

FEI GROUP IX VAULTING RULES

for events below FEI level amongst Group IX nations

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FEI GROUP IX VAULTING RULES

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PREAMBLE

These rules for FEI Group IX Vaulting are intended for use at FEI Group IX Africa Cup Vaulting events. They are based on but not identical to relevant parts of *FEI Rules for Vaulting Events* 9th edition (effective 1 January 2020).

These rules should be read in conjunction with current *FEI Veterinary Regulations*, 14th edition (2020), *FEI Code of Points* 1st edition (2017), *FEI Vaulting Rules*, 9th edition (2020), *FEI Guidelines for Vaulting Judges*, 9th edition (2020) and the *FEI Vaulting World Challenge* (2020) for the compulsory and free test exercises.

Where these rules are unclear, or do not cover a given situation, the FEI Vaulting World Challenge rules should be consulted. Where these rules differ from the FEI rules, they take precedence over the FEI rules.

In order to be as flexible as possible and not limit possibilities for a developing sport, the Organising Committee (OC) is given as much discretion as possible to suit the event to local conditions. These rules are thus as general as possible, and the OC must take responsibility for implementing them in a particular local context. The rules will not be re-written during the run-up to the event just because of unexpected developments; nor will rules be added in order to take into account the situation at a particular place or time, when there is no certainty that such a situation will be the norm in future times and other places. As long as the welfare of the horses and the safety of the competitors are not compromised, the OC has the discretion and authority to make whatever changes to age categories, classes, and so on, that might be needed in order to make the event prestigious and eminent but also fair and satisfactory and fun.

The FEI Group IX Africa Vaulting Cup is very important for the development of vaulting in Group IX and must be run as a suitably prestigious and eminent event: this means that it should be a stand-alone event and not tacked on to another show or grading competition.

CODE OF CONDUCT FOR THE WELFARE OF THE HORSE

Group IX expects all those involved in equestrian sport to adhere to this Code of Conduct and to acknowledge and accept that at all times the welfare of the horse must be paramount and never be subordinated to competitive or commercial influences.

1. At all stages during the preparation and training of competition horses, the welfare of the horse must take precedence over all other demands. This includes good horse management, training methods, farriery and tack, and transportation.
2. Horses and competitors must be fit, competent and in good health before they are allowed to compete. This encompasses medication use, surgical procedures that threaten welfare or safety, pregnancy in mares, and the misuse of riding aids.
3. Events must not prejudice horse welfare. This involves paying careful attention to the competition areas, ground surfaces, weather conditions, stabling, site safety and fitness of the horse for onward travel after the event.
4. Every effort must be made to ensure that horses receive proper attention after they have competed and that they are treated humanely when their competition careers are over. This covers proper veterinary care, including treatment of competition injuries, euthanasia and retirement.
5. Group IX urges all involved with the sport to attain the highest levels of education in their areas of expertise.

For amplification of these points see the FEI Rules for Vaulting Events.

1 GENERAL RULES

1.1 DECLARATION OF STARTERS

1.1.1 Where the Organising Committee or the rules of an event require it, the *chef d'équipe* must declare the names of team candidates, horses and lungers, no later than the time fixed by the OC. Declaration of starters must be set after the horse inspection (see 1.3.6).

1.1.2 The horse and/or lunger may be changed up to one hour before the beginning of the competition. Any such change must be done on the official substitution form. Both the original horse and the substitute horse need to have passed the horse inspection if held.

1.1.3 After the first round of a competition has commenced, in the case of injury to or sickness of lunger, the OC will decide whether to allow a substitution.

1.1.4 After the vaulting is finished, and the individual results have been made available, the *chef d'équipe* will designate his/her country's team, at the time and in the manner specified by the OC. Each country will be permitted ONE national team (made up of holders of local or foreign passports, according to the National Federation's rules) and/or ONE "international" team (made up of residents holding foreign passports). Any number of individuals may enter from a country, in conformity with the schedule.

1.2. VAULTERS' CLASSIFICATIONS

1.2.1 Classes for individual vaulters may be divided into male and female classes at the discretion of the OC.

1.2.2 Age classifications in the table below shall apply. The age of a vaulter is his/her age until the end of the calendar year in which a given birthday falls.

| | |
|----------|---|
| Senior | From 16 years |
| Junior | 14 – 18 |
| Children | 13 and under The OC must divide the children's entry into roughly equal-sized classes according to age and/or sex, depending on actual entries in a particular year. The schedule must show that this will take place. |

1.2.3 Vaulters aged 16 to 17 may vault as Juniors OR Seniors, but NOT both at one event.

1.2.4 The rules for cross-entries must be stated on the schedule.

1.3 THE HORSE

1.3.1 The horse shall be at least 5 years old.

1.3.2 Vaulters in an individual team need not all vault on the same horse.

1.3.3 Where the same horse competes more than once in one day, the times that a horse competes should be as far apart as possible.

1.3.4 All rounds of the Compulsory Test & Free Style Test must be performed on the same horse (except in the cases of squads). Once the competition has started, a horse may not be replaced for that particular competition, except with permission from the OC.

1.3.5 The horse should be plaited and neatly turned out.

1.3.6 When a veterinary officer is not available for the horse inspection, it shall be conducted by the ground jury. In principle, the horse inspection should take place on a surface similar to the competition surface. In the case of horses not passed by the ground jury, professional veterinary advice will be sought for a final decision. At any point during the conduct of the event, the judge at A has the discretion to inspect or eliminate a horse for lameness or bad condition. No horse inspection can be held more than 24 hours before the start of the competition or official training, whichever is earlier.

1.3.7 See Appendix A for regulations on horse use.

1.3.8 See page 2 for the code of conduct in respect of the welfare of the horse.

1.4. THE LUNGER

1.4.1 A person is eligible to be a lunger from the beginning of the calendar year in which he/she turns 18.

1.4.2 The lunger is considered part of the team or vaulting unit (individual, *pas de deux*, or squad), and as such is eligible to receive any medals, prizes or awards that are won by teams.

1.4.3 Once the competition has started, another lunger may not be used except in case of illness certified by a medical doctor, or at the discretion of the ground jury.

1.4.4 The lunger should be generally competent and capable of lunging and handling the horse so as to comply with the criteria for judging the horse as set out in the regulations for judging below.

1.4.5 The lunger need not be from the same country/club as the vaulter.

1.5 ELIGIBILITY TO REPRESENT A GROUP IX COUNTRY

1.5.1 Each National Federation is responsible for defining the criteria for vaulters' eligibility to represent that Federation in this event.

1.5.2 The OC at its discretion may invite countries that are not in Group IX to send teams to this event.

1.5.3 The OC at its discretion may invite countries to send more than one team, and the number of teams permitted per Federation must be stipulated in the schedule.

1.6. THE CHEF D'ÉQUIPE

1.6.1 Each team shall have a responsible person to act as *chef d'équipe*: this may be the lunger or coach.

1.6.2 The *chef d'équipe* must be at least 18 years old.

1.6.3 The *chef d'équipe* or his/her appointee must stay in the same accommodation as his/her Junior and Child vaulters.

17 THE SALUTE

1.7.1 In all competitions each vaulter and lunger must salute the judge at A as a matter of courtesy before and after the competition.

1.7.2 Before beginning the performance, the horse must be trotted on the circle until the judge at A rings the bell.

1.7.3 Entry, exit and the form of the salute are left to the discretion of the vaulters but should be dignified and in keeping with the standards of international competition. The judge at A shall acknowledge the salutes.

1.7.4 Entry and exit may be accompanied by music.

1.7.5 Failure to salute may result in elimination, at the discretion of the judge at A.

1.7.6 Immediately after ringing the bell as the signal to enter the arena, the judge at A should stand up to await the salute, so that the athletes can see that the signal was given.

18 MUSIC

1.8.1 Compulsory Tests and Free Style Tests are performed to self-chosen music, provided by the competitor/s, on the medium stated in the schedule.

1.8.2 The entry, salute and exit may also be done to music.

1.8.3 Vocal music is permitted.

1.8.4 If no music is played during a free test 0 will be given for music interpretation.

19 VAULTERS' DRESS

1.9.1 Vaulters' dress must be safe, form fitting and suitable for equestrian sport. Flat cloth appliqués and contrasting prints on the dress are allowed. Hair must be neatly controlled and safe hair ornamentation is permitted. Freestyle outfits may differ and be more creative, providing that FEI standards of decorum and safety are still observed.

1.9.2 Vaulters' dress must not hinder the movement of the vaulter or safe interaction between vaulters during the performance. Dress must in no way compromise the safety of either vaulter or horse.

1.9.3 Dress must not conceal the form and line of the vaulter's body during the performance in order not to hinder the judging of the exercises.

1.9.4 Dress must not give the effect of nudity. In Children's classes, the dress may not have any parts of skin-coloured or transparent fabric except on the arms and/or legs.

1.9.5 All articles of clothing, or parts thereof, must remain attached to the vaulter's body at all times. Decorative accessories (including but not limited to belts, masks, jewellery) must be made of soft or cloth-like and/or pliable material; and props (including but not limited to hats, capes, canes, gadgets) are strictly forbidden in the arena.

1.9.6 If shoes are worn, only soft-soled shoes are permitted.

1.9.7 Trousers must be secured to the foot and skirts may only be worn over tights or leggings.

1.9.8 No jewellery or watches of any description may be worn.

1.9.9 In individual team competitions vaulters need not dress uniformly.

1.9.10 The dress of *pas de deux* pairs and squads should give the obvious effect of uniformity or should be related from vaulter to vaulter so as to reflect the artistic concept.

1.9.11 Numbers must be worn on the right arm or right leg of all vaulters. They must be 10-12 cm in size and clearly visible. Failure to comply will entail a warning from the judge at A or the president of the ground jury.

1.9.12 It is the OC's responsibility to provide the numbers, except in the case of a squad.

1.9.13 Use of dress other than defined here will entail a deduction from the artistic score (see *FEI Guidelines for Judges*).

1.10 LUNGERS' DRESS

1.10.1 Lungers must be neatly, safely and smartly dressed: lungers for individuals must wear black & white or team colours; lungers for squads or *pas de deux* pairs should dress to harmonise with the apparel of the vaulters.

1.11 COMPULSORY EQUIPMENT FOR THE VAULTING HORSE

1.11.1 A lunge cavesson OR a snaffle bridle with smooth bit: no more than two joints; rubber bit guards are permitted; if an unjointed rubber snaffle is used, the bit must be flexible. Minimum diameter of mouthpiece to be 12mm for horses and 10mm for ponies. (See *FEI Vaulting Rules Annexe 1* and *2*, plus all snaffle bits permitted in the *FEI Dressage Rules*.)

1.11.2 Side reins with or without rubber rings or elastic inserts, adjusted appropriately for the gait (see *FEI Guidelines for Judges*), even if this entails adjusting their length between canter compulsory and walk freestyle tests.

1.11.3 Vaulting surcingle with under pad and preferably wither and girth padding. See Appendix B.

1.11.3.1 No more than two grips.

- Maximum distance measured from the flat face of the surcingle to the outer point of the grips: 180mm.
- Maximum width of the flat face of surcingle: 180mm.
- Maximum distance between the grips: 240mm.
- Maximum distance between the top and bottom fixing points of each grip: 280mm.

Note that these are maximum dimensions: smaller dimensions are acceptable; tolerances of 20mm will be accepted.

1.11.3.2 No more than one Cossack strap/loop on each side below the grip.

1.11.3.3 No hand or foot hold may be attached to the back, wither or girth pad.

1.11.3.4 The surcingle may have one loop between grips (which may be wrapped with material to protect from injury).

1.11.4 One back pad with or without cover, which must be made of a material or materials that conform/s to the horse's back and reduces the impact of external forces (by the vaulters). In addition to the back pad no more than ONE gel pad may be used. The back pad must be of the following dimensions:

- Back edge of the surcingle to back of the pad: maximum length 80 cm.
- Front edge of the surcingle to neck end of pad: maximum length 30 cm.
- Front to back (total length): maximum length 1.10 m.
- Lowest point to lowest point of pad: maximum width 90 cm (with an allowance of 3 cm extra if checked on the horse).
- Within 30 cm of the side edges (including cover): maximum thickness 4 cm.

1.11.5 A lunge rein, which must be attached to inner ring of bit (NOT over the head or to the outer ring of bit) OR to the lunge cavesson.

1.11.6 Lunge whip.

1.11.7 Standing martingales and auxiliary reins are not permitted.

1.11.8 Not using the equipment described above or using it not in the manner specified may entail elimination. All equipment must be used without changing the purpose of its manufactured state.

1.11.9 Not removing side-reins immediately after exiting the arena will entail a warning from the steward.

1.11.10 A steward is authorised to check the bit of any horse immediately after it leaves the arena, and any discrepancy from these rules will entail immediate elimination.

1.12 OPTIONAL EQUIPMENT FOR THE VAULTING HORSE

1.12.1 Bandages and/or boots.

1.12.2 Ear-muffs and plugs: ear-muffs must not be attached to the nose-band.

1.12.3 The surcingle and the back pad need not be the same for every test (compulsory or freestyle, first or second round) a vaulter performs.

1.12.4 In the warm-up arena, standing martingales or auxiliary reins are permitted.

1.12.5 It is permitted to work the horses mounted, but correct headgear and footwear is compulsory.

1.12.6 A double bridle is permitted when horse is being worked mounted, but NOT when it is being lunged.

1.12.7 The use of any equipment not compulsory or optional, or in any manner not compulsory or optional, may entail elimination.

1.13 NATIONS TEAM COMPETITION

1.13.1 In addition to the FEI Group IX Africa Vaulting Cup, and at the same event, an official Nations Team will be scheduled. The results of this will be extracted from the results of the various competitions included in the event.

1.13.2 A Nations Team will consist of a maximum of five and a minimum of three competitive units, of which ONE must be a squad or *pas de deux* and TWO must be individuals.

1.13.3 The best three results for two individuals and one squad or *pas de deux* unit count for each competing team's classification.

1.13.4 After the vaulting is finished, and the individual results have been made available, the *chef d'équipe* will designate his/her country's team, at the time and in the manner specified by the OC.

SECTION 2 COMPETITION ADMINISTRATION

2.1 THE ARENA (see Appendix C for diagram)

- 2.1.1 The competition space in the arena must be at least 20 x 25 m.
- 2.1.2 The arena should be enclosed with a border of surrounds or suitable material. The competition arena should be understood as the enclosed area and its entrance/exit section/s, incorporating the judges' tables and the lungeing circle.
- 2.1.3 The ground must be level, resilient, non-slip, not too deep or hard. Sand or grass arenas are acceptable.
- 2.1.4 A visible marking of the central point of the circle is recommended.
- 2.1.5 The roof of covered arenas should be at least 5m high.
- 2.1.6 Spectators must be at least 25m away from the centre of the lungeing circle, and an adequate distance from the judges.
- 2.1.7 A practice arena is compulsory and should have the same specifications as the competition arena. More than one practice arena may be necessary. Use of the practice arena should follow programme order.
- 2.1.8 The judges' tables should be at least 20m away from the centre of the circle. It is recommended that the judges' tables be raised 50–60cm above the level of the arena. The tables are situated as indicated in Appendix C.

2.2 OFFICIALS

- 2.2.1 At least two judges must be used per class, and four judges should be used if possible (see Appendix G).
- 2.2.2 If two judges are used, **one judge must be an FEI judge provided by the FEI.** The other judge may be at any level at least equivalent to VASA Provincial level (see Appendix G).
- 2.2.3 If three judges are used, **one judge must be an FEI judge provided by the FEI.** The second judge may be at any level at least equivalent to VASA Provincial level. The third judge may be a vaulting judge qualified to judge the grade of the class, or a dressage judge or any other person competent to judge the horse score (see Appendix G).
- 2.2.4 If four judges are used, **one judge must be an FEI judge provided by the FEI.** The second judge may be at any level at least equivalent to VASA Provincial level. The third judge should be qualified to judge vaulting at the grade of the class. The fourth judge may be a vaulting judge qualified to judge the grade of the class, or a dressage judge or any other person competent to judge the horse score (see Appendix G).
- 2.2.5 Judges must be approved by the OC in consultation with the Chairman of FEI Group IX.
- 2.2.6 A timekeeper, who must be 18 or older, must be used, who may be the senior judge or a separate official.
- 2.2.7 Timekeepers need to be familiar with the contents of section 4.4 below.
- 2.2.8 One recorder per judge must be appointed and an experienced overall recorder must be used to collate the results.
- 2.2.9 One steward or technical delegate must be on duty at all times during the event.

2.3 THE SCHEDULE

2.3.1 The schedule should contain the following minimum information:

- A list of the NFs invited to the event.
- Date and venue of the event and at least the starting time of the first competition/class on each day.
- The closing day of entries and the address to which entries are to be sent. The closing time may also be stated.
- Details of the competitions/classes offered (for example, specifying age-groups, grades, and so on).
- Details of entry fees per competition/class and any levies.
- Details of the prize money (including any deductions), as a lump sum, percentage of the entry fees, or a combination of both. If a percentage of the entry fees is used, the schedule must state whether the prize money is to be paid as a percentage of the entry fees received for each competition, or whether the percentage will be spread among all the competitions at the discretion of the Organizing Committee.
- The rules under which the Event and the competitions/classes are being conducted.
- Whether a competition/class is to be run on the right rein (if it is to be run on the left rein this need not be specified).
- The bases for any restrictions on or combinations of classes (for example, grading, age, limitations on lungers, horses, or numbers of vaulters).

2.4 THE PROGRAMME

2.4.1 The programme should contain the following minimum information:

- A detailed timetable with the order in which competitions/classes will be run.
- The order in which teams or individuals will compete in each competition/class. It is recommended that this order should not be the same in each round. This is determined by the organising committee.
- It is strongly recommended that, when entries warrant it, specific starting times be given for each team or group of individuals.
- The prize money for each place in each competition/class must be detailed.

2.5 COMPETITIONS OFFERED

2.5.1 The event comprises individual team events for whatever grades/levels (from E-grade to B-grade) and age groups the OC considers appropriate.

2.5.2 The movements and scoresheets for Grades E to B are part of these rules.

2.5.3 The OC shall offer walk and canter *pas de deux* competitions. The competitions will be open to pairs of any age or combination of ages. A *pas de deux* pair may be made up of males, females, or one of each.

2.5.4 The OC shall offer a walk (E-grade) squad competition. An E-grade squad may contain up to two D-grade vaulters: the remainder of the squad must be E-grade vaulters. One reserve is permitted. Members of a squad may be any age or sex.

2.6 FUNDING FOR THE FEI GROUP IX AFRICA VAULTING CUP

2.6.1 Each year, the Group IX Chairman must inform the host NF of the funding allocation granted by the FEI for that year's event.

2.6.2 The FEI Solidarity contribution will be transferred to the bank account of the host NF.

2.6.3 A detailed budget for the event is to be submitted by a NF upon bidding for the event.

2.6.4 Receipts to support the budget are to be submitted to the FEI within two weeks of the end of the event.

2.7 SOURCING OF HORSES

2.7.1 It is the OC's responsibility to source sufficient horses for competition and training for all the invited countries.

SECTION 3 INDIVIDUAL TEAM VAULTING COMPETITION

3.1 GENERAL

- 3.1.1** The schedule must contain the method of scoring that will be used.
- 3.1.2** An individual team comprises 3 or 4 vaulters (male or female).
- 3.1.3** The event is judged and run as an individual vaulting competition
- 3.1.4** The best three final results of the individuals comprising the team are added to obtain the final team result and the lowest score is dropped.
- 3.1.5** Should team members be eliminated so that a team does not have three scores, the eliminated vaulter/s shall be given the worst score achieved in that class.
- 3.1.6** Should team members be injured or otherwise medically unfit to compete, so that a team does not have three scores, the injured/unfit vaulter/s shall be given the lowest score achieved by a member of their own team.
- 3.1.7** Members of an individual team are not obliged to have matching outfits.
- 3.1.8** Members of an individual team are not obliged to vault on the same horse.
- 3.1.9** OCs have the discretion to alter or adjust these requirements to suit local conditions. It is the OC's duties to make the requirements for the event it is running very clear on the schedule (see 2.3.1).

3.2 PROTESTS AND COMPLAINTS

- 3.2.1** The OC should publish a procedure for the registration of protests and complaints.

SECTION 4 INDIVIDUAL VAULTING COMPETITION

4.1 GENERAL

4.1.1 All individual vaulters using the same horse may enter the arena at the same time for the entrance, salutes and exit.

4.1.2 In E- & D-grades, if only one vaulter is using a horse, there shall be a break of at least 30 seconds between the compulsory and free tests.

4.1.3 Only the horse, the lunger, the competing vaulter and an assistant (in some circumstances only: see 4.1.4) are allowed within the vaulting circle at the same time.

4.1.4 An assistant may accompany the vaulter only to assist with the mounts. This assistant must be dressed as a vaulter/lunger. In D-grade compulsories, the mount on will not be a scored movement: vaulters may mount at the walk with assistance (with the canter beginning once the vaulter is in seat astride), or at the canter with assistance, or at the canter without assistance. In any other test at the canter (that is, in C-grade and higher), an assisted mount-on (at the canter) is awarded a 0 score.

4.1.5 A vaulter may enter the circle only once the previous vaulter is preparing to dismount.

4.1.6 A vaulter must use the same horse for all rounds of the competition. Once the competition has started, a horse may not be replaced for that particular competition, except with permission from the OC.

4.1.7 All participants on the same horse shall perform the compulsory test first and then the freestyle test, performing in programme order each time. The compulsory and the free test must be separated by the maximum time possible in all grades.

4.1.8 The horse walks or canters on a circle with a minimum diameter of 15m, preferably more. A visible marking of the central point of the circle is recommended.

4.1.9 In this event the individual vaulting competition consists of a compulsory test and one or two freestyle tests (at the discretion of the OC), unless otherwise stated on the schedule.

4.1.10 All canter tests must be executed on the correct lead (not in counter canter).

4.1.11 Compulsory tests may, and freestyle tests must, be performed to music, provided on whichever medium is specified in the schedule.

4.2 COMPULSORY TESTS

4.2.1 The tests and the gaits at which they are performed are provided in Appendix D.

4.2.2 The vaulters perform in programme order.

4.3 FREE TESTS

4.3.1 In the freestyle test the vaulter has the opportunity to show his/her artistry. He/she may plan an original programme around his/her own capabilities, ideas, and specialties.

4.3.2 A free test consists of static and dynamic exercises. In order to be counted in the degree of difficulty, a static exercise must be held for at least three strides. A dynamic exercise should only be counted in the degree of difficulty if, in its execution, the vaulter's centre of gravity is displaced other than in the direction of the effect of gravity. In E- D- and C-grade no degree of difficulty is calculated (see appendix F).

4.3.3 See Appendix E for descriptions of freestyle movements.

4.3.4 In E- & D-grades the freestyle test is performed at the walk, and in C- and B-grades at the canter.

4.3.5 In the best interest of the vaulters, the headstand freestyle movement is prohibited from the free test.

4.4 TIMING

4.4.1 Within 30 seconds after the signal (bell/whistle) is given to enter the arena, the vaulters and lunge must salute. At the latest 30 seconds after the bell following the trot, the first exercise must commence.

4.4.2 There is no time limit for the compulsory test. A vaulter may enter the circle to stand behind the lunge only once the previous vaulter is preparing to dismount.

4.4.3 There is a time limit of 1 minute for the free test. Each vaulter must signal after the bell that he/she is ready for the music. The time begins when the vaulter touches the grips or the horse regardless of whether the music has begun.

4.4.4 When the vaulter loses contact with the horse, the time and music are stopped with no bell. The test must be continued within 30 seconds.

4.4.5 A bell/whistle is used by the judge at A to signal the competitors:

- to enter the arena.
- to start each free test.
- that full time has elapsed in a freestyle test.
- to interrupt the test to resolve any problem with the music (for example, music not starting).
- to stop in unforeseen circumstances (which include repair or adjustment of equipment or any other situation requiring immediate attention).
- to continue after an interruption. In freestyle tests, the time is resumed when the vaulter touches the grip. The test must be continued within 30 seconds of the signal to resume.
- that the time is stopped after a fall in which the vaulter has landed other than on both feet and is unable to continue immediately or to return to the line. The test must be recommenced after a vault-on within 30 seconds of the signal for the fall. In freestyle tests, the time is resumed when the vaulter touches the grip to vault on.
- to stop a test if the horse shows any signs of irregularity or lameness, is out of control, or dangerous to the vaulters.

4.4.6 If the signal is given to stop a freestyle test for any reason, the timing is stopped until the Judge A gives the signal to resume.

4.4.7 In unclear situations the president of the ground jury and/or the lunge/vaulter may communicate.

4.5 SCORING MARKS

4.5.1 The following marks are applicable for the different compulsory exercises, the different marks for the free test, etc:

| | |
|------------------|---|
| 10 – excellent | 5 – sufficient |
| 9 – very good | 4 – insufficient |
| 8 – good | 3 – fairly bad |
| 7 – fairly good | 2 – bad |
| 6 – satisfactory | 1 – very bad |
| | 0 – not executed OR subject to deductions |

4.6 CALCULATING THE FINAL SCORE

4.6.1 If one compulsory and one freestyle test is judged, the results of the two tests are averaged and rounded to the third decimal place.

4.6.2 If one compulsory and two freestyle tests are judged, the results of the three tests are averaged and rounded to the third decimal place.

4.6.3 In case of equality of marks the vaulter who scored higher in the compulsory will be placed higher.

4.7 SCORING THE COMPULSORY TEST

4.7.1 The exercises count 75% and the horse score 25% of the compulsory score.

4.7.2 See appendix G for the division of responsibilities amongst different numbers of judges.

4.7.3 Horse score: see *FEI Guidelines for Judges* (p14) section 2 (bearing in mind that some adaptations will be necessary when judging the walk).

4.7.4 Exercises: see *FEI Guidelines for Judges* section 3.

4.7.5 Falls (see in addition *FEI Guidelines for Judges* page 50)

- i) An exercise during which the fall occurs is scored as 'not executed'.
- ii) If a fall occurs between two exercises, only the subsequent exercise is scored.
- iii) Any non-prescribed touching of the ground during the performance is considered a fall.
- iv) In case of a fall, the vaulter must recommence within 30 seconds with another vault-on and the next exercise.

4.7.6 Deductions in compulsory exercises

- i) Deduct up to 0.5 of a point
 - Poor landing.
- ii) Deduct 1 point
 - Each stride (walk or canter) fewer than four held in static exercises. The strides are not counted before the exercise is set up or displayed (C).
 - Each rhythm failure in the mill, half-mill or leg-over.
 - Failure to kneel before flag or stand (K).
 - Leaning on the horse's neck with the hand without loss of form in the full flag.
 - Landing on the ground other than on both feet only, in addition to the deduction for poor landing (D).
 - In C-grade, failing to return to the bench position after the full flag.
- iii) Deduct up to 2 points
 - Wasting time.
 - Landing on the horse heavily or so as to cause discomfort, including after an unassisted mount-on at the walk.
 - Falling after dismount.
 - Gaining height by muscle-power instead of swing force in swing exercises.
 - If the shoulders are higher than the hips at the highest point of the mount-on.
 - In the mount-on, pushing off the horse's back with the foot to gain further height.
- iv) Deduct 2 points
 - Repeating an exercise immediately without leaving the horse (R).

- If the horse breaks gait during an exercise or any part of the exercise, the vaulter may repeat the whole exercise for a score and will be penalised with a deduction of 2 points for repetition (R).
 - Retaking grips (loss of balance) in basic seat, flag, stand, and kneel (R).
 - Incorrect order of exercises followed by correct repetition without leaving the horse.
 - Touching horse with hand behind surcingle in mill or half-mill or leg-over.
 - Repeating only one phase of a compulsory exercise.
 - Falling between two exercises.
- v) Award 0 points
- Each exercise wholly or partly not performed (see *FEI Guidelines for Judges*).
 - Coming off the horse apart from the prescribed dismount.
 - Re-taking grips twice.
 - Repeating whole/part of an exercise twice. (If a vaulter fails again in the second repeat of the mount-on, he/she is excused from the arena.)
 - Turning away from lunger in scissors.
 - Each exercise performed out of order and not corrected.
 - Each whole/part of an exercise performed at the wrong gait. (A continuation of a static exercise after an interruption of the correct gait will entitle the vaulter to a score: the exercise must be held for 4 uninterrupted strides, and deduction for a repetition must be made.)
 - If a vaulter receives assistance in the mount-on in canter in C grade or higher, that vaulter receives 0 for the mount-on.

4.8 SCORING THE FREE TEST

4.8.1 The technique score counts 50%, the artistic score 25%, and the horse score 25% of the freestyle score.

4.8.2 See appendix G for the division of responsibilities amongst different numbers of judges.

4.8.3 Judges, vaulters and coaches are directed to the *FEI Guidelines for Judges* for full details.

- i) Technique score: see *FEI Guidelines for Judges* section 4.3 (pages 43 - 49).
- ii) Artistic score: see *FEI Guidelines for Judges* section 4.5.3 (page 52).
- iii) Horse score: see the *FEI Guidelines for Judges* section 2 (page 14) —bearing in mind that some adaptations will have to be made when judging the walk).

4.9 CAUSES FOR ELIMINATION

4.9.1 The judge at A must eliminate an individual from an individual competition for any of the following:

- Starting before the signal is given and touching the handles, the pad or the horse.
- Using equipment other than compulsory or optional equipment.
- Mounting after an interruption signalled by the judge without waiting for the bell.
- Vaulter and/or horse leaving the arena without permission of the Judge at A, including prior to starting.
- An accident to vaulter or to horse which prevents completion of the competition.
- Exceeding the horse's limits for horse use on the day: after the horse has reached its limit, all additional vaulters scheduled to vault on that horse shall be eliminated.
- The ground jury is of the opinion that a vaulter is too tall and/or too heavy for the size and build of the horse, so that it obviously labours or is uncomfortable.

4.9.2 The judge at A has the discretion to eliminate an individual from an individual

competition for any of the following (in doubtful cases the judge at A can consult the Ground Jury for support after having interrupted the competition):

- Not entering the arena within 30 seconds after the bell.
- Failure to salute
- Taking more than 30 seconds after the bell following the trot, to commence the first exercise
- Physical unauthorised assistance.
- Not stopping when the bell is rung during the test.
- Taking more than 30 seconds to continue the test after a fall.
- After an interruption of the test in unforeseen circumstances and taking more than 30 seconds to continue the test after the signal to resume was given.
- The judge at A feels that for any reason the horse or the vaulter is unfit to continue in competition.
- The horse is bleeding on the flank/s, in the mouth or nose, or shows marks indicating excessive use of the whip anywhere on the horse. (In minor cases of bleeding in the mouth, such as when the horse appears to have bitten its tongue or lip, officials may authorise the rinsing or wiping of the mouth and allow the lunger to continue; any further evidence of blood in the mouth will result in elimination.)

4.9.3 Misbehaviour of the horse: the judge at A has the discretion to eliminate an individual from an individual competition in cases when the horse misbehaves (in doubtful cases the judge at A can consult the Ground Jury for support after having interrupted the competition):

- Misbehaviour of the horse during a performance: elimination of the vaulter on the horse. Any vaulters waiting in the arena to perform on that horse may be allowed to compete at a later time, at the discretion of the Organising Committee and in accordance with the rules. The horse is excused from that class only, and may return if entered in later classes.
- Misbehaviour of the horse before or after the performance: the judge at A may eliminate all vaulters in the circle who will be starting on that horse, but this should be done only if it appears that the horse is dangerous or injured. The judge at A should strive to eliminate as few vaulters for horse behaviour as is possible and safe.

4.9.4 Examples of unauthorised assistance that may entail elimination:

- Any physical intervention by a third party not belonging to the competitive unit from the point of entering the arena until the time of leaving the arena, whether solicited or not, with the object of helping the vaulter or horse is considered to be unauthorised assistance.
- Someone outside the arena passing equipment to the vaulter/lunger.
- A person other than the lunger giving directions to the horse.

4.9.5 Except in the case of a disabled vaulter, in all walk rounds spotting (walking alongside the horse in order to provide assistance and/or support in movements other than the mount-on) will result in the following deduction from the horse score:

- when another vaulter or the assistant walks alongside the horse while the vaulter is performing: 1 point.
- when another vaulter or the assistant walks alongside the horse, touching the horse or vaulter or holding the equipment of the horse, while the vaulter is performing: 2 points.

4.9.6 A judge who eliminates an individual must record the reason for doing so on the score sheet.

4.10 PROTESTS AND COMPLAINTS

4.10.1 The OC should publish a procedure for the registration of protests and complaints.

SECTION 5 PAS DE DEUX VAULTING COMPETITION**51 GENERAL**

5.1.1 The OC shall offer a walk *pas de deux* and a canter *pas de deux* competition.

5.1.2 All *pas de deux* pairs using the same horse may enter the arena at the same time for the entrance, salutes and exit. The scores for such a combined entrance, salute, and exit will be applied to every *pas de deux* pair involved.

5.1.3 Only the horse, the lunger, the competing vaulters and an assistant (in some circumstances only: see 4.13) are allowed within the vaulting circle at the same time.

5.1.4 An assistant may accompany the vaulters only in walk *pas de deux*, only to assist with the mounts. This assistant must be dressed as a vaulter/lunger.

5.1.5 A pair of vaulters may enter the circle only once the previous pair is preparing to dismount.

5.1.6 The horse walks or canters on a circle with a minimum diameter of 15m, preferably more. A visible marking of the central point of the circle is recommended.

5.1.7 In this event each *pas de deux* vaulting competition consists of two freestyle tests: this must be stated on the schedule.

5.1.8 *Pas de deux* freestyle tests must be performed to music, provided on whichever medium is specified in the schedule.

52 FREE TEST

5.2.1 In the freestyle test the vaulters have the opportunity to show their artistry. They may plan an original programme around their capabilities, ideas, and specialties.

5.2.2 The *pas de deux* Free 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. Single exercises on the horse are not scored in the Difficulty.

5.2.3 In the best interest of the vaulters, the headstand freestyle movement is prohibited from the free test.

53 TIMING

5.3.1 Within one minute after the signal (bell/whistle) is given to enter the arena, the vaulters and lunger must salute. At the latest 30 seconds after the bell following the trot, the first exercise must commence.

5.3.2 In this event, there is a time limit of 1 min 30 s for all *pas de deux* free tests, regardless of the ages of the pair members. Each pair must signal after the bell that they are ready for the music. The time begins when the first vaulter touches the grips or the horse regardless of whether the music has begun.

5.3.3 When both vaulters lose contact with the horse so that the horse is empty, the time and music are stopped with no bell. The test must be continued within 30 seconds.

5.3.4 A bell/whistle is used by the judge at A to signal the competitors:

- to enter the arena.
- to start each free test.
- that full time has elapsed in a freestyle test.
- to stop in unforeseen circumstances (which include repair or adjustment of equipment or any other situation requiring immediate attention).
- to continue after an interruption. In freestyle tests, the time is resumed when the vaulter touches the grip. The test must be continued within 30 seconds of the signal to resume.
- that the time is stopped after a fall in which a vaulter has landed other than on both feet and is unable to continue immediately or to return to the line. The test must be recommenced after a vault-on within 30 seconds of the signal for the fall. In freestyle tests, the time is resumed when the vaulter touches the grip to vault on.
- to stop a test if the horse shows any signs of irregularity, is out of control, or dangerous to the vaulters.

5.3.5 If the signal is given to stop a freestyle test for any reason, the timing is stopped until the Judge A gives the signal to resume.

5.3.6 In unclear situations the president of the ground jury and/or the lunger/vaulters may communicate.

54 SCORING MARKS

5.4.1 The following marks are applicable for the different compulsory exercises, the different marks for the free test, etc:

| | | |
|----|---|--|
| 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 performed or as a result of deductions |

55 SCORING THE PAS DE DEUX FREE TEST

5.5.1 The technique score counts 50%, the artistic score 25%, and the horse score 25% of the freestyle score.

5.5.2 See appendix G for the division of responsibilities amongst different numbers of judges.

- 5.5.3** i) Technique score: see *FEI Guidelines for Judges* section 4.3 (pages 43-49).
 ii) Artistic score: see *FEI Guidelines for Judges* section 4.5.3 (page 52).

- iii) Horse score: see the *FEI Guidelines for Judges* section 2 (page 14) — bearing in mind that some adaptations will have to be made when judging the walk).

56 CAUSES FOR ELIMINATION

5.6.1 The judge at A must eliminate a *pas de deux* pair from a *pas de deux* competition for any of the following:

- Starting before the signal is given and touching the handles, the pad or the horse.
- Using equipment other than compulsory or optional equipment.
- Mounting after an interruption signalled by the judge without waiting for the bell.
- Vaulters and/or horse leaving the arena without permission of the Judge at A, including prior to starting.
- An accident to the horse that prevents completion of the competition.
- Exceeding the horse's limits for horse use on the day: after the horse has reached its limit, all additional vaulters scheduled to vault on that horse shall be eliminated.
- The ground jury is of the opinion that one or both vaulters are too tall and/or too heavy for the size and build of the horse, so that it obviously labours or is uncomfortable.

5.6.2 The judge at A has the discretion to eliminate a *pas de deux* pair from a *pas de deux* competition for any of the following (in doubtful cases the judge at A can consult the Ground Jury for support after having interrupted the competition):

- Not entering the arena within 30 seconds after the bell.
- Failure to salute.
- Taking more than 30 seconds after the bell following the trot, to commence the first exercise.
- Physical unauthorised assistance.
- Not stopping when the bell is rung during the test.
- Taking more than 30 seconds to continue the test after a fall of both vaulters.
- After an interruption of the test in unforeseen circumstances and taking more than 30 seconds to continue the test after the signal to resume was given.
- The judge at A feels that for any reason the horse or the vaulter/s is/are unfit to continue in competition.
- The horse is bleeding on the flank/s, in the mouth or nose, or shows marks indicating excessive use of the whip anywhere on the horse. (In minor cases of bleeding in the mouth, such as when the horse appears to have bitten its tongue or lip, officials may authorise the rinsing or wiping of the mouth and allow the lunger to continue; any further evidence of blood in the mouth will result in elimination.)

5.6.3 Misbehaviour of the horse: the judge at A has the discretion to eliminate a *pas de deux* pair from a *pas de deux* competition in cases when the horse misbehaves (in doubtful cases the judge at A can consult the Ground Jury for support after having interrupted the competition):

- Misbehaviour of the horse during a performance: elimination of the pair on the horse. Any pairs waiting in the arena to perform on that horse may be allowed to compete at a later time, at the discretion of the Organising Committee and in accordance with the rules. The horse is excused from that class only, and may return if entered in later classes.
- Misbehaviour of the horse before or after the performance: the judge at A may eliminate all pairs in the circle who will be starting on that horse, but this should be done only if it appears that the horse is dangerous or injured. The judge at A should strive to eliminate as few pairs for horse behaviour as is possible and safe.

5.6.4 Examples of unauthorised assistance that may entail elimination:

- Any physical intervention by a third party not belonging to the competitive unit from the point of entering the arena until the time of leaving the arena, whether solicited or not, with the object of helping the vaulter or horse is considered to be unauthorised assistance.
- Someone outside the arena passing equipment to the vaulters/lunger.
- A person other than the lunger giving directions to the horse.

5.6.5 Except in the case of a disabled vaulter, in all walk rounds spotting (walking alongside the horse in order to provide assistance and/or support in movements other than the mount-on) will result in the following deduction from the horse score:

- 1 when another vaulter or the assistant walks alongside the horse while the vaulter is performing
- 2 when another vaulter or the assistant walks alongside the horse, touching the horse or vaulter or holding the equipment of the horse, while the vaulter is performing.

5.6.6 A judge who eliminates a *pas de deux* pair must record the reason for doing so on the score sheet.**57 PROTESTS AND COMPLAINTS****5.7.1** The OC should publish a procedure for the registration of protests and complaints.

SECTION 6**SQUAD VAULTING COMPETITION****6.1 GENERAL**

6.1.1 The OC shall offer an E-grade (walk) squad vaulting competition.

6.1.2 Only the horse, the lunger, and the squad (including the reserve, if there is one) are allowed within the vaulting circle at the same time.

6.1.3 In this event the squad vaulting competition consists of one compulsory and one freestyle round: this must be stated on the schedule.

6.1.4 The squad may vault on different horses in the compulsory and freestyle rounds: in this case both horses must be named on the entry form.

6.1.5 Each squad member including the reserve must show all the compulsory exercises, and six vaulters must show at least one exercise in the free test.

6.1.6 The reserve may replace a squad member, on the submission of the appropriate form, up 30 minutes before the beginning of the squad competition.

6.1.7 The reserve may replace a squad member, on the submission of the appropriate form, between the compulsory and freestyle rounds, only in the case of sickness or injury.

6.1.7 The horse walks or canters on a circle with a minimum diameter of 15m, preferably more. A visible marking of the central point of the circle is recommended.

6.1.8 Squad tests must be performed to music, provided on whichever medium is specified in the schedule.

6.2 THE COMPULSORY TEST

6.2.1 The compulsory test is same as that used for E-grade individuals.

6.2.2 The vaulters in the squad (including the reserve, if there is one), perform the compulsory test in the order submitted on the entry form.

6.2.3 There is a time limit for the squad compulsories: see 6.4.2.

6.2.4 The scores for all the vaulters are added together and divided by the number of vaulters.

6.3 FREE TEST

6.3.1 In the freestyle test the vaulters have the opportunity to show their artistry. They may plan an original programme around their capabilities, ideas, and specialties.

6.3.2 The *squad* free test includes single mounts, single dismounts and double and triple exercises. During the performance, at least two vaulters must remain in contact with the horse, the grips, or each other. Single exercises on the horse are not scored in the Difficulty.

6.3.3 No more than three vaulters may be on the horse at any one time.

6.3.4 No more than six static triple exercises may be included in one freestyle test.

6.3.5 In the best interest of the vaulters, the headstand freestyle movement is prohibited from the free test.

6.4 TIMING

6.4.1 Within one minute after the signal (bell/whistle) is given to enter the arena, the vaulters and lungers must salute. At the latest 30 seconds after the bell following the trot, the first exercise must commence.

6.4.2 The time limit for the performance of the compulsories by the whole squad is 6 minutes if there is no reserve and 7 minutes if there is a reserve. Nothing started after the bell goes is scored.

6.4.2 There is a time limit of 4 minutes for the free test. Each squad must signal after the bell that they are ready for the music. The time begins when the first vaulter touches the grips or the horse regardless of whether the music has begun.

6.4.3 When all vaulters lose contact with the horse so that the horse is empty, the time and music are stopped with no bell. The test must be continued within 30 seconds.

6.4.4 A bell/whistle is used by the judge at A to signal the competitors:

- to enter the arena.
- to start each free test.
- that full time has elapsed in a freestyle test.
- to stop in unforeseen circumstances (which include repair or adjustment of equipment or any other situation requiring immediate attention).
- to continue after an interruption. In freestyle tests, the time is resumed when the vaulter touches the grip. The test must be continued within 30 seconds of the signal to resume.
- that the time is stopped after a fall in which a vaulter has landed other than on both feet and is unable to continue immediately or to return to the line. The test must be recommenced after a vault-on within 30 seconds of the signal for the fall. In freestyle tests, the time is resumed when the vaulter touches the grip to vault on.
- to stop a test if the horse shows any signs of irregularity, is out of control, or dangerous to the vaulters.

6.4.5 If the signal is given to stop a test for any reason, the timing is stopped until the Judge A gives the signal to resume.

6.4.6 In unclear situations the president of the ground jury and/or the lunger/vaulters may communicate.

6.5 SCORING MARKS

6.5.1 The following marks are applicable for the different compulsory exercises, the different marks for the free test, etc:

- 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 subject to deductions

6.6 SCORING THE SQUAD FREE TEST

6.6.1 The technique score counts 50%, the artistic score 25%, and the horse score 25% of the freestyle score.

6.6.2 See appendix G for the division of responsibilities amongst different numbers of judges.

6.6.3 Judges, vaulters and coaches are directed to the *FEI Guidelines for Judges* for full details.

i) Technique score: see *FEI Guidelines for Judges* section 4.3 (pages 43-49).

ii) Artistic score: see *FEI Guidelines for Judges* section 4.5.3 (page 52).

iii) Horse score: see the *FEI Guidelines for Judges* section 2 (page 14) — bearing in mind that some adaptations will have to be made when judging the walk).

6.7 CAUSES FOR ELIMINATION

6.7.1 The judge at A must eliminate a squad from a squad competition for any of the following:

- Starting before the signal is given and touching the handles, the pad or the horse.
- Using equipment other than compulsory or optional equipment.
- Mounting after an interruption signalled by the judge without waiting for the bell.
- Vaulter and/or horse leaving the arena without permission of the Judge at A, including prior to starting.
- An accident to vaulter/s or to horse that prevents completion of the competition.
- Exceeding the horse's limits for horse use on the day: after the horse has reached its limit, all additional vaulters scheduled to vault on that horse shall be eliminated.
- The ground jury is of the opinion that one or both vaulters are too tall and/or too heavy for the size and build of the horse, so that it obviously labours or is uncomfortable.

6.7.2 The judge at A has the discretion to eliminate a squad from a squad competition for any of the following (in doubtful cases the judge at A can consult the Ground Jury for support after having interrupted the competition):

- Not entering the arena within 30 seconds after the bell.
- Failure to salute.
- Taking more than 30 seconds after the bell following the trot, to commence the first exercise.
- Physical unauthorised assistance.
- Not stopping when the bell is rung during the test.
- Taking more than 30 seconds to continue the test after a fall of both vaulters.
- After an interruption of the test in unforeseen circumstances and taking more than 30 seconds to continue the test after the signal to resume was given.
- The judge at A feels that for any reason the horse or the vaulter/s is/are unfit to continue in competition.
- The horse is bleeding on the flank/s, in the mouth or nose, or shows marks indicating excessive use of the whip anywhere on the horse. (In minor cases of bleeding in the mouth, such as when the horse appears to have bitten its tongue or lip, officials may authorise the rinsing or wiping of the mouth and allow the lunge to continue; any further evidence of blood in the mouth will result in elimination.)

6.7.3 Misbehaviour of the horse: the judge at A has the discretion to eliminate a *pas de deux* pair from a *pas de deux* competition in cases when the horse misbehaves (in doubtful cases the judge at A can consult the Ground Jury for support after having interrupted the competition):

- Misbehaviour of the horse during a performance: elimination of the pair on the horse. Any pairs waiting in the arena to perform on that horse may be allowed to compete at a later time, at the discretion of the Organising Committee and in accordance with the rules. The horse is excused from that class only, and may return if entered in later classes.
- Misbehaviour of the horse before or after the performance: the judge at A may eliminate all pairs in the circle who will be starting on that horse, but this should be done only if it appears that the horse is dangerous or injured. The judge at A should strive to eliminate as few pairs for horse behaviour as is possible and safe.

6.7.4 Examples of unauthorised assistance that may entail elimination:

- Any physical intervention by a third party not belonging to the competitive unit from the point of entering the arena until the time of leaving the arena, whether solicited or not, with the object of helping the vaulter or horse is considered to be unauthorised assistance.
- Someone outside the arena passing equipment to the vaulters/lunger.
- A person other than the lunger giving directions to the horse.

6.7.5 Except in the case of a disabled vaulter, in all walk rounds spotting (walking alongside the horse in order to provide assistance and/or support in movements other than the mount-on) will result in the following deduction from the horse score:

- 1 when another vaulter or the assistant walks alongside the horse while the vaulter is performing
- 2 when another vaulter or the assistant walks alongside the horse, touching the horse or vaulter or holding the equipment of the horse, while the vaulter is performing.

6.7.6 A judge who eliminates a squad must record the reason for doing so on the score sheet.

6.8 PROTESTS AND COMPLAINTS

6.8.1 The OC should publish a procedure for the registration of protests and complaints.

APPENDIX A HORSE USE

1 In one competition day, no horse shall be used for more than 14 canter rounds of one minute each or the equivalent (for example, 7 canter rounds of two minutes each) and 24 walk rounds of two minutes each or the equivalent (for example, 48 walk rounds of one minute each).

2 If a horse is used for fewer than 14 minutes of canter, it may be used for an additional two minutes of walk for each minute less than 14 that it canters in that day.

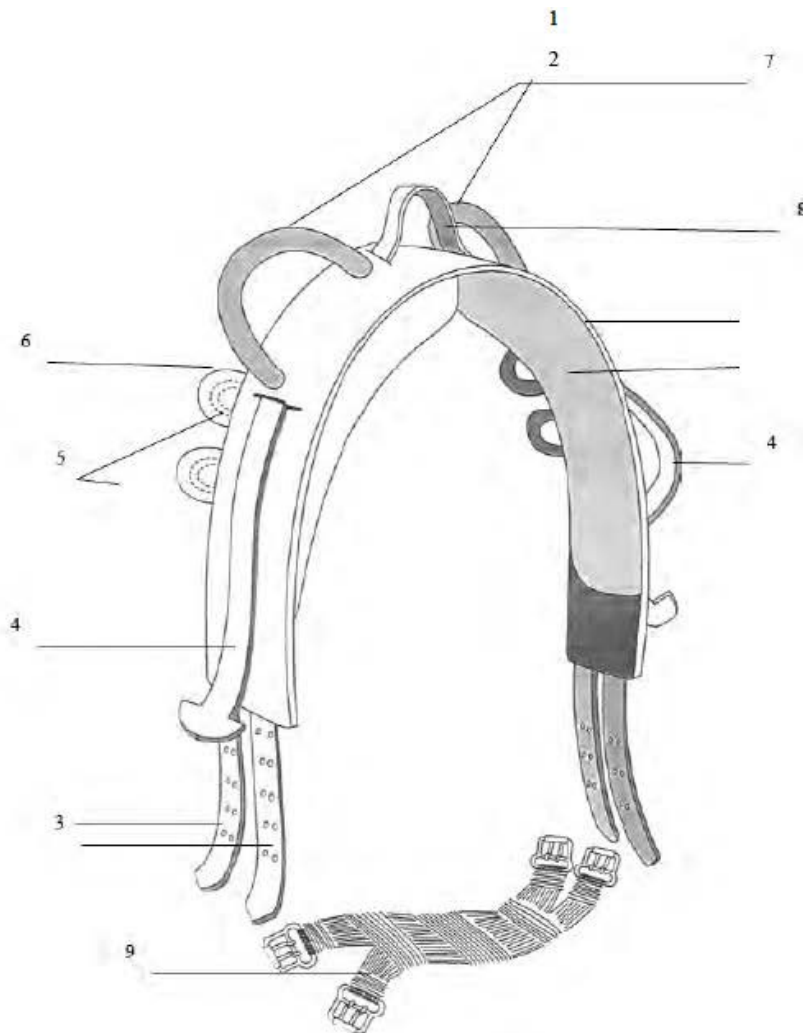
3 No matter how few walk rounds it is used for, a horse may never be used for more than 14 minutes of canter rounds in one competition day.

4 If a horse entered is unable to compete owing to veterinary reasons, another horse already entered may then be used and the canter rounds may be extended up to a maximum of 16 canter rounds in a day. This request will only be considered upon the receipt of a veterinary certificate and will be at the discretion of the ground jury.

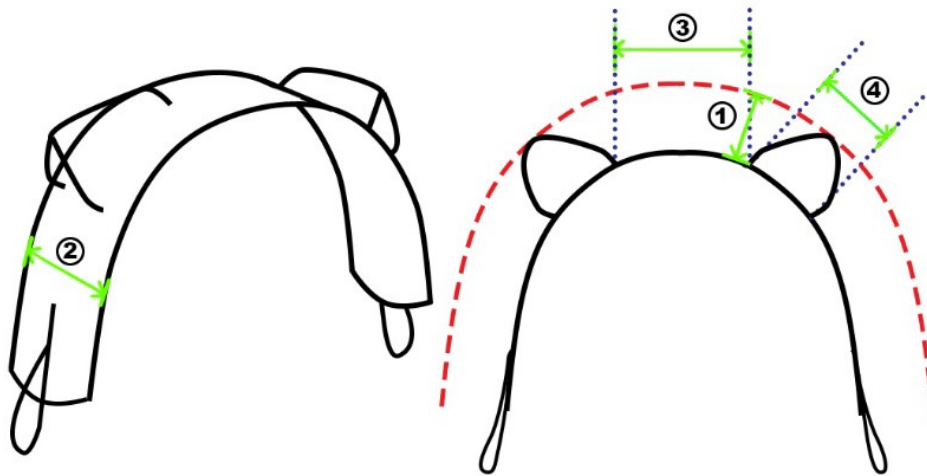
FEI GROUP IX VAULTING RULES

APPENDIX B THE VAULTING SURCINGLE

Appendix B



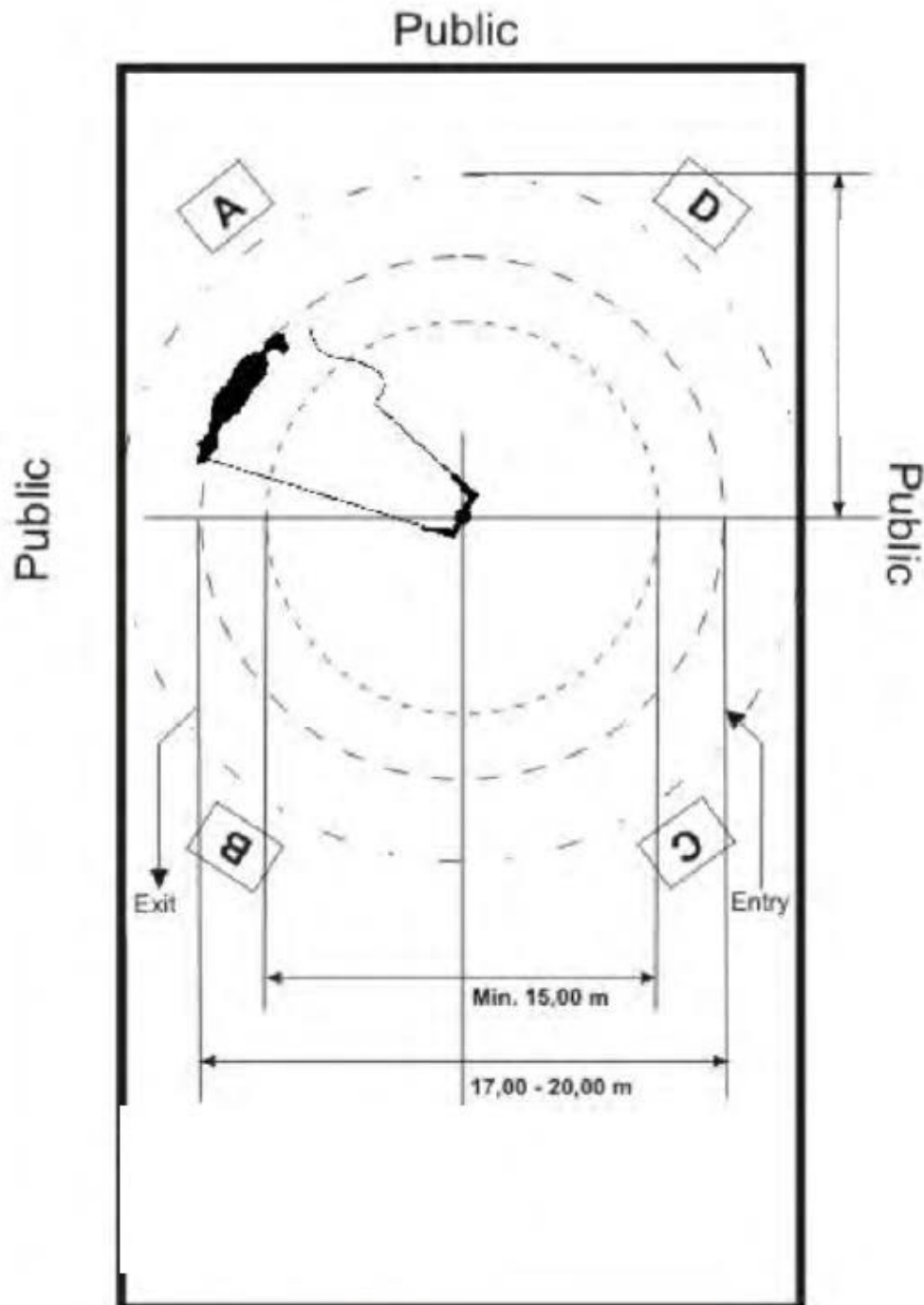
- 1 Outside surface.
- 2 Leather-covered padding.
- 3 Girth straps.
- 4 Two foot straps (Cossack loops). Attached below the outer edge of each grip.
- 5 D-rings for side reins.
- 6 D-ring cover or safe.
- 7 Two grips. The shape of the grips is NOT defined. The grips are solid and may not be adjustable.
- 8 One auxiliary holding strap. Optional, but may be fixed between the inner edges of the grips.
- 9 Girth.



- ① Maximum distance measured from the flat face of the surcingle to the outer point of the grips: 180mm.
- ② Maximum width of the flat face of surcingle: 180mm.
- ③ Maximum distance between the grips: 240mm.
- ④ Maximum distance between the top and bottom fixing points of each grip: 280mm.

APPENDIX C THE VAULTING ARENA

If other than three judges are used, their tables should be spaced equally around the circle.



APPENDIX D COMPULSORY EXERCISES

Judges, coaches, and competitors should consult the FEI document, *Code of Points to the FEI Vaulting Rules*, 1st edition, March 2017. This provides basic definitions and the elements of scoring various vaulting movements.

OVERVIEW**E-GRADE (WALK)**

- 1 Vault on into pike
- 2 Basic seat
- 3 Half-flag
- 4 Push-up
- 5 Leg-over
- 6 Stand
- 7 Dismount to outside

D-GRADE (CANTER)

- 1 Vault on (without score and may be assisted)
- 2 Half-flag (flag without arm)
- 3 Kneeling (arms at side)
- 4 Swing forwards (legs closed)
- 5 Half Mill
- 6 Swing backwards (legs open) and dismount off to inside

C-GRADE (CANTER)

- 1 Vault on
- 2 Basic seat
- 3 Flag
- 4 Stand
- 5 Swing forwards legs closed
- 6 Half mill
- 7 Swing backwards legs open followed by dismount to inside

B-GRADE (CANTER)

- 1 Vault on
- 2 Basic seat
- 3 Flag
- 4 Mill
- 5 Scissors forwards
- 6 Scissors backwards
- 7 Stand
Flank 1st part, followed by dismount to the inside

FEI GROUP IX VAULTING RULES

COMPULSORY EXERCISES FOR E-GRADE (WALK)

Appendix D

1 Assisted vault-on into pike (DYNAMIC EXERCISE)

The vaulter jumps with both feet off the ground and mounts into a pike position, with both hands on the handles. The vaulter's shoulders are in front of the handles, with the weight on the hands not on the shoulders. The toes are pointed with the feet apart about 20cm behind the handles.

The assistant may only support the straight left leg: the assistant may not position or hold the vaulter on the horse.



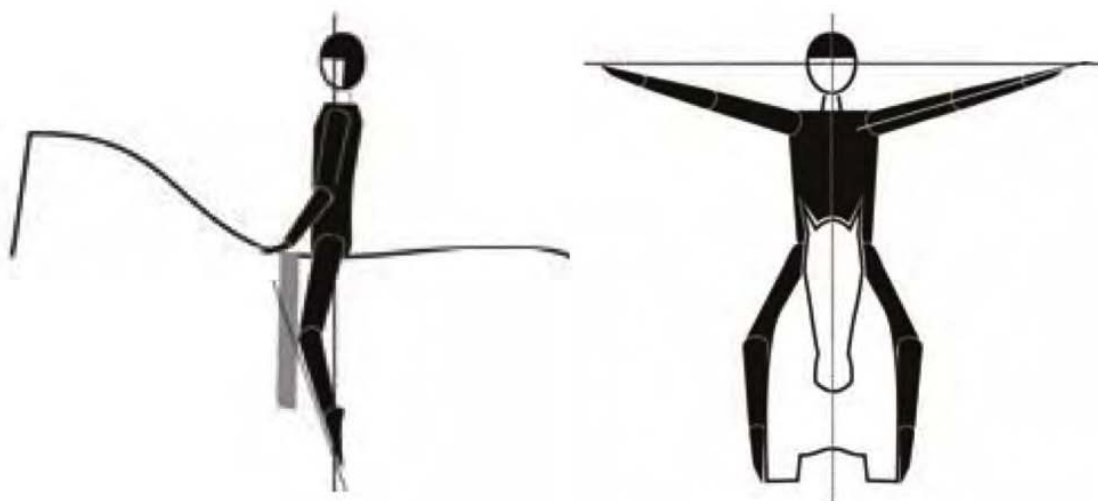
The vaulter comes down immediately (without holding the pike) and softly into a seat astride.

2 Basic seat (STATIC EXERCISE)

The vaulter sits astride, erect and centred immediately behind the surcingle at the deepest point of the horse's back, with the weight distributed equally across both seat bones, stomach stretched. The vaulter swings his/her hips in rhythm with the horse in a soft, relaxed manner.

The vaulter's shoulders and hips are parallel to the grips and the horse's shoulders. The vaulter's arms are extended and stretched outward along the frontal plane with the tips of the fingers at eye level.

The vaulter's legs are stretched downwards and in contact with the horse, forming a straight vertical line through the shoulder, hip and heel: the fronts of the shins and pointed feet form a straight line facing nearly forwards.



In order to achieve balance, the vaulter must sit correctly without gripping or contracting the muscles. The vaulter's back should remain supple and relaxed so that it can adequately absorb the concussions of the horse's movement. The controlled relaxation of the vaulter's back also aids in the vaulter's ability to follow the horse's movement. The vaulter should establish a three-point seat where two thirds of the weight is distributed equally across the two seat bones and one third on the thighs. The torso should be held upright with the top of the pelvis tipping slightly forward. This allows the lumbar spine to have a slightly concave curvature, which should be natural and unforced, and should not be confused with hollowing of the back (which creates tension and removes the seat bones from the pad, impeding the vaulter's ability to absorb the shock of the horse's movement). The basic seat is a passive movement that follows the horse's movement perfectly.

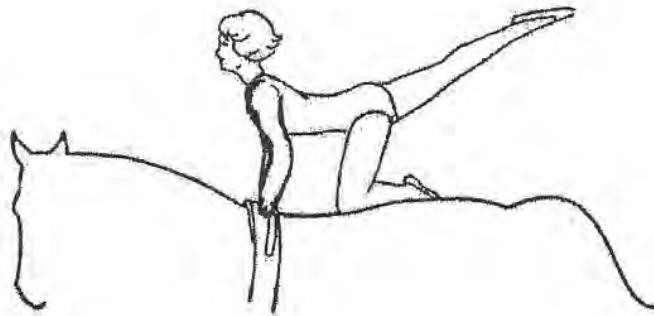
Upon completion of the exercise, after four walk strides, the vaulter takes the grips with both hands simultaneously.

3 Half-flag (STATIC EXERCISE)

From seat astride, the Vaulters comes to kneel with both legs simultaneously, landing with the legs diagonally across the Horse's back. The left knee is left of the Horse's spine and the left toes are right of the Horse's spine.

The lower leg remains in permanent contact with the Horse's back, and the weight is spread evenly from knee to toe.

Head remains up facing forward. The right leg is raised and stretched to an even line, with the foot at least above the Vaulters hip. Both hands hold on top of the handles. The shoulders are directly above the handles; hips and shoulders of the Vaulters are parallel to those of the Horse. There is an even arc in the Vaulters body from the neck through the foot. Upon completion of the static position, the Vaulters brings his right leg down. The Vaulters supports his weight on his arms, stretches the left leg down and slides softly into seat astride.

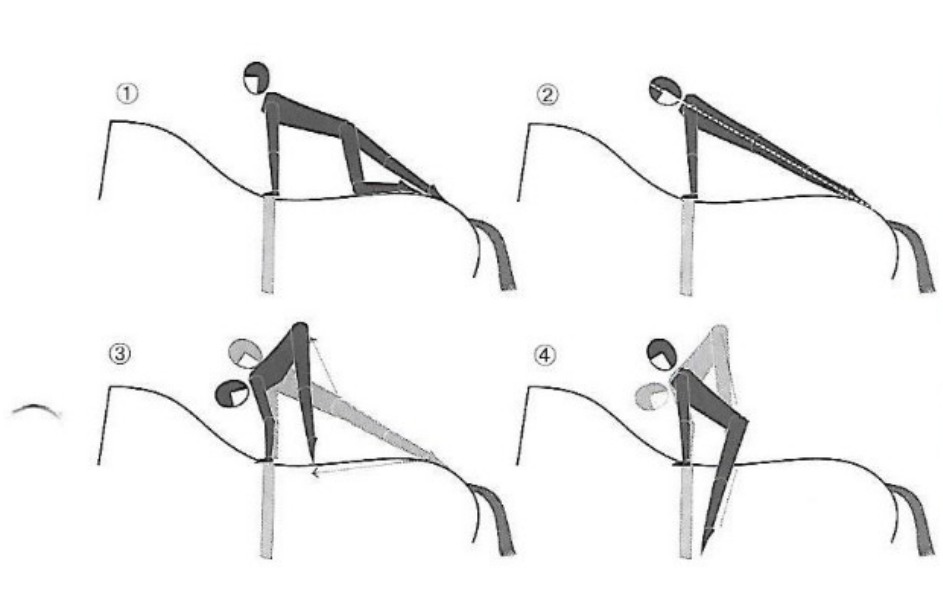


4 Push-up (STATIC EXERCISE)

Upon completion of the half-flag, while still in the bench position, the vaulter stretches the right leg down towards the croup of the horse, and then the left leg follows.

Both legs must then be together. Position must be held for four strides. A straight line should run from head (in neutral position) through the body to the toes. The tops of the feet must be flat on the horse, with toes stretched. Arms should be straight, with the majority of weight on the handles. Hands must be on top of the handles.

From this position the hips are pulled up and forward with the legs sliding along the horse, aiming for the hips to be nearly above the handles, then sliding softly into seat astride.



5 Leg-over into side seat (DYNAMIC EXERCISE)

From seat astride, the right leg is stretched and carried in a high, wide arc (semi-circle) over the grips and neck of the horse until it is next to the left leg. The leg must be straight and the toes must be pointed. The left leg should not move and should stay next to the surcingle.

Once facing the inside, the vaulter releases the left hand and lifts the left arm; the left arm is extended and stretched towards the horse's hind legs along the frontal plain. Fingertips are at eye-level, shoulder axis is parallel in line with the horse's spine. Legs are together, stretched down, and in contact with the horse. This position is held for four strides.

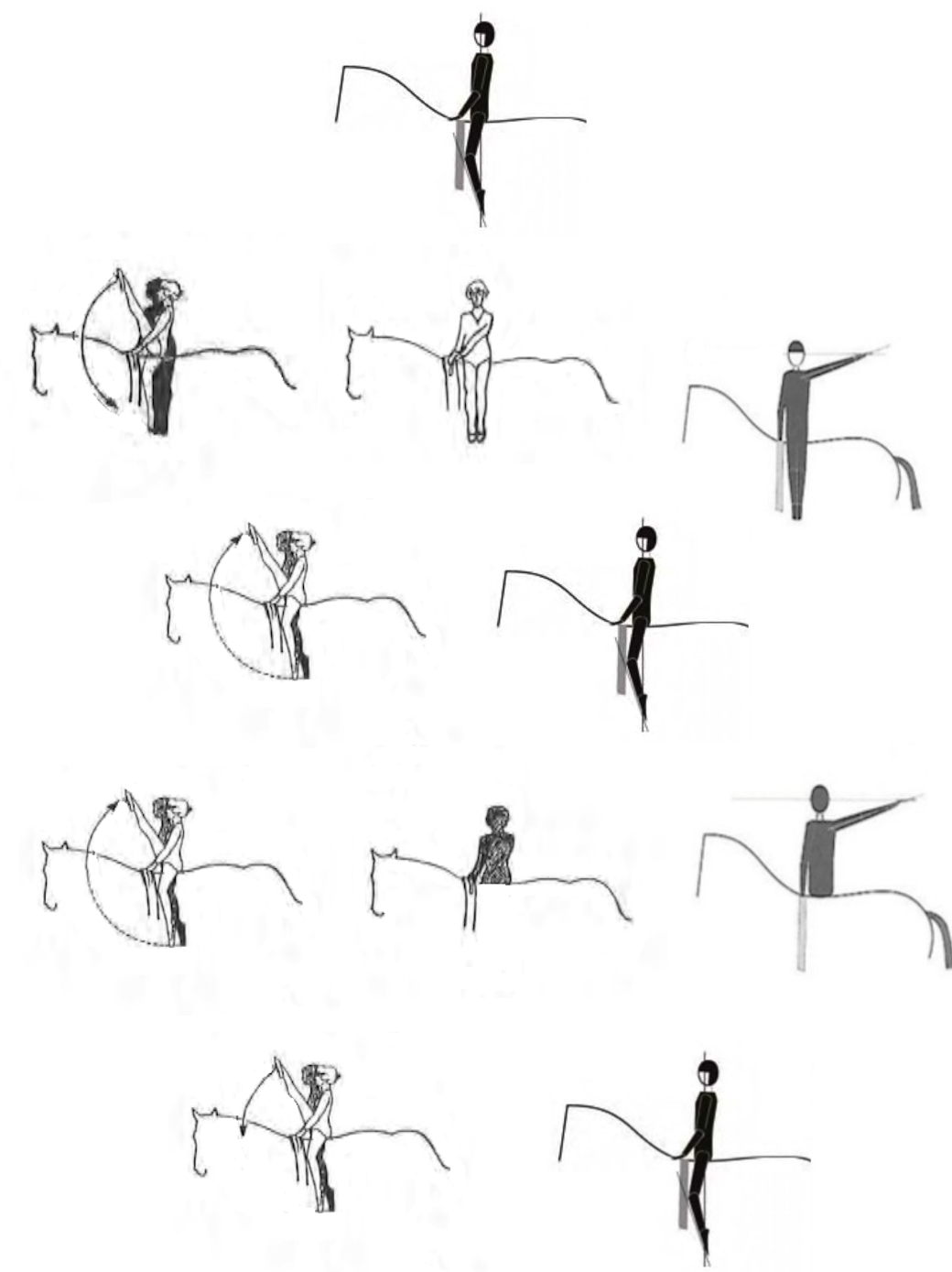
The left hand then re-takes the handle, and the right leg is carried over the handle to the seat astride.

From seat astride, the left leg is stretched and carried in a high, wide arc (semi-circle) over the grips and neck of the horse until it is next to the right leg. The leg must be straight and the toes must be pointed. The right leg should not move and should stay next to the surcingle.

Once facing the outside, the vaulter releases the right hand and lifts the right arm; the right arm is extended and stretched towards the horse's hind legs along the frontal plain. Fingertips are at eye-level, shoulder axis is parallel in line with the horse's spine. Legs are together, stretched down, and in contact with the horse. This position is held for four strides.

The right hand then re-takes the handle, and the left leg is carried over the handle to the seat astride.

The upper body stays erect, centred, and should be vertical in each phase. Head and body rotate with each pass of the leg. Both seat bones remain in contact with the horse.



6 Stand (STATIC EXERCISE)

From seat astride, the vaulter comes softly to kneel simultaneously with both legs and immediately hops softly to both feet. The head remains up, looking forward. The feet remain stationary with the weight evenly distributed over the entire sole of the foot throughout the exercise; the feet are hip-width apart and point forward. The grips are released simultaneously as the vaulter rises into a high standing position, forming a straight line through the shoulder, hip and heel. The knees are relaxed, slightly bent, and flexing to compensate for the horse's movement. Immediately the arms are extended and stretched outward along the frontal plane with the tips of the fingers at eye level.



Upon completion of the exercise, after four strides, the arms are lowered alongside the body and the vaulter takes the grips simultaneously with both hands, with the head remaining up and looking forward in preparation for seat astride.

7 Push away to outside from seat astride (DYNAMIC EXERCISE)

The vaulter moves softly into seat astride.

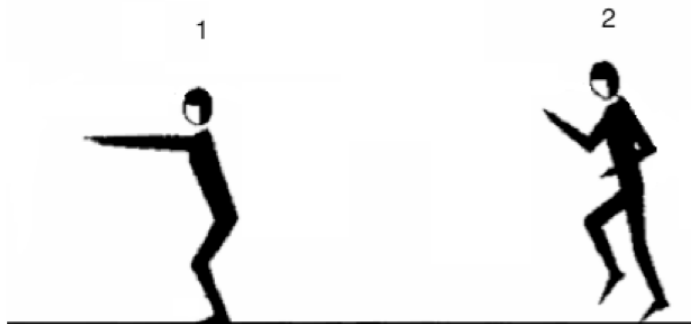
From seat astride the vaulter performs a quarter-mill by carrying the stretched left leg in a high wide arc over the horse's neck to outside seat.



With closed legs and stretched hips the vaulter pushes against the outside grip upwards and away from the horse.

The vaulter releases the grip upwards and lands balanced with both feet touching the ground at the same time, parallel to the hips with the knees bent at 90 degrees, and the upper body leaning slightly forward with the arms in front.

Immediately after landing the vaulter jumps forward with both feet facing the direction of the horse's movement, before running to the edge of the arena.



NB: the landing is part of the dismount and deductions for faults in the landing will affect the dismount score.

FEI GROUP IX VAULTING RULES

COMPULSORY EXERCISES FOR D-GRADE (CANTER)

Appendix D

1 Vault-on (DYNAMIC EXERCISE IN 4 PHASES)

THIS MOVE IS NOT SCORED. It may be performed assisted at the walk (with the horse cantering once the vaulter is seated astride), assisted at the canter, or unassisted at the canter.

The vault-on leads to the basic seat (frontways seat) on the horse. It comprises 4 phases: Jump phase; Swing phase; Stem phase; Lowering phase

JUMP PHASE

The vaulter runs along the lunge line towards the horse's inside shoulder, beginning to canter in rhythm with the horse's forelegs. Prior to the vaulter's taking hold of the grips, the axis of his/her shoulders should be parallel with the axis of the horse's shoulders. After taking hold of the grips, the vaulter jumps forward with both feet together in order to create energy.

SWING PHASE

After the vaulter jumps onto both feet, the right leg is immediately swung up as high as possible.

STEM PHASE

The pelvis is lifted higher than the head, while the left leg remains stretched down. The hips should not be tilted.



LOWERING PHASE

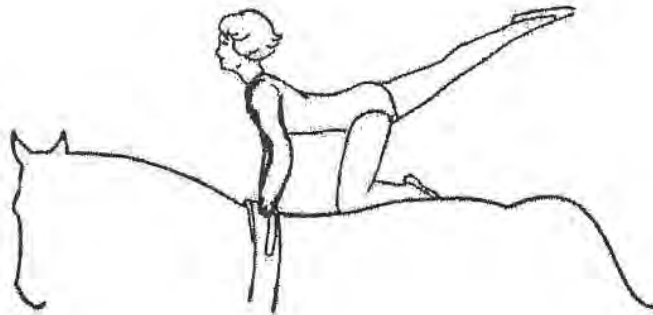
When the pelvis is at the highest possible point, the vaulter lowers the stretched right leg and pulls with the arms to land softly, erect and centred in seat astride with the upper body vertical. The toes should be pointed throughout.

2 Half-flag (STATIC EXERCISE)

From seat astride, the Vaulters comes to kneel with both legs simultaneously, landing with the legs diagonally across the Horse's back. The left knee is left of the Horse's spine and the left toes are right of the Horse's spine.

The lower leg remains in permanent contact with the Horse's back, and the weight is spread evenly from knee to toe.

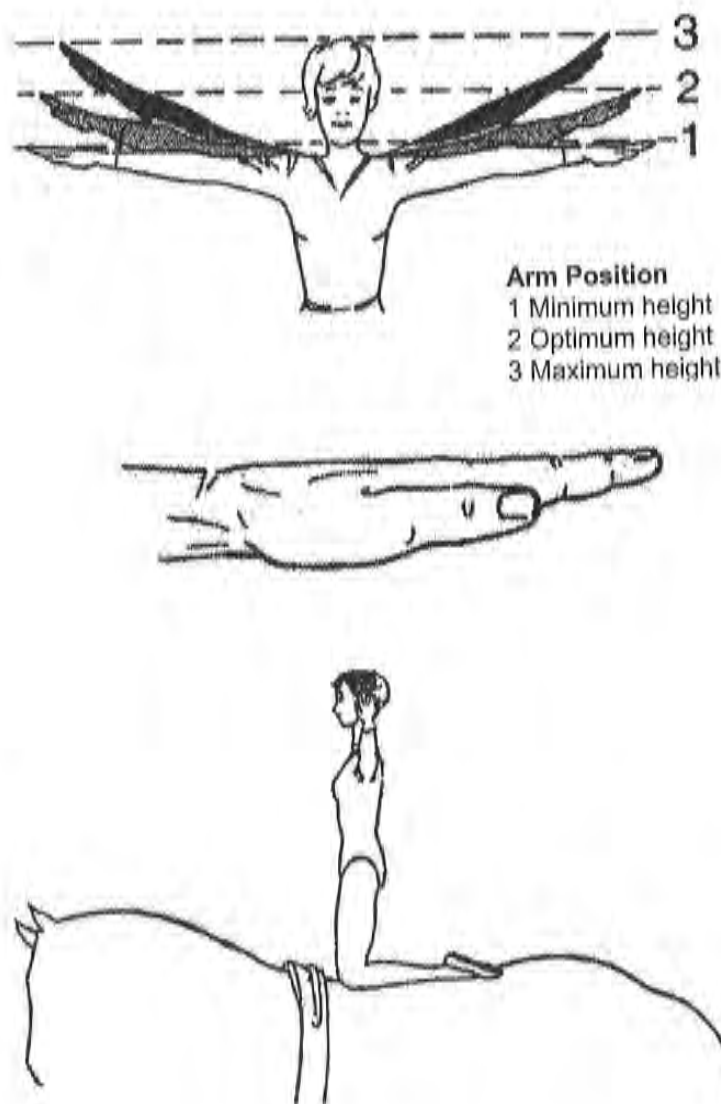
Head remains up facing forward. The right leg is raised and stretched to an even line, with the foot at least above the Vaulters hip. Both hands hold on top of the handles. The shoulders are directly above the handles; hips and shoulders of the Vaulters are parallel to those of the Horse. There is an even arc in the Vaulters body from the neck through the foot. Upon completion of the static position, the Vaulters brings his right leg down. The Vaulters supports his weight on his arms, stretches the left leg down and slides softly into seat astride.



3 Kneel (STATIC EXERCISE)

From seat astride, the Vaulters comes softly to kneel simultaneously with both legs. The lower legs lie flat on the pad, parallel with the horse's spine, hip width apart. The toes are stretched. The Vaulters weight is evenly spread from knees to toes.

The handles are simultaneously released as the Vaulters rises into a free kneeling position, forming a vertical line through the shoulder and hip. The shoulders are parallel to the shoulder line of the Horse. The canter movement is absorbed through the legs and the upper body. The arms are extended immediately and stretched outward along the frontal plane with the tips of the fingers at eye level. Upon completion of the static position, the arms are lowered towards the handles which the Vaulters takes simultaneously with both hands. Head remains up, looking forward, while the Vaulters slides smoothly with straight legs into an astride position.



4 Forward swing (DYNAMIC EXERCISE)

From seat astride, the stretched legs are lifted forwards towards the horse's shoulders, shifting the weight onto the backs of the seat bones. The open, stretched legs are then swung backwards and upwards, in time with the horse's movement, so as nearly to reach a handstand position with the legs shoulder-width apart and the arms extended alongside the ears to attain maximum elevation.



A straight axis of the body which reaches the vertical is the essence of the optimal mechanics exercise. This straight line continues throughout the body from arms to feet. A straight body axis is the main criterion for judging, as an arched back is deceiving and can simulate a higher elevation.

The vaulter completes the exercise by landing softly in seat astride

FEI GROUP IX VAULTING RULES

Appendix D

5 Half-mill (forwards to backwards) (DYNAMIC EXERCISE IN 2 PHASES)

PHASE 1 IS PERFORMED OVER 4 STRIDES, FOLLOWED IMMEDIATELY BY PHASE 2

The half-mill has two phases. The vaulter may not abandon his seat position during either phase. Each leg is stretched and carried over the horse in a high, wide arc (like a semi-circle), while the opposite leg remains stationary, down and in contact with the horse. The upper body stays erect, centred, and nearly vertical in each phase. Head and body turn to follow the movement with each pass of the leg.

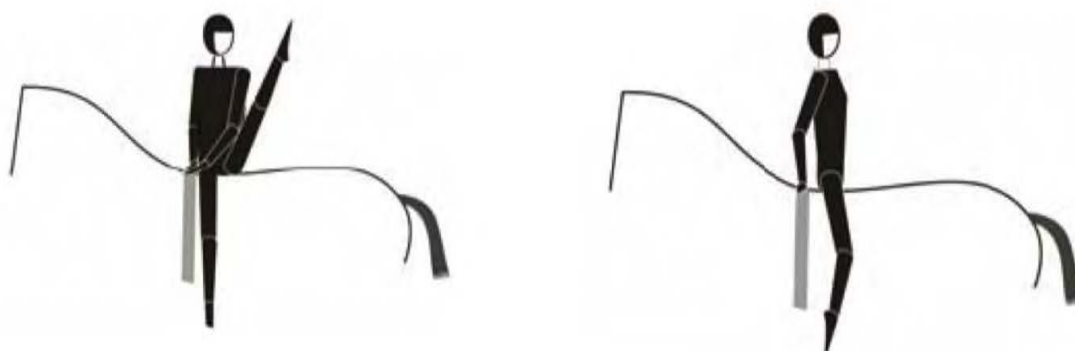
PHASE 1 (FORWARDS TO INSIDE SEAT)

The right leg is carried over the horse's neck. Each grip is released and retaken in turn as the leg passes. Phase 1 ends with the vaulter sitting in a sideways seat inside position, facing at right angles to the axis of the shoulders, legs together and in contact with the horse.



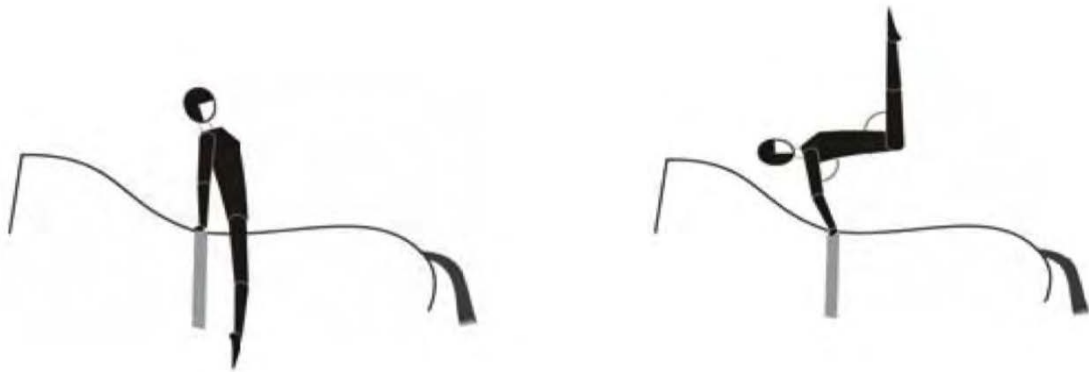
PHASE 2 (INSIDE SEAT TO BACKWARDS)

The left leg is carried over the horse's croup. The hands change position on the grips. Phase 2 ends with the vaulter sitting facing backwards.



6 Swing backwards legs open & Dismount to inside**SWING BACKWARDS**

From seat backwards, the vaulter swings the stretched and open legs (hip width) upward, with the hips and feet reaching the highest possible point at the same time. The arms are extended to attain maximum elevation and the angle between arms and torso is as great as possible.



The vaulter returns softly to a backwards seat (seat rearways).

DISMOUNT TO INSIDE

The vaulter then performs a reverse quarter-mill by carrying the stretched left leg over the horse's croup, in a high wide arc to inside seat. The vaulter, whilst holding the inside grip, rotates to facing forward. With closed legs and stretched hips the vaulter pushes against the grips upwards and away from the horse. He releases the grips and lands with nearly closed legs and continues in the same direction as the horse.

NB

There is no separate score for the dismount. Faults in the dismount shall be deducted from the swing rearways.

FEI GROUP IX VAULTING RULES

COMPULSORY EXERCISES FOR C-GRADE (CANTER)

Appendix D

1 Vault-on (DYNAMIC EXERCISE IN 4 PHASES)

The vault-on leads to the basic seat (frontways seat) on the horse. It comprises 4 phases: Jump phase; Swing phase; Stem phase; Lowering phase.

JUMP PHASE

The vaulter runs along the lunge line towards the horse's inside shoulder, beginning to canter in rhythm with the horse's forelegs. Prior to the vaulter's taking hold of the grips, the axis of his/her shoulders should be parallel with the axis of the horse's shoulders. After taking hold of the grips, the vaulter jumps forward with both feet together in order to create energy.

SWING PHASE

After the vaulter jumps onto both feet, the right leg is immediately swung up as high as possible.

STEM PHASE

The pelvis is lifted higher than the head, while the left leg remains stretched down. The hips should not be tilted.



LOWERING PHASE

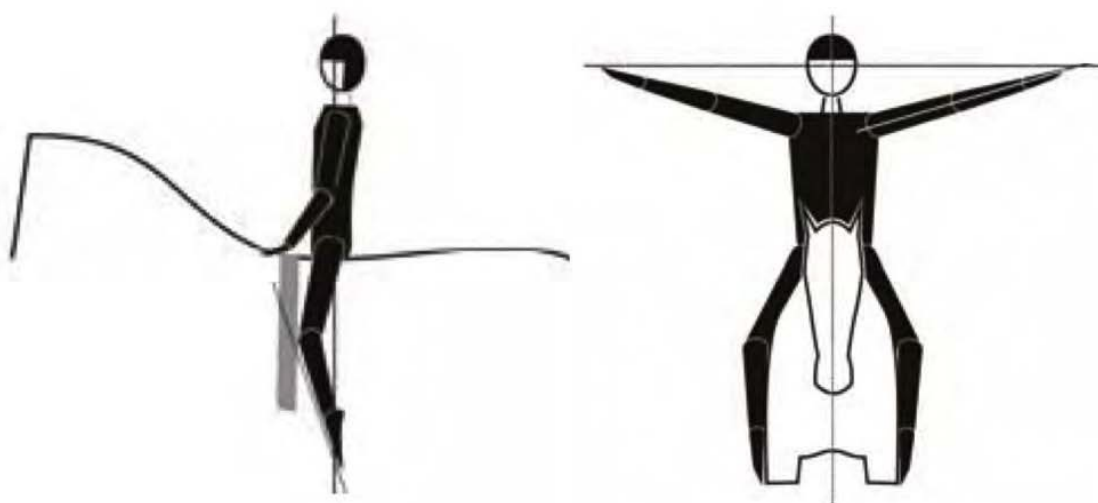
When the pelvis is at the highest possible point, the vaulter lowers the stretched right leg and pulls with the arms to land softly, erect and centred in seat astride with the upper body vertical. The toes should be pointed throughout.

2 Basic seat (STATIC EXERCISE)

The vaulter sits astride, erect and centred immediately behind the surcingle at the deepest point of the horse's back, with the weight distributed equally across both seat bones, stomach stretched. The vaulter swings his/her hips in rhythm with the horse in a soft, relaxed manner.

The vaulter's shoulders and hips are parallel to the grips and the horse's shoulders. The vaulter's arms are extended and stretched outward along the frontal plane with the tips of the fingers at eye level.

The vaulter's legs are stretched downwards and in contact with the horse, forming a straight vertical line through the shoulder, hip and heel: the fronts of the shins and pointed feet form a straight line facing nearly forwards.



In order to achieve balance, the vaulter must sit correctly without gripping or contracting the muscles. The vaulter's back should remain supple and relaxed so that it can adequately absorb the concussions of the horse's movement. The controlled relaxation of the vaulter's back also aids in the vaulter's ability to follow the horse's movement. The vaulter should establish a three-point seat where two thirds of the weight is distributed equally across the two seat bones and one third on the thighs. The torso should be held upright with the top of the pelvis tipping slightly forward. This allows the lumbar spine to have a slightly concave curvature, which should be natural and unforced, and should not be confused with hollowing of the back (which creates tension and removes the seat bones from the pad, impeding the vaulter's ability to absorb the shock of the horse's movement). The basic seat is a passive movement that follows the horse's movement perfectly.

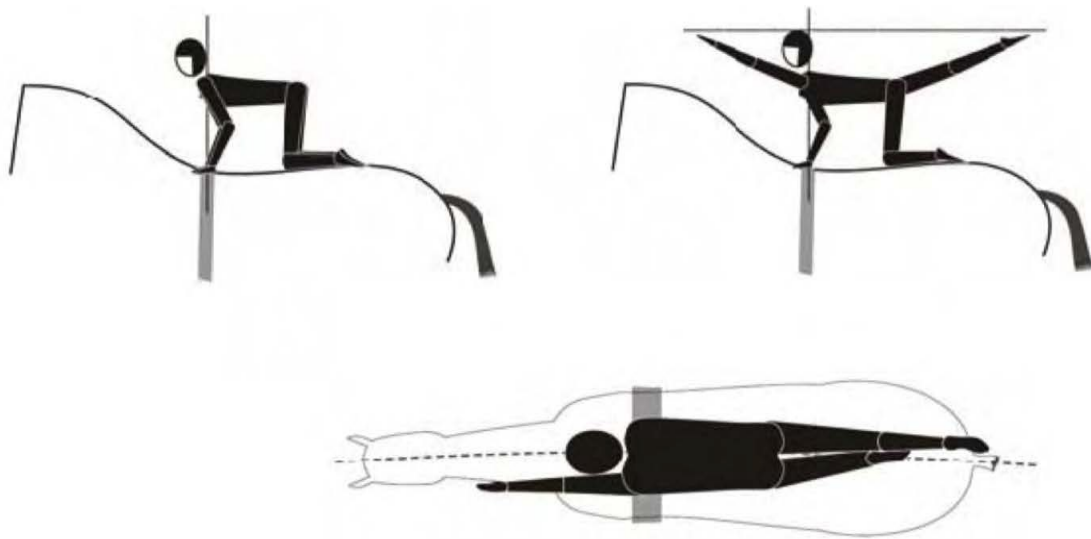
Upon completion of the exercise, after four canter strides, the vaulter takes the grips with both hands simultaneously.

3 Flag (STATIC EXERCISE)

From seat astride the vaulter comes to kneel with both legs simultaneously. The weight is spread equally over the lower legs.

The lower left leg, from knee to toe, remains in permanent contact with the horse's back. The head remains up, facing forward. The right leg and left arm are raised simultaneously and stretched to an even horizontal line (at least above the vaulter's shoulder and hip, ideally to a horizontal line from fingertip through head level to toes).

The right hand holds the top of the grip. The shoulders are directly above the grips and hips and shoulders are parallel to the ground. There is an even arc in the vaulter's body from the hand through to the foot.



Upon completion of the exercise, the vaulter returns to the bench position.

4 Stand (STATIC EXERCISE)

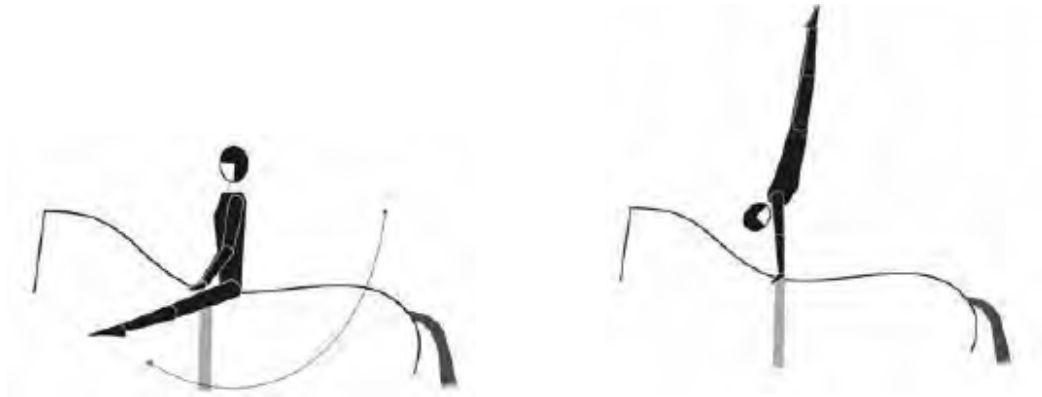
From the bench position, the vaulter hops softly to both feet. The head remains up, looking forward. The feet remain stationary with the weight evenly distributed over the entire sole of the foot throughout the exercise; the feet are hip-width apart and point forward. The grips are released simultaneously as the vaulter rises into a high standing position, forming a straight line through the shoulder, hip and heel. The knees are relaxed, slightly bent, and flexing to compensate for the horse's movement. Immediately the arms are extended and stretched outward along the frontal plane with the tips of the fingers at eye level.



Upon completion of the exercise, after four strides, the arms are lowered alongside the body and the vaulter takes the grips simultaneously with both hands. The head remains up, looking forward, while the vaulter slides smoothly with straight legs into an astride position.

5 Swing forwards legs closed (DYNAMIC EXERCISE)

From seat astride the stretched legs swing upward to reach nearly a handstand position, legs closed with arms extended to attain maximum elevation. Without interruption in the movement, at the point of maximum elevation, the vaulter returns softly to seat astride.



Note: A straight axis of the body which reaches the vertical is the essence of the optimal mechanics of this exercise. A straight line continues throughout the body from the arms to the feet. A straight body axis is the main criterion for judging, as an arched back can be deceiving and can simulate a higher elevation.

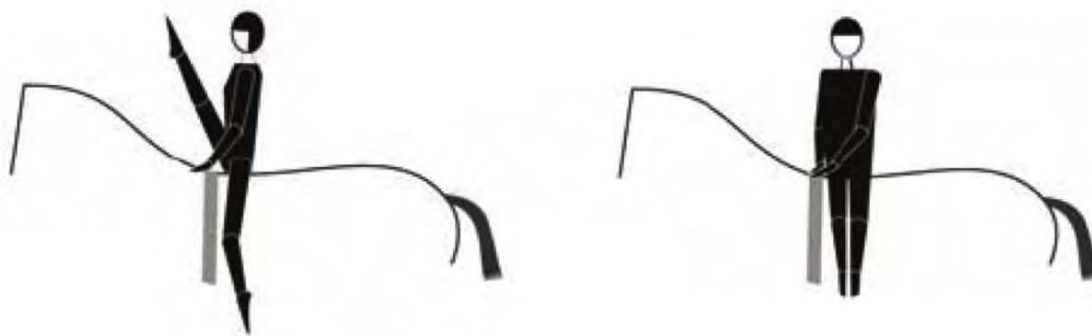
6 Half-mill (forwards to backwards) (DYNAMIC EXERCISE IN 2 PHASES)

PHASE 1 IS PERFORMED OVER 4 STRIDES, FOLLOWED IMMEDIATELY BY PHASE 2

The half-mill has two phases. The vaulter may not abandon his seat position during either phase. Each leg is stretched and carried over the horse in a high, wide arc (like a semi-circle), while the opposite leg remains stationary, down and in contact with the horse. The upper body stays erect, centred, and nearly vertical in each phase. Head and body turn to follow the movement with each pass of the leg.

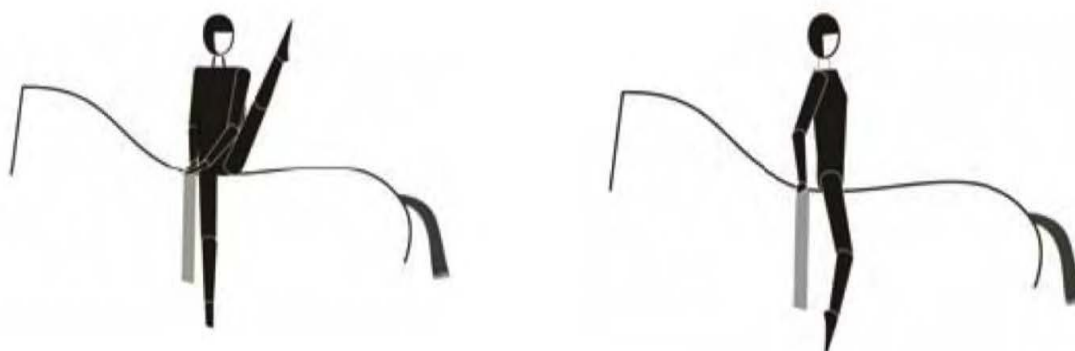
PHASE 1 (FORWARDS TO INSIDE SEAT)

The right leg is carried over the horse's neck. Each grip is released and retaken in turn as the leg passes. Phase 1 ends with the vaulter sitting in a sideways seat inside position, facing at right angles to the axis of the shoulders, legs together and in contact with the horse.



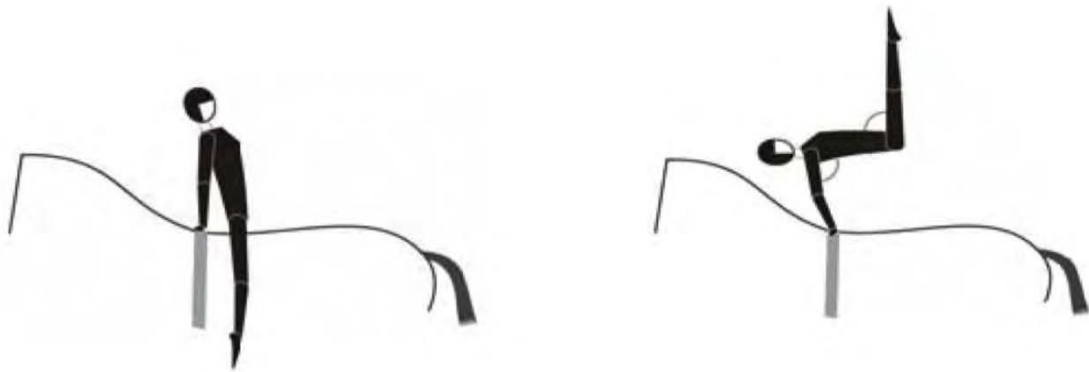
PHASE 2 (INSIDE SEAT TO BACKWARDS)

The left leg is carried over the horse's croup. The hands change position on the grips. Phase 2 ends with the vaulter sitting facing backwards.



7 Swing backwards legs open & Dismount to inside**SWING BACKWARDS**

From seat backwards, the vaulter swings the stretched and open legs (hip width) upward, with the hips and feet reaching the highest possible point at the same time. The arms are extended to attain maximum elevation and the angle between arms and torso is as great as possible.



The vaulter returns softly to a backwards seat (seat rearways).

DISMOUNT TO INSIDE

The vaulter then performs a reverse quarter-mill by carrying the stretched left leg over the horse's croup, in a high wide arc to inside seat. The vaulter, whilst holding the inside grip, rotates to facing forward. With closed legs and stretched hips the vaulter pushes against the grips upwards and away from the horse. He releases the grips and lands with nearly closed legs and continues in the same direction as the horse.

NB

There is no separate score for the dismount. Faults in the dismount shall be deducted from the swing rearways.

FEI GROUP IX VAULTING RULES

COMPULSORY EXERCISES FOR B-GRADE (CANTER)

Appendix D

1 Vault on

See: *FEI Guidelines for Judges to the FEI Rules for Vaulting*, 9th edn (202017)

2 Basic Seat

See: *FEI Guidelines for Judges to the FEI Rules for Vaulting*, 9th edn (2020)

3 Flag

See: *FEI Guidelines for Judges to the FEI Rules for Vaulting*, 9th edn (2020)

4 Mill

See: *FEI Guidelines for Judges to the FEI Rules for Vaulting*, 9th edn (2020)

5 Scissors forwards

See: *FEI Guidelines for Judges to the FEI Rules for Vaulting*, 9th edn (2020).

6 Scissors backwards

See: *FEI Guidelines for Judges to the FEI Rules for Vaulting*, 9th edn (2020)

7 Stand

See: *FEI Guidelines for Judges to the FEI Rules for Vaulting*, 9th edn (2020)

8 Flank 1st part, followed by dismount to the inside

See: *FEI Guidelines for Judges to the FEI Rules for Vaulting*, 9th edn (2020).

APPENDIX E FREESTYLE EXERCISES

NOTE: a movement from the compulsory test may not be used in the free test in the same grade, unless it is performed in a different direction or position.

NOTE: this list gives some of the most common exercises but must not be taken as exhaustive.

NOTE: Judges, coaches, and competitors should consult the FEI document, *Code of Points to the FEI Vaulting Rules*, 1st edition, January 2017. This provides basic definitions and the elements of scoring various vaulting movements.

Backward Flag on Neck

This is a static exercise, performed on the neck facing backwards.

The shoulders are directly over the hands. The supporting leg is crossed over the neck (knee not touching surcingle) the weight is evenly distributed between the leg and the arm/s.

Free Prince Sit

It is a static exercise that may be performed forwards, backwards or to either side.

The weight is balanced evenly between front and back leg, with the upper body perpendicular to the horse, with right angles at the knees. The back leg lies flat. The hands may not touch the equipment or the horse.

Free stand

This is a static exercise and may be performed in any position other than that stipulated in the compulsory movements.

Split

This is a static exercise and may be performed forwards, backwards or sideways.

The seat bones should be in contact with the horse with an erect posture and the legs split at an angle of at least 180 degrees with the knees straight.

Kneel one leg

This is a static exercise on the neck or the back, facing forwards, backwards or sideways.

The upper body is perpendicular with the weight distributed evenly from knee to toe one leg. The other leg hangs free but may be in contact with the horse.

Cartwheel

This is a dynamic exercise, in the form of a handspring around the sagittal axis.

Free Backward Bench

This is a static exercise.

Both hands are extended straight behind the back facing away from body. This movement is performed rearways or frontways, with one foot remaining on the back of pad or on the horse's croup or neck and the body is lifted off horse with the back facing the horse's back. While balancing the weight between hands and foot, the free leg is extended up from the hip and the supporting leg should form a right angle at the knee.

The arms and back should form a right angle with a straight line from the shoulder to the knee. The shoulders are over or slightly behind the hands.

Arabesque/Split Stand

This is a static exercise on one foot with the other leg extended up from the hip at an angle of between 90 and 180 degrees.

The weight is evenly balanced between the supporting foot and hand/s with shoulders and hips parallel to the horse.

Free Stand in Loop

This is a static exercise. It may be performed forwards or backwards or to either side. It may be performed on the inside or the outside of the horse.

The vaulter stands on one foot with the other leg extended at an angle of 90 to 180 degrees.

Roll Movement

This is a dynamic exercise, over the vaulter's shoulder axis in any direction or orientation maintaining contact with the horse.

If performed as a means of mount or dismount, it will be scored as one movement only.

Change of Direction

This is a change in the direction in which the vaulter is facing. Possible directions are back, forward, in, out, up and down.

Jump

This is a dynamic exercise.

A jump on the horse is an element where the body lifts off the support i.e. the centre of gravity and gains height against the force of gravitation. It may be a ground jump.

Lie Position

This is a static exercise.

The direction is sideways, lying flat across the horse on the stomach or the back, with a straight line from shoulder to hip to heel.

Hang

It is a static exercise.

A hang is an exercise where the shoulder axis is below the holding point.

Push-up

This is a static exercise. May be performed forwards (except at E-grade), backwards or to either side.

The weight is balanced evenly between hands and quadriceps with the shoulders directly over or slightly in front of the hand, with a straight line from the shoulder to the hip to heel.

Shoulder Stand

This is a static exercise.

The body weight is balanced on top of shoulder and neck on inside or outside of horse.

The body should be perpendicular to the horse, with a straight line from foot to hip to shoulder.

Bridge

This is a static exercise. This may be frontways, rearways or sideways.

The vaulter's back is towards the horse's back, with arms extended and weight distributed between arms and one or both feet.

Handstand

This is a static exercise where the body weight is balanced on the arms in any direction.

The body should be perpendicular to the horse, with a straight line from foot to hip to shoulder.

FEI GROUP IX VAULTING RULES

APPENDIX F SCORING FREESTYLE TESTS

Appendix F

NB: These scores **cannot** be calculated manually on the scoresheets: they need to be captured into a spreadsheet pre-programmed with the formulae.

INDIVIDUAL E-GRADE, D-GRADE AND C-GRADE

| | | |
|-----------------------|---|----------------------------|
| Horse score (25%) | Quality of the Gait (60%) | Rhythm (10%) |
| | | Relaxation (10%) |
| | | Connection (10%) |
| | | Impulsion (10%) |
| | | Straightness (10%) |
| | | Collection (10%) |
| | Vaultability of the Horse (25%) | Submission (25%) |
| | Lunging (15%) | |
| Technique score (50%) | Performance (100%) (based on all moves attempted) | |
| Artistic score (25%) | Structure (55%) | Variety of Exercises (30%) |
| | | Variety of Position (25%) |
| | Choreography (45%) | Unity of Composition (35%) |
| | | Music Interpretation (10%) |

INDIVIDUAL B-GRADE

| | | |
|-----------------------|---|----------------------------|
| Horse score (25%) | Quality of the Gait (60%) | Pace (10%) |
| | | Relaxation (10%) |
| | | Connection (10%) |
| | | Impulsion (10%) |
| | | Straightness (10%) |
| | | Collection (10%) |
| | Vaultability of the Horse (25%) | Submission (25%) |
| | Lunging (15%) | |
| Technique score (50%) | Difficulty (30%) (based on 10 most difficult moves) | |
| | Performance (70%) (based on all moves attempted) | |
| Artistic score (25%) | Structure (35%) | Variety of Exercises (20%) |
| | | Variety of Position (15%) |
| | Choreography (65%) | Unity of Composition (35%) |
| | | Music Interpretation (30%) |

PAS DE DEUX AND SQUAD

| | | |
|-----------------------|---|--------------------------------|
| Horse score (25%) | Quality of the Gait (60%) | Pace (10%) |
| | | Relaxation (10%) |
| | | Connection (10%) |
| | | Impulsion (10%) |
| | | Straightness (10%) |
| | | Collection (10%) |
| | Vaultability of the Horse (25%) | Submission (25%) |
| | Lunging (15%) | |
| Technique score (50%) | Performance (100%) (based on all moves attempted) | |
| Artistic score (25%) | Structure (50%) | Variety of Exercises (25%) |
| | | Variety of Position (25%) |
| | Choreography (50%) | Unity of Composition (20%) |
| | | Music Interpretation (20%) |
| | | Creativity & Originality (10%) |

APPENDIX G DISTRIBUTION AND DUTIES OF JUDGES**INDIVIDUAL COMPETITION****TWO JUDGES**

| | | |
|--|----------------------|---|
| FINAL SCORE = average of all test scores (2 or 3) | Compulsory | Each judge judges all aspects of each test: for each test, the two final marks are averaged. |
| | Freestyle 1 | |
| | (Freestyle 2) | |

THREE OR FOUR JUDGES

| | | |
|--|----------------------|---|
| FINAL SCORE = average of all test scores (2 or 3) | Compulsory | One judge judges only the horse. The other judges judge the vaulters according to the scoresheet. |
| | Freestyle 1 | |
| | (Freestyle 2) | |

PAS DE DEUX COMPETITION**TWO JUDGES**

| | | |
|--|--------------------|---|
| FINAL SCORE = average of both test scores | Freestyle 1 | Each judge judges all aspects of each test: for each test, the two final marks are averaged. |
| | Freestyle 2 | |

THREE OR FOUR JUDGES

| | | |
|--|--------------------|---|
| FINAL SCORE = average of both test scores | Freestyle 1 | One judge judges only the horse. The other judges judge the vaulters according to the scoresheet. |
| | Freestyle 2 | |

SQUAD COMPETITION**TWO JUDGES**

| | | |
|--|-------------------|---|
| FINAL SCORE = average of both test scores | Compulsory | Each judge judges all aspects of each test: for each test, the two final marks are averaged. |
| | Freestyle | |

THREE OR FOUR JUDGES

| | | |
|--|-------------------|---|
| FINAL SCORE = average of both test scores | Compulsory | One judge judges only the horse. The other judges judge the vaulters according to the scoresheet. |
| | Freestyle | |