technique Score has maximum score of 10. Decimals are allowed.

The exercises will be scored as follows:

Individual

Risk exercise	(R)	1.3 points
Difficult exercise	(D)	0.9 points

Medium exercise	(M)	0.4 points
Low/easy exercise	(E)	0.0 points

Squad

Difficult exercise	(D)	0.4 points
Medium exercise	(M)	0.3 points
Low/easy exercise	(E)	0.2 points

Pas de Deux

Difficult exercise	(D)	0.8 points
Medium exercise	(M)	0.4 points
Low/easy exercise	(E)	0.0 points

The criteria used to determine the Degree of Difficulty score 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 (i.e. held/free) only the most difficult element is scored.

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

Individual

Only the 10 most difficult exercises are counted.

Squad

In Advanced Squad only the 25 most difficult exercises are counted.

Pas de Deux

In Open Pas de Deux only the 13 most difficult exercises are counted.

5.9 Artistic Score

The maximum score is 10. Decimals are allowed.

The artistic score of the Freestyle program 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 artistic score include:

- Transitions
- Balanced Use of space; use of all areas of the horse's back, neck and croup

- Variety in the position of exercises in relation to the horse and the direction of the movements
- Variety of exercises, originality and ingenuity and, calculated risk
- An even balance between static and dynamic exercises
- Harmony with the horse
- Music interpretation, movements in harmony with the music
- Consideration of the horse

For further clarification, refer FEI Vaulting Guidelines at

<https://inside.fei.org/fei/disc/vaulting/rules>

Preliminary, Pre-Novice and Novice walk freestyles artistic scores will be the same as Intermediate (FEI 1*). Refer FEI Vaulting Guidelines at <https://inside.fei.org/fei/disc/vaulting/rules>

The scoring of the artistic ends after 1 minute. Only exercises (static or dynamic exercises or dismounts) already in progress when at the time limit may be finished and will be included in the evaluation for Technique and Artistic Scores.

All following exercises and dismounts starting after the time limit will be considered in the Performance Score, including deductions for falls, but not in the Degree of Difficulty and Artistic Score. Any exercises, including the dismounts, commenced after the time limit (the bell), will incur a 1.0 deduction from the artistic score.

Squad

Aspects of the Artistic score include:

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

A deduction of 1.0 for each vaulter who does not participate in the Freestyle

5.10 Falls

A fall is a movement out of control. Falls can be considered in two categories:

- Biomechanical: refers to the definition of “fall” (a ‘movement out of control’),
- Judicial: refers to the way the rules address or define “fall”, and the manner of dealing with it according to the rules.

Falls will be recorded by the Technique Judge and penalised by a deduction from the Performance Score (deduction at the end, not averaged).

Falls are categorised in the table below.

Fall Level	Description	Squad	Pas de Deux	Individual Free Test	Individual Tech Test
1a	An unexpected move in which the/all Vaulter/s come rapidly and without control to the ground, caused by a loss of balance; landing out of balance and unable to maintain upright equilibrium on both feet (no contact with the Horse/equipment), during or at the end of the Test. The Horse is empty. One single deduction for all Vaulters involved	2.0	2.0	2.0	5.0
1b	An unexpected move in which one of the Vaulters in PdD/one or two Vaulters in Squad come(s)	1.0	1.0		

	rapidly and without control to the ground, caused by a loss of balance; landing out of balance and unable to maintain upright equilibrium on both feet (no contact with the Horse/equipment/Vaulter on the Horse). The Horse is not empty. One single deduction for all Vaulters involved				
2a	Caused by a loss of balance, all Vaulters fall to the ground, landing out of balance but able to maintain upright equilibrium on both feet, (no contact with the Horse/equipment), during or at the end of the Test. The Horse is empty One single deduction for all Vaulters involved	1.0	1.0	1.0	3.0
2b	Caused by a loss of balance, one of the Vaulters in Pas de Deux/one or two Vaulters in Squad fall to the ground, landing out of balance but able to maintain upright equilibrium on both feet (no contact with the Horse/surcingle/pad/ Vaulter on the Horse) during or at the end of the Test. The Horse is not empty One single deduction for all Vaulters involved	0.4	0.6		
3	Caused by a loss of balance, a Vaulter comes rapidly off the Horse with only their feet touching the ground and still in contact with the Horse/surcingle/pad/other Vaulter on the Horse and remounts onto the Horse. Ground jump after a loss of balance	0.4	0.6	0.6	2.0
4	Ground jump with double touchdown with both feet before remounting onto the Horse.	0.4	0.6	0.6	2.0
5a	After a dismount, the Vaulter is not able to maintain equilibrium on both feet and touches the ground with other parts of the body than the hand(s). <ul style="list-style-type: none"> This does not include the deductions for the preceding dismount 	0.2	0.4	0.4	2.0
5b	After a dismount, the Vaulter is not able to maintain equilibrium on both feet and also touches the ground with hand(s). <ul style="list-style-type: none"> This does not include the deductions for the preceding dismount 	0.1	0.2	0.2	1.0

Falls are recorded on the score sheet by writing down an "F" and the deduction.

- In Individual competitions when the vaulter loses the contact with the Horse the time and music are stopped – no bell. The test must be continued within 30 seconds.
- In Squad and Pas-de-Deux competitions when all vaulters lose contact with the Horse (the Horse is empty), the time and music are stopped – no bell. The test must be continued within 30 seconds.
- If the Vaulter is unable to continue immediately after a fall or returns to the line the judge will ring the bell, the time and music are stopped, and the test is interrupted. The Test must be continued within 30 seconds after the signal to resume.

5.11 Final Score

The final scores of the tests will be averaged to get the final score of the round. In the case where 2 rounds are run, the final score of rounds will be averaged to get the final score of the competition.

In case of equality of total marks, the higher mark of the last round will decide. If still equal, the Artistic Score of the last round will decide, then the Technique Score and last the Performance Score.

6 RECREATIONAL COMPETITIONS

The inclusion of fun recreational competitions at events is strongly encouraged, when appropriate. Some suggestions for additional competitions are listed below, though organising committees may create their own events as they deem appropriate. Organising Committees must list the criteria for these additional competitions clearly on the entry schedules.

6.1 Horse

Horse points for the competitions below must be recorded on the entry schedules and Organising Committees must determine the horse points on the basis that they reflect the workload of the horse. Any impromptu changes to the competitions as listed on the schedule or below, on the day of competition must be first approved by the Ground Jury and horse points recalculated accordingly.

- Masters competition (i.e. over 30's).
- Tiny Tots competition
- Green Horse/Horse Development competition
- Introductory competitions (such as compulsory or freestyle-only competitions with set moves throughout)

6.2 Barrel

Barrel competitions are intended to develop 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.

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.

6.2.1 Judges for Barrels

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 events may choose to have these competitions judged by one judge only, who may be a Level 2 Vaulting Judge.

The following weighting for scoring will be applicable to barrel classes.

Compulsory

1 Judge

Judge A	Exercises	100%
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2 Judges

Judge A	Exercises	50%
Judge B	Exercises	50%

Freestyle

1 Judge

Judge A	Artistic 50 % & Performance 50%
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2 Judges

Judge A	Artistic	50%
Judge B	Performance	50%

6.2.2 Specifications

DIAMETER	60 cm
LENGTH	130 cm
HEIGHT	120 cm

Handles - As a guide, handles can be positioned 20 cm apart at the base and located 30 cm from the front of the barrel. Barrel handles must meet the specification requirements of the surcingle (Refer to section 3.2.4). Handles may be padded.

Legs - Barrel Legs must not protrude outside the width of the barrel.

Legs 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.

6.2.3 Timing

Timing begins at the moment the vaulter touches the barrel and ends when the feet touch the ground in the final dismount. In case of a fall the timing will not be stopped. The bell will be rung to indicate the end of the allowed time.

Time allowed for Individual Barrel is 60 seconds.

Time allowed for Squad Barrel is 3 minutes.

Time allowed for Pas de Deux barrel is 2 minutes.

6.2.4 Individuals

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 according to Artistic and Exercise.

Artistic Score – Individual

The maximum score is 10. Decimals are allowed.

Scored as per rule 5.9 Artistic Score.

The vaulter must leave the barrel immediately after the bell has rung (within 3 seconds). If not, the artistic score will be reduced by 1.0.

Technique Score – Individual

The maximum score is 10. Decimals are allowed.

Scored as per rule 5.8 Technique Score.

Deductions of 1.0 will be made for a fall.

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

Coaches and lungers are not allowed in the arena during the performance.

6.2.5 Squads

Squads are composed of 6 vaulters and 1 reserve vaulter. At one event, a vaulter may be a member of 1 integrated barrel Squad and 1 barrel Squad only. Integrated Squads are a combination of vaulters with and without disabilities.

Squads must not enter the arena until the previous Squad has left and the Judge has rung the bell. The Freestyle is scored separately according to Artistic and Exercise.

Artistic Score

The maximum score is 10. Decimals are allowed.

The vaulter must leave the barrel immediately after the bell has rung (within 3 seconds). If not, the artistic score will be reduced by 1.0.

Scored as per rule 5.9 Artistic Score.

Technique Score

The maximum score is 10. Decimals are allowed.

Scored as per rule 5.8 Technique Score.

A deduction ranging from 0.3 to 0.5 will be made for each fall in Barrel Squads.

Coaches and lungers are not allowed in the arena during the barrel freestyle.

6.2.6 Pas de Deux

Competitions may be divided on age or ability, but the event schedule must be explicit about the eligibility of each vaulter in the partnership. At one event, a vaulter may be a member of 1 integrated Pas De Deux and 1 barrel Pas De Deux.

Artistic Score

The maximum score is 10. Decimals are allowed.

Scored as per rule 5.9 Artistic Score.

The vaulter must leave the barrel immediately after the bell has rung (within 3 seconds). If not, the artistic score will be reduced by 1.0.

Technique Score

The maximum score is 10. Decimals are allowed.

Scored as per rule 5.8 Technique Score.

A deduction of 0.5 points will be made for each fall. Coaches and lungers are not allowed in the arena during the performance.

ANNEXES

Annex A

Requirements to attain and maintain Vaulting Judge accreditation

Judge Level	Initial Requirements	Theory Requirements	Practical Requirements	To Maintain Accreditation
FEI Levels 1-4	<p>Refer to FEI promotion requirements</p> <p><i>Candidates need to be a registered Level 3 Vaulting Judge to be eligible for promotion to FEI L1.</i></p>			
Level 3 National Can Judge all Equestrian Australia Vaulting Competitions	<ul style="list-style-type: none"> • Be a registered EA Level 2 Vaulting Judge • Judged as an EA Level 2 Judge at a minimum of two events in the previous 12 months 	<ul style="list-style-type: none"> • Complete 15 hours of Level 3 syllabus training with an EA Vaulting Judge Level 3 within 12 months includes FEI Foundation Course for Officials. • An Open Book theory exam (pass of 80%) 	<ul style="list-style-type: none"> • Shadow judged Advanced and Open Competitions at 2 events with the following requirements within the last 2 years. <ul style="list-style-type: none"> ○ 10 individuals (Advanced and Open) ○ 3 Pas d'Deux (canter) ○ 1 squad (Advanced or Open) ○ To include compulsories, freestyle, horse scores and tech test • Practical Judging exam (Open and Advanced Competitions in a live situation with a pass of 80%) 	<ul style="list-style-type: none"> • Attend an Officials Update Clinic/Course once every three years • Meet reaccreditation requirements set by EA- • Judges must judge 3 events in 3 years. • Judges who are EA Coaches and are actively coaching must Judge at 1 event every 3 years.
Level 2 National Can Judge EA Vaulting competitions up to and including Intermediate competitions	<ul style="list-style-type: none"> • Be a registered EA Level 1 Vaulting Judge • Judged as an EA Level 1 judge at a minimum of two events in the previous 12 months. 	<ul style="list-style-type: none"> • Complete 8 hours of Level 2 syllabus training with an EA Vaulting Judge Level 3 within 12 months • A Open Book theory exam (pass of 80%) 	<ul style="list-style-type: none"> • Shadow judged Pre-Novice, Novice and Intermediate Competitions at 2 events with the following requirements within the last 2 years. <ul style="list-style-type: none"> ○ 10 individuals (Pre-Novice, Novice & Intermediate) ○ 3 Pas d'Deux (walk) ○ 1 squad (Pre-Novice, Novice or Intermediate) ○ To include compulsories, freestyle and 	<ul style="list-style-type: none"> • Attend an Officials Update Clinic/Course once every three years • Meet reaccreditation requirements set by EA- • Judges must judge 3 events in 3 years.

			<p>horse scores</p> <ul style="list-style-type: none"> Practical Judging exam (Pre-Novice, Novice, Intermediate Competitions in a live situation with a pass of 80%) 	<ul style="list-style-type: none"> Judges who are EA Coaches and are actively coaching must Judge at 1 event every 3 years.
<p>Level 1 National</p> <p>Can Judge EA Vaulting Preliminary, Barrel and recreational competitions.</p>	<ul style="list-style-type: none"> Current EA Member Be 18 years of age. Have a minimum of one of the following. <ul style="list-style-type: none"> - Be an current EA Vaulting Coach Level 1 or - Athlete at Intermediate or above or - Have pencilled or time kept at a minimum of 2 events for at least 4 hours 	<ul style="list-style-type: none"> Complete 8 hours of Level 1 syllabus training with a EA Vaulting Judge Level 3 within 12 months A Open Book theory exam (pass of 80%) Complete ASC Community Officiating Essential Skills Course 	<ul style="list-style-type: none"> Shadow judged Preliminary and barrel Competitions at 2 events with the following requirements within the last 2 years. <ul style="list-style-type: none"> ○ 10 individuals ○ 3 Pas d'Deux (walk) ○ 1 squad (Preliminary) ○ To include compulsories, freestyle, and horse scores Practical Judging exam (Preliminary and Barrel Competitions in a live situation with a pass of 80%) 	<ul style="list-style-type: none"> Attend an EA Vaulting Judges Course once every three years Meet reaccreditation requirements set by EA- Judges must judge 3 events in 3 years. Judges who are EA Coaches and are actively coaching must Judge at 1 event every 3 years.

USEFUL WEBSITES

The following Websites provide further useful information.

www.equestrian.org.au

- General Regulations
- Veterinary Regulations
- Australian Vaulting Rules
- Score sheets
- National Medication Control System Policy
- Selection policies and criteria for Selection Events
- High Performance Policy
- Results, Calendar of events and Schedules
- Codes of Conduct – Rules and regulation tab

www.inside.fei.org/fei/disc/vaulting/rules

- Stewards Manual
- Guidelines for Judges
- Rules for Vaulting events
- General Regulations
- Veterinary Regulations