

Equestrian Australia Limited



NATIONAL VAULTING RULES

Effective 01 January 2017

The Equestrian Australia National Vaulting Rules
may also be found on the Equestrian Australia Website:

www.equestrian.org.au

Equestrian Australia
P.O Box 673
SYDNEY MARKETS NSW 2129
02 8762 7777

Contacts

National Office

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

NSW Branch

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

Victorian Branch

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

Queensland Branch

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

Western Australia Branch

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

South Australia Branch

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

Tasmania Branch

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

Northern Territory Branch

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

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PREMABLE

The following rules have been adopted by the Equestrian Australia (EA) and must be followed by all affiliated organizations conducting vaulting events on behalf of the EA or under EA Rules. They follow the rules laid down by the Federation Equestre Internationale (FEI) and are intended to provide a pathway to International Competition. The FEI rules are updated from time to time and undergo a major review every 4 years. Changes to FEI rules usually occur effective 1st January and are available on the FEI website. Any changes to these rules will be advised on the EA website by January 1st each year to take effect 1st April of that year.

If issues arise which are not covered in these rules, then the FEI rules apply. In the event of a conflict between the EA rules and the FEI rules, the EA rules will prevail.

These rules cannot provide for every eventuality. In any unforeseen or exceptional circumstances, it is the duty of the appropriate Official (s) to make a decision in a sporting spirit and adhere as closely as possible to the intention of these rules.

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

These rules must be followed at Official competitions. At Non- official competitions these rules maybe followed as a guideline and be aimed at encouraging fun and increased participation. Inclusion of fun recreational classes at these events is strongly encouraged, some suggestions for other classes are provided at the end of the document.

1. EVENTS

1.1 Regulations

All official events must be conducted under EA Rules for Vaulting. All competitors must abide by these rules. Judges will use FEI Guidelines for Judges - available at www.fei.org; where applicable to EA Rules for Vaulting

1.2 Lungers

Lungers must be at least 16 years of age.

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

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

1.3 Music

Music for compulsories is recommended. Freestyles must be performed with music. Music must be provided for Organising Committees in the form requested on the official schedule.

1.4 Arenas

1.4.1 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 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 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.

1.4.2 Practice Warm-Up 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 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.

1.5 Ground Jury

The Ground Jury is appointed by the Organising Committee and consists of a President and the Judges Officiating at the event. The President should be Judge at A whilst judging Open, Advanced, and Intermediate Classes. 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 EA and FEI Rules for Vaulting.

1.6 Discipline/Misconduct

If any complaint is made that a vaulter, lunger, coach or group of any combination entered for and competing in a Vaulting Event 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 EA or the Ground Jury officiating at the event 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 EA Branch within 14 days of the occurrence. The Secretary will consult the relevant State EA Vaulting Committee as to whether the case is to be dealt with by the State EA Vaulting Committee or by the National Vaulting Committee or by the State Judiciary Committee.

1.7 Doping

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

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

Drug testing and swabbing - 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 System at www.equestrian.org.au

1.8 EA Membership

Refer to the EA General Regulations for Membership requirements

1.9 Medical Personnel

Refer to EA General Regulations Rule 109.6 - Organisation of Events.

1.10 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 times.

1.11 Results

Results from EA Official events must be forwarded to the relevant State EA Office within 14 days of competition.

1.12 Withdrawals

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

1.13 Protests

Any complaints concerning the running of an event 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.

1.14 Signal

A bell is used by the Judge at A to:

1. Signal for the vaulters and lunge 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.

2. STATE AND NATIONAL CHAMPIONSHIPS

2.1 Minimum Judge requirement for Championship Events

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

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.

2.2 Steward

The Organising Committee will appoint a Steward for National Championships which must be ratified by the National Vaulting Committee. The responsibilities 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.

2.3 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.

2.4 Entry Schedules

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

3. 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 are considered equivalent to FEI 1* for the purpose of CVI's.

Level 2 judges are accredited to judge all classes up to and including Novice.

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

Details of current Criteria for Accreditation and current accredited Judges are available from the National Judge Assessors and the National EA Office.

Australian Judges Allocation System

4 Judge System (Required for Nationals Open, Advanced & Intermediate Classes, all judges must be level 3)

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

3 Judge System

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

2 Judge System

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

1 Judge System

Judge	
A	all components of score (as per the current Australian system)

State Championships must have a minimum of 2 Level 3 Judges for Open- Intermediate classes. There must be 2 judges for all other classes, one must be level 3.

Novice, Pre-Novice and Preliminary Classes at National Championships minimum of 3 judges, one must be level 3.

Barrel and Recreational Classes at National Championships maximum of 2 judges, one must be level 3.

It is recommended that between any separated tests the judges rotate according to the FEI allocation system. In the case where tests are run together, the judges may remain at the same table position.

4. HORSES

4.1 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 EA. All horses used in competitor classes at any other event must hold the appropriate EA registration.

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 only be changed prior to the start of the class for vaulter safety or horse welfare reasons. Competitors must have the opportunity before the event 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 lunge.

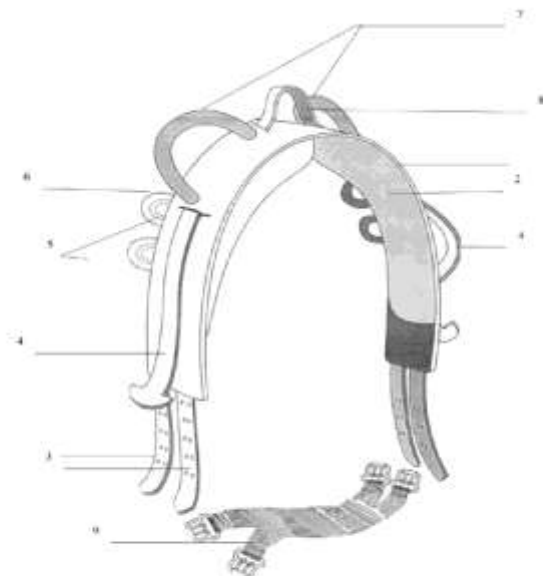
The horse must not be used for more than 18 points (refer below) on any one day. In the events where the same horse competes twice in a class, the times when the horse competes should be as far apart as possible. If the Squad compulsories and freestyle are on separate days then the horse points are divided as follows: 6 points for compulsories and 6 points for freestyles.

Categories	Class	Compulsories/ Technical test Points	Freestyle Points	Total per round Points
Individual	Open	1	2	4
	Advanced	1	2	3
	Intermediate	1	2	3
	Novice	1	1	2
	Pre-Novice	1	1	2
	Preliminary	0.5	0.5	1
Squads	Open	6	-	6
	Advanced	6	6	12
	Intermediate	6	-	6
	Novice	6	3	9
	Pre-Novice	6	-	6
	Preliminary	2	2	4
Pas De Deux	Open		4	4
	Intermediate		3	3
	Preliminary		2	2

4.2 Equipment of the Vaulting Horse

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

- Bridle with smooth snaffle bit, with no more than 2 joints. Rubber bit guards are permitted. If unjointed rubber snaffle is used, the bit must be flexible.
- Two side reins.
- Auxiliary reins are permitted in Pre Novice Classes and below.
- 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.



1. Outside surface 2. Leather padding 3. Girth straps 4. Foot straps 5. Rings for side reins 6. Leather covering of rings 7. Grips (shape of the grips are not defined) 8. Auxiliary holding strap 9. Girth

- Lunge rein and Lungeing whip.
- Lunge rein 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.
- Bandages and/or brushing/overreach boots are optional.
- Ear muffs and plugs are allowed.
- Back Pad is compulsory. Gel Pads are allowed.
- The Back Pad, which may be checked by the Gear Steward and/or a Judge at any time on the Horse must have the following dimensions :
- Max. 80 cm from the back edge of the surcingle to the back
- Max. 30 cm from the front edge of the surcingle to the neck
- Max. 90 cm from side to side the lowest point to the lowest point If checked on the Horse, the allowed tolerance may not exceed 3cm, i.e. 93 cm
- Max. 3 cm thick including cover
- Max. total length 1.10 m, with no more than 30 cm in front of the surcingle
- Lungeing cavessons are allowed.
- The surcingle and the back pad may be changed between tests.
- A gear steward is authorised to check the bit of any Horse immediately after it leaves the arena and any discrepancy will entail immediate elimination.

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

- Auxiliary reins are allowed.
- A Double bridle is allowed when riding.
- As per Annex 15 – FEI Stewards Manual – section 3 –paragraph 3 “Movements which involve having the horse’s head and neck carriage in a sustained or fixed position should only be performed for periods not exceeding approximately 10 minutes without change. Change may constitute a period of relaxation and lengthening or a movement which involves stretching the head and neck of the horse.”

No other equipment is allowed.

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.

4.3 Gear Check

Every horse competing 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.

4.4 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 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.

4.5 Veterinary Inspection

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.

At the Veterinary Inspection all horses must present original EA registration papers.

Walk Horse Score Table

Horse Walk Score at 25% for all classes

Quality of pace	Pace	Rhythm/contact	Regularity of strides Medium walk Light and steady contact Line of nose in front of the vertical	A1	10%
		Suppleness	Elasticity Swinging back free of tension		
	Activity	Activity	Forward energy generated from the hind legs Energetic and active strides	A2	10%
		Straightness	Correctly bent on the circle		
Vault ability of the horse	Submission	Submission	Attention and confidence Acceptance of bridle Acceptance and responsiveness to lunger's aids	A3	30%
		Regularity	Faults in pace (trotting, stopping etc)		
		Circling	Consistency and accuracy of circle shape		
	Lunging		Correct aids Appropriate use of whip Lunge line is straight demonstrating contact Stationery lunger Good posture of lunger	A4	30%
General	Entry, Salute and trot round		Entry and salute correct (lunger, horse and vaulter/s Horse demonstrates good behaviour Correct and active trot Presentation and equipment	A5	20%

5. VAULTERS

5.1 CLASS DESCRIPTIONS

Class 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	
Advanced	2* compulsories	Freestyle	NA	2* comp (Optional)	Freestyle
Intermediate	1* compulsories	Freestyle	NA	No second round	
Novice	1* compulsories	Freestyle Walk	NA	No second round	
Pre-Novice	Preliminary compulsories	Freestyle Walk	NA	No second round	
Preliminary	Preliminary compulsories	Freestyle Walk	NA	No second round	
Squad					
Advanced	2* compulsories	Freestyle	NA	No second round	
Novice	1* compulsories	Freestyle Walk	NA	No second round	
Preliminary	Preliminary compulsories	Freestyle Walk	NA	No second round	
Pas de Deux					
Advanced	Freestyle	NA	NA	No second round	
Intermediate	Freestyle	NA	NA	No second round	
Preliminary	Freestyle Walk	NA	NA	No second round	

Please note:

1. At State and National championships, the Open Individual class must include all three Open Tests and the tests must be run separately.
2. At National Championships the Organising Committee may limit the number of competitors eligible to compete in the second round (of the Advanced class) on the basis of ranking.
3. At Nationals Championships the Advanced Class must be divided into Senior and Junior. Senior is defined as being 18 years and older on the first day of competition.
4. At State Championships and National Championships, the Advanced class may be run over two rounds.
5. At State and National Championships, the Advanced class second round may consist only of freestyle.
6. Organising Committees, who choose to host one day-events, may select any 2 tests for Open Class.
7. Description of compulsories may be found in the "compulsories" section

5.2 Record of Performance

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

5.3 Class Entry

Vaulters should commence competition at the level appropriate to their ability and the Horse's training. A vaulter may enter any class deemed appropriate to them and change freely between classes

Open, Advanced, Intermediate, Novice (Individuals), Advanced, Novice (Squad) and Open/Intermediate Pas de Deux are considered Competitor classes.

Pre – Novice and Preliminary (Individuals), Preliminary Squads and Preliminary Pas de Deux are considered Participant classes.

Qualification/Eligibility

To Qualify for entry to Open Class Competition a score of 6.5 in any one round in Advanced must have been obtained. Eligibility to remain in open – a score of 6.5 in any one round in Advanced or Open must have been obtained in 2 years prior to the competition date.

A vaulter may only enter the Open grade in the year in which they turn 14.

5.4 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"

5.5 Vaulters Age

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

5.6 Salute

In all events which take place in an arena and under the supervision of a Ground Jury, each squad/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 squad is considered for the scoring of the General Impression. Judge A or a Member of the Ground Jury shall acknowledge the salute.

5.7 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 easily visible.
- The dress of the Squad vaulters should give the obvious effect of uniformity.
- The dress of the Squad, Individuals and Pas de Deux must not hinder the movement of the vaulter 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.
- 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.
- Trousers must be secured to the foot and skirts may only be worn over tights or leggings.
- 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 upon agreement with the judge's result in a deduction of 1.0 point from the Artistic Score.

5.8 Description of Compulsories for Individuals and Squads

5.8.1 Preliminary (Walk) and Pre-Novice (Canter) Compulsories – Individual and 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)

5.8.2 Intermediate and Novice Compulsories – Individuals and Squads

These consist of seven exercises as described in 1* Compulsories in FEI Guidelines for Judges at www.fei.org

- Vault – on
- Basic Seat
- Flag
- Stand
- Swing forward with legs closed
- Half Mill
- Swing backward with legs open, followed by dismount to the inside.

5.8.3 Advanced Compulsories – Individuals and Squads

These consist of eight exercises as described in 2* Compulsories in FEI Guidelines for Judges at www.fei.org

- Vault – on
- Basic Seat
- Flag
- Mill
- Scissors Forward
- Scissors Backward
- Stand
- Swing off from seat astride to the inside

5.8.4 Open Compulsories – Individual

These consist of eight exercises as described in 3* Compulsories in FEI Guidelines for Judges at www.fei.org

- Vault – on
- Flag
- Mill
- Scissors Forward
- Scissors Backward
- Stand
- Flank 1st part (back to seat astride)
- Flank 2nd part

5.8.5 Open Compulsories – Squads

These consist of eight exercises as described in 3* Compulsories in FEI Guidelines for Judges at www.fei.org

- Vault – on
- Flag
- Mill
- Scissors Forward
- Scissors Backwards
- Stand
- Flank 1st Flank (back to seat astride)

- Swing off to the outside from the seat astride

5.9 Deductions in the Compulsories – Individuals and Squads

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.

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 does not canter (e.g. falls into trot) 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 points 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.
- For 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)

5.10 Assisted Mounts – Compulsories

A deduction of up to 2 points off the Vault-on score for Intermediate classes for assisted mounts.

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

5.11 Assisted Mounts – Freestyles

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

6. INDIVIDUAL COMPETITION

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. At any one competition, a vaulter may enter one individual horse class.

6.1 Execution of Tests

The Individual Class consists of two parts: the Compulsory Test and the Freestyle. The Open class consists of three tests: Compulsory Test, Technical Test and the Freestyle Test.

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.

Competitors starting as individuals and competing on the one horse may come into judging circle together or separately. If together all vaulters must enter the arena at the same time and all perform the compulsories, then 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.

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.

6.2 Timing – Individual

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. 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.

Timing of the Freestyle 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 and the Freestyle.

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.

7. 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 at the Chef's meeting. At any one event, a vaulter may be a member of one horse squad and one horse integrated squad. Only the six vaulters starting in the squad may enter the competition arena.

7.1 Execution of Test

At all local competitions squad classes will be separated into compulsory and freestyle divisions. At National Championships they will be combined. At State Championships either option can be chosen, according to the OC.

At National Championships Three squad classes 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 class.

- Advanced
- Novice
- Preliminary

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

- Open Compulsories
- Advanced Compulsories
- Intermediate Compulsories
- Pre-novice Compulsories and
- Preliminary Compulsories

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

- Advanced Freestyle (ie according to the FEI 2* and 3* rules)
- Intermediate Freestyle (ie according to the FEI 1* rules)
- Preliminary Freestyle

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

7.2 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 concerned exercise.

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.

7.3 Timing – Squad

Within one minute after the signal (bell) is given to enter the arena, the squad 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 of the last vaulter.

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

The maximum time allowed for the completion of the Freestyle is 4 minutes.

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.

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.

8. PAS DE DEUX

The Pas-de-Deux is composed of two Vaulters, the lunger and the vaulting horse.

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

The Pas-de-Deux is a Freestyle performance 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.

8.1 Open Pas De Deux

The Open Pas De Deux Freestyle will be assessed on the following criteria:

- Horse
- Technique (difficulty and performance)
- Artistic

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

The time for the Intermediate Pas de Deux is 2 minutes

8.2 Intermediate Pas De Deux

The Intermediate Pas de Deux Freestyle will be assessed on the following criteria:

- Horse
- Performance (no degree of difficulty)
- Artistic

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

8.3 Preliminary Pas De Deux

The Preliminary Pas De Deux Freestyle will be assessed on the following criteria:

- Performance
- Artistic
- Horse Walk Score
- The time for the Intermediate Pas de Deux is 2 minutes
- May be divided on age or ability but the event schedule must be explicit about the eligibility of each vaulter in the partnership

Within one minute after the signal (bell) is given to enter the arena, the Vaulters and the lunger must salute. Elimination for failure to salute is at the discretion of the Ground Jury.

Before beginning the performance, the horse must be trotted in the circle until the President of the Ground Jury or Judge A rings the bell. At the latest, 30 seconds after the bell the trot must be shown. Elimination for failure to comply is at the discretion of the Ground Jury.

At the latest, 30 seconds after the bell following the trot, the first exercise must commence. Elimination for failure to comply is at the discretion of the Ground Jury.

9. 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).

Time, Music and Bell

- In Individual Classes 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 Classes 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.
- 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.

Falls are categorised in the table below:

Category	Description	Squad	Individual Free	Pas-de-Deux
Fall level 1a	An unexpected move in which all Vaulters 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. Horse is empty One single deduction for all Vaulters involved	2.0	2.0	2.0
Fall level 1b	An unexpected move in which one of the Vaulters in PdD / one or two Vaulters in Squad come(s) 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 any more). Horse is not empty One single deduction for all Vaulters involved	1.0		1.0
Fall level 2a	Caused by a loss of balance, all Vaulters fall on the ground landing out of balance but able to maintain upright equilibrium on both feet (no contact any more with the Horse / equipment / Vaulter(s) on the Horse) during or at the end of the test. Horse is empty One single deduction for all Vaulters involved	1.0	1.0	1.0
Fall level 2b	Caused by a loss of balance, one of the Vaulters in PdD / one or two Vaulters in Squad fall on the ground landing out of balance but able to maintain upright equilibrium on both feet (no contact any more with the Horse / surcingle / pad / Vaulter on the Horse) during and at the end of the test. Horse is not empty	0.4		0.6
Fall level 3	Caused by a loss of balance, a Vaulter comes rapidly off the Horse with only feet touching the ground whilst still in contact with the Horse / surcingle / pad / other Vaulter on the Horse and remounts on the Horse. Ground jump after a loss of balance	0.4	0.6	0.6
Fall level 4	Ground jump with more than one touch down before remounting on the Horse.	0.4	0.6	0.6
Fall level 5	After a dismount, the Vaulter is not able to maintain equilibrium on both feet and touches the ground with other parts of the body. (plus deduction for bad mechanics of the dismount)	0.1	0.4	0.4

The Falls are recorded on the score sheet by writing down an “F” and the deduction

10. SCORING

10.1 Compulsories – Individual

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.

In all walk classes a score for the horse will be awarded in accordance with rule 4.6.

In all canter classes a score for the horse will be awarded in accordance with the FEI Guidelines for Judges.

10.2 Technical Test – Individual

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

The technical elements may be shown in any order.

The specific deductions for each exercise can be found in the FEI Guidelines for Judges at www.fei.org

10.3 Freestyle – Individual

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 only permitted in canter freestyles.

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

The Freestyle is scored separately, according to:

1. Technique (Open and Advanced)
2. Artistic
3. Exercise/Performance
4. Horse score (Open, Advanced, Intermediate)
5. Walk horse score (Novice, Pre-Novice, Preliminary)

10.4 Technique Score – Individual

In Open and Advanced classes the technique score is divided into Performance Score (70%) and the Difficulty Score (30%). In all other classes the Exercise Score represents only the performance of the Freestyle exercises.

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

The exercises will be scored as follows:

- | | | |
|----------------------|-----|------------|
| • 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 |

Only the 10 most difficult exercises are counted

The criteria used to determine the technique 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 (e.g. held/free) only the most difficult element is scored in Technique.

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

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. If dismounts or other exercises are commenced after the bell, there will be a deduction from the Artistic Score.

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 program
- Any Freestyle exercise not performed in Canter
- Repetition of any exercise

10.5 Artistic Score – Individual

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

Refer FEI Guidelines for Judges at www.fei.org

10.6 Exercise/Performance Score – Individual

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

10.7 Scoring – Artistic – Individual

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. If dismounts or other exercises are commenced after the bell, there will be a deduction from the Artistic Score.

10.8 Scoring – Exercise/Performance – Individual

The score is obtained after deduction of:

- 0.1 to 0.4 points for minor faults
- 0.5 to 0.7 points for medium faults
- 0.8 to 1.0 points for major faults

10.9 Freestyle Score – Horse

The score for the horse in the Freestyle round will be awarded in accordance with the FEI Guidelines for Judges. In all walk classes a score for the horse will be awarded in accordance with rule 4.6

10.10 Freestyle – Squad

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

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.

10.11 Technique Score – Squad (Open, Advanced classes)

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

- D - Difficult exercises
- M - Medium exercises
- E - Low/Easy exercises

The criteria used to determine the technique score are: As per Individual page 24.

10.12 Artistic Score – Squad

The maximum score is 10. Decimals are allowed.

Technical aspects of the artistic score include: As per Individual page 25.

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

10.13 Exercise/Performance Score – Squad

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 page 25.

10.14 Scoring of the Freestyle – Squad

The Freestyle is scored separately according to:

1. Technique (Open, Advanced)
2. Artistic
3. Exercise
4. Horse (Open, Advanced, Intermediate)
5. Walk horse score (Novice, Pre-Novice, Preliminary)

10.15 Scoring – Technique – Squad

In Open and Advanced classes the technique score is divided into Performance Score (70%) and the Difficulty Score (30%). In all other classes the Exercise Score represents only the performance of the Freestyle exercises.

This will only be scored when Freestyle is performed in canter (Open and Advanced).

The total maximum score for Technique is 10.0.

Decimals are allowed.

The 25 exercises with the highest Technique will be scored.

The exercises will be scored as follows:

- Difficult exercise (D) 0.4 points per exercise
- Medium exercise (M) 0.3 points per exercise
- Easy exercise (E) 0.2 points per exercise

Technique scores will not be awarded for:

- Each static Freestyle exercise held for less than 3 strides
- 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

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 exercise 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.

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

10.16 Scoring – Artistic – Squad

The maximum score is 10. Decimals are allowed.

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

10.17 Scoring – Exercise/Performance – Squad

The maximum score is 10. Decimals are allowed.

Judges may make deductions of up to 2.0 points for each whole minute 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.

10.18 Scoring – Horse Score– Squad

Horse Score (Open, Advanced, Intermediate)

The maximum score is 10. Decimals are allowed.

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

Horse Score (Novice, Pre-Novice and Preliminary)

The maximum score is 10. Decimals are allowed.

The score for the horse at walk will be determined in accordance with Rule 4.6.

10.19 Total Score – Championships – Squad

At Championships the Squad competition may be held in two rounds. The first round is to consist of a Compulsory test and 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.

10.20 Exercise/Performance Score – Pas de Deux

Judges will allocate scores based on an assessment of minor, medium & major faults.

As per Individual page 25.

10.21 Scoring Technique – Pas de Deux Canter

The maximum score is 10. Decimals are allowed.

The exercises will be scored as follows:

- Difficult exercises (D) 0.8 points
- Medium exercises (M) 0.4 points
- Easy exercises (E) 0.0 points

Only the 13 most difficult exercises will be counted.

The judges must write down the Technique identifiers (D, M, and E) of all the exercises and their deductions on the score sheet.

10.22 Scoring – Horse – Pas de Deux Canter

The score for the horse at canter in the Freestyle will be awarded in accordance with the FEI Guidelines for Judges.

The score for horse at walk in the freestyle will be determined in accordance with Rule 4.6

11. RECREATIONAL CLASSES

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

11.1 Horse

11.01 Horse points for the classes 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 adhoc changes to the classes below on the day of competition must be first approved by the Ground Jury and horse points recalculated accordingly.

Masters Class (e.g. over 30's).

Themed tiny-tots class

Green horse class

Introductory classes (such as freestyle-only classes with set moves throughout)

11.2 Barrel

Barrel classes 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.

11.2.1 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 classes judged by one judge only, who may be a Level 2 Vaulting Judge.

11.2.2 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. 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.

Legs - Barrel 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.

11.2.3 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 4 minutes.

Time allowed for Pas de Deux barrel is 2 minutes.

11.3 Individuals

11.3.1 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 according to Artistic and Exercise.

11.3.2 Artistic Score - Individual

The maximum score is 10. Decimals are allowed.

As per Individual page 25.

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.

11.3.3 Exercise Score– Individual

The maximum score is 10. Decimals are allowed.

As per Individual page 25.

Deductions of 1.0 point will be made for a fall.

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

11.4 Squads

Squads are composed of 6 vaulters and 1 alternate 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 disabilities and vaulters 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, Exercise and General Impression.

11.4.1 Artistic Score - Squads

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.

As per Individual page 25.

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

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

11.4.2 Exercise Score - Squads

The maximum score is 10. Decimals are allowed.

As per Individual page 25.

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

11.4.3 General Impression -Squads

The maximum score is 10. Decimals are allowed.

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

A deduction of up to 1 point off the General Impression Score for affected entering and salutation.

11.5 Pas de Deux

Classes 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.

11.5.1 Artistic Score – Pas de Deux

The maximum score is 10. Decimals are allowed.

As per Individual page 25.

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

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.

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

11.5.2 Exercise Score - Pas de Deux

The maximum score is 10. Decimals are allowed.

As per Individual page 25.

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

12. ANNEXE

CALCULATIONS FOR SCORERS

Currently being reviewed and will be replaced.

Example for Average System

Individual Free Test

D 3 E 2 R 8 2 D 2 3 M 1 D 5 (F 1,0) 3 D D 2 (F 2,0) E D R 5 D M 3 M 2 (F 0,4)

Sum of Falls: $1,0 + 2,0 + 0,4 = 3,4$

Number of exercises:	E	2
	M	3
	D	7
	R	<u>2</u>
Total		14

Deductions: 41

Average Deductions: 41 deductions / 14 exercises = 2,929

Average subtracted from 10,0	10,000	
	<u>-2,929</u>	7,071
Deductions for falls:		<u>3,400</u>

Performance Score **3,671**

Explanations:

In this example two elements (below E) received deductions (2,3) which are added to the deductions for the exercises.

One D-exercise was not held and received a deduction (3) for bad performance.

During the performance were three falls, one of them after the dismount. In the record the falls should put in a circle or into brackets to make clear they are not part of the averaged performance deductions.

The deductions for these falls were added in a separate box ($1,0 + 2,0 + 0,4 = 3,4$) and deducted from the performance score at the end.

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.fei.org

- Stewards Manual – permitted stretches for horses
- Guidelines for Judges
- Rules for Vaulting events
- General Regulations
- Veterinary Regulations