



JANUARY 1, 2022

VAULTING RULES

GROUP IX

2nd edition March 2012

Revised February 2015

Revised January 2016

Revised March 2020

Revised February 2022

CONTENTS

Table of Contents

PREAMBLE.....	5
CODE OF CONDUCT FOR THE WELFARE OF THE HORSE	6
CHAPTER 1 - AFRICA VAULTING CUP.....	7
1. FUNDING FOR THE FEI GROUP IX AFRICA VAULTING CUP	7
2. NATIONS TEAM COMPETITION	7
3. COMPETITIONS OFFERED	7
4. INDIVIDUAL TEAM COMPETITION	7
5. ELIGIBILITY TO REPRESENT A GROUP IX COUNTRY	8
6. VAULTERS' CLASSIFICATIONS.....	8
7. DECLARATION OF STARTERS	9
8. THE SCHEDULE.....	9
9. THE PROGRAMME	10
10. THE LUNGER.....	10
11. THE CHEF D'ÉQUIPE.....	10
CHAPTER 2 - THE COMPETITION	11
1. TYPES OF COMPETITION.....	11
1.1. Squad Vaulting Competition	11
1.2. Individual Vaulting Competition.....	11
1.3. Pas-de-Deux Vaulting Competition	11
2. DRESS CODE.....	11
2.1. Horse Inspection	11
2.2. Competition.....	11
3. THE SALUTE	12
4. THE ARENA (see Appendix C for diagram)	13
5. TIMING / BELL.....	13
5.1. General	13
5.2. Compulsory Test.....	14
5.3. Free Test.....	14
5.4. All Tests	15
CHAPTER 3 – VAULTING HORSE	16
1. GENERAL.....	16
2. COMPULSORY EQUIPMENT FOR THE VAULTING HORSE	16
3. OPTIONAL EQUIPMENT FOR THE VAULTING HORSE	17
4. HORSE INSPECTION	18
5. SOURCING OF HORSES	18
CHAPTER 4 - OFFICIALS.....	19
6. GENERAL.....	19

CHAPTER 5 - SANCTIONS	20
1. ELIMINATIONS	20
2. PROTESTS AND COMPLAINTS	21
CHAPTER 6 - SCORING	22
1. GENERAL PRINCIPLES	22
2. EXPLANATION OF MARKS.....	22
3. SCORESHEETS AND RESULTS	22
4. SPECIFIC DEDUCTIONS IN COMPULSORY EXERCISES	23
5. FALLS IN THE FREE TEST.....	24
CHAPTER 7 - INDIVIDUAL VAULTING COMPETITION.....	25
1. GENERAL	25
2. COMPULSORY TESTS.....	26
3. FREE TESTS	26
4. CALCULATING THE FINAL SCORE	Error! Bookmark not defined.
CHAPTER 8 – PAS-DE-DEUX COMPETITION.....	28
1. GENERAL	28
2. FREE TEST	28
CHAPTER 9 - SQUAD VAULTING COMPETITION	29
1. GENERAL	29
2. THE COMPULSORY TEST	29
3. FREE TEST	29
APPENDIX A - HORSE USE	31
APPENDIX B - THE VAULTING SURCINGLE.....	32
APPENDIX C - THE VAULTING ARENA.....	34
APPENDIX D - COMPULSORY EXERCISES	35
BASIC SEAT	35
HALF FLAG (Flag without arms)	36
FROM SEAT ASTRIDE SWING LEGS FORWARD TO PUSH UP POSITION	36
LEG OVER/SIDE SEAT	37
STAND.....	38
FROM SEAT ASTRIDE PUSH AWAY TO THE OUTSIDE.....	39
VAULT-ON.....	40
FORWARD SWING	40
KNEEL	41
FLAG	42
HALF MILL.....	43
SWING BACKWARD LEGS OPEN FOLLOWED BY DISMOUNT TO INSIDE	44
APPENDIX E - FREE TEST EXERCISES	45
APPENDIX F - SCORING FREE TEST	48
APPENDIX G - DISTRIBUTION AND DUTIES OF JUDGES.....	52

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* 10th edition (effective 1 January 2022).

These rules should be read in conjunction with current *FEI Veterinary Regulations*, 14th edition (2022), *FEI Code of Points* 1st edition (2022), *FEI Vaulting Rules*, 10th edition (2022), *FEI Guidelines for Vaulting Judges*, 10th edition (2022) and the FEI Vaulting World Challenge (2022) 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 (2022) 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 and the FEI Veterinary Regulations.

CHAPTER 1 - AFRICA VAULTING CUP

1. FUNDING FOR THE FEI GROUP IX AFRICA VAULTING CUP

- 1.1. Each year, the Group IX Chairman must inform the host NF of the funding allocation granted by the FEI for that year's Event.
- 1.2. The FEI Solidarity contribution will be transferred to the bank account of the host NF.
- 1.3. A detailed budget for the Event is to be submitted by a NF upon bidding for the Event.
- 1.4. Receipts to support the budget are to be submitted to the FEI within two weeks of the end of the Event.

2. NATIONS TEAM COMPETITION

- 2.1. 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.
- 2.2. 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.
- 2.3. The best three results for two individuals and one squad or *pas de deux* unit count for each competing team's classification.
- 2.4. 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.

3. COMPETITIONS OFFERED

- 3.1. The Event comprises individual team Events for whatever grades/levels (from E- grade to 2*) and age groups the OC considers appropriate.
- 3.2. The movements and scoresheets for Grades E to 2* are part of these rules.
- 3.3. 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.
- 3.4. 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 gender.

4. INDIVIDUAL TEAM COMPETITION

- 4.1. The Schedule must contain the method of scoring that will be used.
- 4.2. An individual team comprises 3 or 4 Vaulters (male or female).
- 4.3. The Event is judged and run as an individual vaulting competition.
- 4.4. 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.

- 4.5. Should team members be eliminated so that a team does not have three scores, the eliminated Vaulters shall be given the worst score achieved in that class.
- 4.6. 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.
- 4.7. Members of an individual team are not obliged to have matching outfits.
- 4.8. Members of an individual team are not obliged to vault on the same Horse.
- 4.9. 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.

5. ELIGIBILITY TO REPRESENT A GROUP IX COUNTRY

- 5.1. Each National Federation is responsible for defining the criteria for Vaulters' eligibility to represent that Federation in this Event.
- 5.2. The OC at its discretion may invite countries that are not in Group IX to send teams to this Event.
- 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.

6. VAULTERS' CLASSIFICATIONS

- 6.1. Classes for individual Vaulters may be divided into male and female classes at the discretion of the OC.
- 6.2. 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 gender, depending on actual entries in a particular year. The Schedule must show that this will take place.

- 6.3. Vaulters aged 16 to 17 may vault as Juniors OR Seniors, but NOT both, at any one Event.
- 6.4. The rules for cross-entries must be stated on the Schedule.

7. DECLARATION OF STARTERS

- 7.1. Where the Organising Committee or the rules of an Event require it, the *chef d'équipe* must declare the names of team Vaulters, Horses and Lungers, no later than the time fixed by the OC. Declaration of starters must be set after the Horse inspection.
- 7.2. 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.
- 7.3. 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.
- 7.4. 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.

8. THE SCHEDULE

- 8.1. 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).

9. THE PROGRAMME

- 9.1. 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.

10. THE LUNGER

- 10.1. A person is eligible to be a Lunger from the beginning of the calendar year in which he/she turns 18.
- 10.2. 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.
- 10.3. 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.
- 10.4. 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.
- 10.5. The Lunger need not be from the same country/club as the Vaultier.

11. THE CHEF D'ÉQUIPE

- 11.1. Each team shall have a responsible person to act as *chef d'équipe*: this may be the Lunger or coach.
- 11.2. The *chef d'équipe* must be at least 18 years old.
- 11.3. The *chef d'équipe* or his/her appointee must, where possible, stay in the same accommodation as his/her Junior and Child Vaultiers.

CHAPTER 2 - THE COMPETITION

1. TYPES OF COMPETITION

1.1. Squad Vaulting Competition

- 1.1.1. A Vaulting Squad is composed of the Lunger, Horse and six Vaulters.
- 1.1.2. All six Vaulters must perform all tests. If less than six Vaulters perform in the Compulsory Test, all Exercises not shown will receive a zero. In the Free Test for each Vaulter not competing a deduction will be given.
- 1.1.3. The Squad Vaulting Competition consists of different tests in one or two rounds.
- 1.1.4. See Chapter 9 below.

1.2. Individual Vaulting Competition

- 1.2.1. The Individual Vaulter is accompanied only by the Lunger and the Vaulting Horse (other than in E and D Grade where an Assistant is allowed).
- 1.2.2. The Individual Vaulting Competition consists of different tests in one or two rounds.
- 1.2.3. See Chapter 7 below.

1.3. Pas-de-Deux Vaulting Competition

- 1.3.1. The Pas-de-Deux is composed of two Vaulters, the Lunger and the Vaulting Horse (and an Assistant in the Walk Pas-de-Deux).
- 1.3.2. The Pas-de-Deux Competition consists of different tests in one or two rounds.
- 1.3.3. In the Pas-de-Deux Competitions any combination of gender is allowed.
- 1.3.4. See Chapter 8 below.

2. DRESS CODE

2.1. Horse Inspection

In order to be allowed to present their Horses, the handler must be dressed in the National Federation (or Club) attire for the Horse Inspection.

2.2. Competition

- 2.2.1. All Vaulters must wear a start number on the right arm or leg. The numbers 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.
- 2.2.2. It is the OC's responsibility to provide the numbers, except in the case of Squad Vaulters. Squad Vaulters must wear numbers 1 to 6 on the right arm or leg or on the back.

- 2.2.3. 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. Free Test outfits may differ and be more creative, providing that FEI standards of decorum and safety are still observed.
- 2.2.4. Vaulters' dress must not hinder the movement of the Vaultler or safe interaction between Vaulters during the performance. Dress must in no way compromise the safety of either Vaultler or Horse.
- 2.2.5. Dress must not conceal the form and line of the Vaultler's body during the performance in order not to hinder the judging of the exercises.
- 2.2.6. 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.
- 2.2.7. All articles of clothing, or parts thereof, must remain attached to the Vaultler'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.
- 2.2.8. If shoes are worn, only soft-soled shoes are permitted.
- 2.2.9. Trousers must be secured to the foot and skirts may only be worn over tights or leggings.
- 2.2.10. No jewelry or watches of any description may be worn.
- 2.2.11. Contravention of these Rules will result in a deduction from the Artistic Score (see *FEI Guidelines for Judges*).
- 2.2.12. In Individual Team Competitions Vaulters need not dress uniformly.
- 2.2.13. The dress of *pas de deux* pairs and squads should give the obvious effect of uniformity or should be related from Vaultler to Vaultler so as to reflect the artistic concept.
- 2.2.14. 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.

3. THE SALUTE

- 3.1. In all competitions each Vaultler and Lunger must salute the Judge at A as a matter of courtesy before and after the Competition.
- 3.2. Before beginning the performance, the Horse must be trotted on the circle until the Judge at A rings the bell.
- 3.3. 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.
- 3.4. Entry and exit may be accompanied by music.
- 3.5. Failure to salute may result in elimination, at the discretion of the Judge at A.

- 3.6. 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 Vaulters can see that the signal was given.
- 3.7. Immediately upon exiting the arena the side reins must be unfastened. Failure to do so will entail a Warning from the Steward.

4. THE ARENA (see Appendix C for diagram)

- 4.1. The competition space in the Arena must be at least 20 x 25 m.
- 4.2. 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.
- 4.3. The ground must be level, resilient, non-slip, not too deep or hard. Sand or grass arenas are acceptable.
- 4.4. A visible marking of the central point of the circle is recommended.
- 4.5. The roof of covered arenas should be at least 5m high.
- 4.6. Spectators must be at least 25m away from the centre of the lungeing circle, and an adequate distance from the Judges.
- 4.7. 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.
- 4.8. 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.

5. TIMING / BELL

5.1. General

- 5.1.1. Within 30 seconds after the signal (bell) is given to enter the arena, the Vaulter(s) and the Lunger must salute.
- 5.1.2. Before beginning the Performance, the Horse must be trotted on the Circle until the Judge at A rings the bell. At the latest 30 seconds after the bell following the Trot, the first exercise must be commenced.
- 5.1.3. The time allowed for the Test begins at the moment the first Vaulter touches the surcingle, the pad or the Horse and ends with the time limit. The judging ends when the last Vaulter touches the ground after the final dismount.
- 5.1.4. Only exercises (static or dynamic exercises or dismounts) already in progress when at the time limit may be finished and will be included in the evaluation for Technique and Artistic Scores.
- 5.1.5. All following exercises and dismounts starting after the time limit will be considered in the Performance Score, including deductions for falls, but not in the Degree of Difficulty and Artistic Score.
- 5.1.6. The time allowed for each test is listed in Chapters 7 to 9 below.

- 5.1.7. A bell is used by the Judge at A to signal the Athletes. It is used on the following occasions:
- 5.1.7.1. to give the signal to enter the arena;
 - 5.1.7.2. to give the signal to start the Test. If in the Compulsory Test more than one Individual Vaulters is starting on the same Horse, the next Vaulters begins their Test immediately after the Vault-Off of the previous Vaulters without waiting for a signal;
 - 5.1.7.3. to interrupt the Test to solve any issue with the music (music not starting, etc).
 - 5.1.7.4. to announce the end of the time allowed;
 - 5.1.7.5. to signal that the time and music is stopped after a fall and the Vaulters is unable to continue immediately or to return to the line. The Test must be continued within 30 seconds after the signal to resume;
 - 5.1.7.6. to give the signal to stop a Vaulters or Test when the Horse shows any signs of irregularity or lameness, is out of control or dangerous to the Vaulters;
 - 5.1.7.7. to give the signal to stop a Vaulters or Test in unforeseen circumstances which includes repair or adjustment of equipment or any other situation requiring immediate attention. The timing and the music is stopped. The Test must be continued within 30 seconds after the signal to resume;
 - 5.1.7.8. to give the signal by prolonged and repeated ringing that the Athlete has been eliminated;
 - 5.1.7.9. after an interruption the clock is started again when the Vaulters touches the handle, the pad or the Horse.
- 5.1.8. In unclear situations the Judge at A and/or Lunger/Vaulters may communicate.
- 5.1.9. The judging begins with the entrance into the arena and ends after the final Landing of the (last) Vaulters on the ground. If more than one Individual Vaulters or Pas-de-Deux enter together to vault on the same Horse, the Entry, Salute and Trot Round (until the bell signal) will be taken into account for all Vaulters on that Horse.

5.2. Compulsory Test

The time allowed for the Test begins the moment the first Vaulters touches the surcingle, the pad or the Horse and ends with the time limit. An Exercise already in progress at the time limit, when the bell rings, may be finished and will be scored.

5.3. Free Test

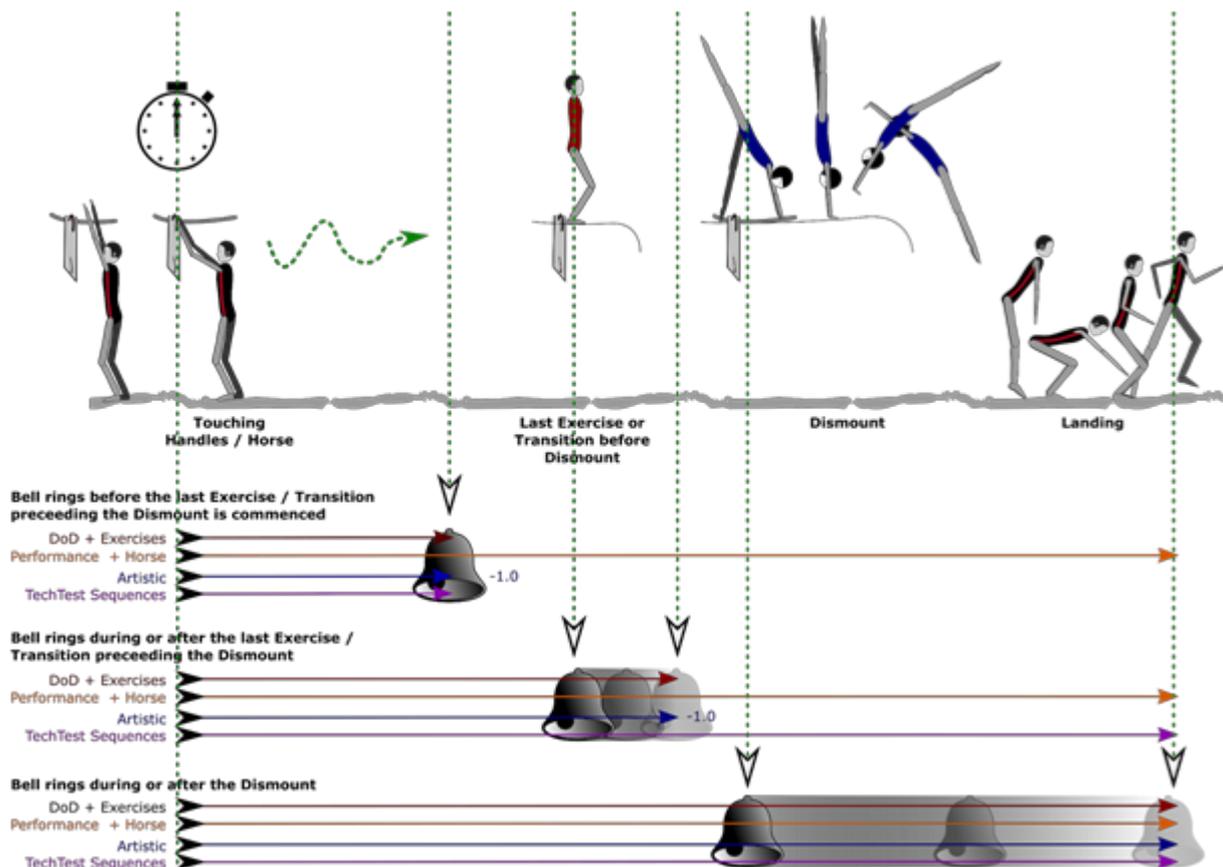
The time allowed for the Test begins the moment the Vaulters touches the surcingle, the pad or the Horse. The judging ends after the final Landing on the ground. Elements (static and dynamic exercises or transitions) already in progress at the time limit, when the bell rings, may be finished and will be included in all scores.

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

- **In Individual Competition** when the Vaulters loses contact with the Horse, the time and music are stopped (no bell) and resume when the Vaulters touches the handles, pad or Horse again. The test must be continued within 30 seconds.
- **In Squad and Pas-de-Deux Competition** when all Vaulters lose contact with the Horse (the Horse is empty), the time and music are stopped (no bell) and resume when the Vaulters touches the handles, pad or Horse again. The test must be continued within 30 seconds.

5.4. All Tests

If a Vaulters is unable to continue immediately after a fall or returns to the line, the judge will ring the bell. The time and music are stopped, and the test is interrupted. The test must be continued within 30 seconds after the signal to resume. The timing resumes, when the Vaulters touches the handles, pad or Horse again. The test must be continued within 30 seconds after the signal to resume.



CHAPTER 3 – VAULTING HORSE

1. GENERAL

- 1.1. The Horse shall be at least 5 years old.
- 1.2. Vaulters in an individual team need not all vault on the same Horse.
- 1.3. Where the same Horse competes more than once in one day, the times that a Horse competes should be as far apart as possible.
- 1.4. 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.
- 1.5. The Horse should be plaited and neatly turned out.
- 1.6. 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.
- 1.7. See Appendix A for regulations on Horse use.
- 1.8. See the code of conduct in respect of the welfare of the Horse.

2. COMPULSORY EQUIPMENT FOR THE VAULTING HORSE

- 2.1. 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 14mm for Horses and 10mm for ponies. (See *FEI Vaulting Rules - Article 719*).
- 2.2. Side reins with or without rubber rings or elastic inserts, adjusted appropriately for the gait, even if this entails adjusting their length between canter Compulsory and walk Free Tests.
- 2.3. Vaulting surcingle with under pad and preferably wither and girth padding. See Appendix B.
- 2.4. 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.
- 2.5. No more than one Cossack strap/loop on each side below the grip.
 - 2.6. No hand or foot hold may be attached to the back, wither or girth pad.
 - 2.7. The surcingle may have one loop between grips (which may be wrapped with material to protect from injury).
 - 2.8. 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.
 - 2.9. 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.
 - 2.10. Lunge whip.
 - 2.11. Standing martingales and auxiliary reins are not permitted.
 - 2.12. 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.
 - 2.13. Not removing side-reins immediately after exiting the arena will entail a warning from the steward.
 - 2.14. 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.

3. OPTIONAL EQUIPMENT FOR THE VAULTING HORSE

- 3.1. Bandages and/or boots.
- 3.2. Ear-muffs and plugs: ear-muffs must not be attached to the nose-band.
- 3.3. The surcingle and the back pad need not be the same for every test (Compulsory or Free Test, first or second round) a Vaulter performs.
- 3.4. In the warm-up arena, standing martingales or auxiliary reins are permitted.
- 3.5. It is permitted to work the Horses mounted, but correct headgear and footwear is compulsory.
- 3.6. A double bridle is permitted when Horse is being worked mounted, but NOT when it is being lunged.

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

4. HORSE INSPECTION

- 4.1. Before the first Competition or official training which ever is the earliest (and in principle not more than 24 hours before either of them) the Veterinary Delegate, and a Member of the Ground Jury, preferably the President, will inspect the Horses, in accordance with the FEI Veterinary Regulations.
- 4.2. Any member of the delegation entered in the Definite Entry by the NF may present the Horse.
- 4.3. During the Competition, the Judge at A has the possibility to inspect or eliminate a Horse which is lame or in bad condition.
- 4.4. A Horse having been eliminated on a specific Competition day, but which is also Scheduled to participate in another Competition on the same day or on a following day, must be reinspected by the Veterinary Delegate, in the presence of a Member of the Ground Jury, preferably the President, prior to the next Competition. If it passes the reinspection, the Horse will be allowed to participate.
- 4.5. The Veterinary Delegate and/or the Chief Steward must report to the President of the Ground Jury and Judge at A (if during a Test) any Horse showing any signs of irregularity in the warm-up arena.
- 4.6. Refer to FEI Veterinarian Regulations, on Horse Inspection Area.

5. SOURCING OF HORSES

- 5.1. It is the OC's responsibility to source sufficient Horses for competition and training for all the invited countries.

CHAPTER 4 - OFFICIALS

1. GENERAL

- 1.1. At least two judges must be used per class, and four judges should be used if possible (see Appendix G).
- 1.2. 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).
- 1.3. 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).
- 1.4. 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).
- 1.5. Judges must be approved by the OC in consultation with the Chairman of FEI Group IX.
- 1.6. A timekeeper, who must be 18 or older, must be used, who may be the senior judge or a separate official.
- 1.7. Timekeepers need to be familiar with the contents of section 4.4 below.
- 1.8. One recorder per judge must be appointed and an experienced overall recorder must be used to collate the results.
- 1.9. One steward or technical delegate must be on duty at all times during the Event.

CHAPTER 5 - SANCTIONS

1. ELIMINATIONS

1.1. **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.
- Vaulters and/or Horse leaving the arena without permission of the Judge at A, including prior to starting.
- An accident to Vaulters 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 Vaulters is too tall and/or too heavy for the size and build of the Horse, so that it obviously labours or is uncomfortable.

1.2. **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 Vaulters 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 Vaulters to continue; any further evidence of blood in the mouth will result in elimination.)

1.3. **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 Vaulters 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.

1.4. 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.

1.5. 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.

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

2. PROTESTS AND COMPLAINTS

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

CHAPTER 6 - SCORING

1. GENERAL PRINCIPLES

Every test receives four scores with equal value according to the special demands of the test.

Compulsory Test:

- Horse Score 25%
- Score for Exercises 75%

Free Test

- Horse score 25%
- Technique Score 50%
- Artistic Score 25%

2. EXPLANATION OF MARKS

The Judges implement the scoring as laid down in these Rules and evaluate the shown Tests using the scale of scores described below:

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

3. SCORESHEETS AND RESULTS

- 3.1. The Judge will give their marks according to the scoresheet of each test and sign it.
- 3.2. Any corrected score must be initialled by the Judge having made the correction. Judges' scores must be recorded in ink.
- 3.3. There is also a column for the Judge's remarks, where the Judge, as far as possible, should state the reason for their judgment. Giving remarks is strongly recommended, when giving marks of 5 and below.
- 3.4. The original scoresheets must be handed to the Athletes at the end of the Competition.
- 3.5. Official results are signed by the President of the Ground Jury. Once signed, the results must be officially published with a date and time.

4. CALCULATION OF SCORES

- 4.1. Calculation of scores in a Round: for each round with more than one test, the scores of all tests are added and divided by the number of tests.
- 4.2. Calculation of the Final score:
- 4.2.1. If the first Round comprises more than one Test, the total Final score will be calculated with a ratio of 50% for the first Round and a ratio of 50% for the Final (one Test).
- 4.2.2. If the first Round comprises only one Test, the total Final score will be calculated with a ratio of 40% for the result of the first Round (one Test) and a ratio of 60% for the result of the Final (one Test).
- 4.3. Tie: In case of a tie, the higher mark from the last test will decide. If still tied, the Artistic Score of the last test will decide, then the Technique Score and last the performance score.

5. SPECIFIC DEDUCTIONS IN COMPULSORY EXERCISES

Up to 0.5 points	<ul style="list-style-type: none"> Poor Landing (L)
1 point	<ul style="list-style-type: none"> Failure to kneel (K) before the Flag and Stand Landing other than on both feet only after a dismount (F)
2 points	<ul style="list-style-type: none"> Repetition (R): repeating an exercise or parts of it immediately, without leaving the Horse. In static exercises a repetition is given once the build up has started (eg in the Stand: after having released the grips once, retaking them and releasing them again). In dynamic exercises a repetition is given once the Energy phase has started (eg in Flank: swinging the legs forward and up twice)
	<ul style="list-style-type: none"> Repetition (R): incorrect exercise, followed by the correct one. A fall between two exercises (F): the deduction will be applied to the second exercise.
Score 0	<ul style="list-style-type: none"> Exercises not shown. Repeating an exercise twice. Each exercise or part of it performed in the wrong pace of the Horse and not repeated. For all exercises of a Vaulteer when they performed the vault-on with help (other than E and D grade). Exercises starting after the time limit (Squad compulsory). Coming off the Horse during an exercise (except for mounts). Losing contact with the Horse during a mount.
	<ul style="list-style-type: none"> Each exercise shown by a Vaulteer in the wrong order and not corrected. Performing an exercise in the wrong direction.

6. FALLS IN THE FREE TEST

Category	Description	Squad	Individual	Pas de deux
Fall 1A	An unexpected move in which all Vaulters / Vaulter come rapidly & without control to the ground caused by a loss of balance, landing out of balance & unable to maintain an upright equilibrium on both feet (no contact with the Horse/equipment) during or at the end of the test. The Horse is empty . One single deduction for all Vaulters involved	2.0	2.0	2.0
Fall 1B	An unexpected move in which one of the Vaulters in a PDD or one/two Vaulters in a Squad come rapidly & without control to the ground caused by a loss of balance, landing out of balance & unable to maintain an upright equilibrium on both feet (no contact with the Horse/equipment/Vaulter on the Horse). The Horse is not empty . One single deduction for all Vaulters involved.	1.0	None	1.0
Fall 2A	Fall caused by a loss of balance & all Vaulters/Vaulter falls to the ground, landing out of balance but able to maintain an upright equilibrium on both feet (no contact with the Horse/equipment) during or at the end of the test. The Horse is empty . One single deduction for all Vaulters involved.	1.0	1.0	1.0
Fall 2B	Fall caused by a loss of balance & one of the Vaulters in a PDD or one/two Vaulters in a Squad fall to the ground, landing out of balance but able to maintain an upright equilibrium on both feet (no contact with the Horse/equipment/vaulter/s on the Horse) during or at the end of the test. The Horse is not empty . One single deduction for all Vaulters involved.	0.4	None	0.6
Fall 3	Fall caused by a loss of balance when a Vaulter comes rapidly off the Horse with only their feet touching the ground whilst still in contact with the Horse/surcingle/pad or other Vaulter on the Horse and remounts onto the Horse. Ground jump after loss of balance.	0.4	0.6	0.6
Fall 4	Ground jump with more than one touch down before remounting.	0.4	0.6	0.6
Fall 5a	After a dismount, the Vaulter is not able to maintain equilibrium on both feet and touches the ground with other parts of the body other than the hand/s. Plus a deduction for bad mechanics for the dismount.	0.2	0.4	0.4
Fall 5b	After a dismount, the Vaulter is not able to maintain equilibrium on both feet and then touches the ground with hand/s. Plus a deduction for bad mechanics for the dismount.	0.1	0.2	0.2

CHAPTER 7 - INDIVIDUAL VAULTING COMPETITION

1. GENERAL

- 1.1. All Individual Vaulters using the same Horse may enter the arena at the same time for the entrance, salutes and exit.
- 1.2. Only the Horse, the Lunger, the competing Vaulters (an Assistant is permissible in E Grade and D Grade) are allowed within the vaulting circle at the same time.
- 1.3. An Assistant may accompany the Vaulters only to assist with the mounts. This Assistant must be dressed as a Vaulters/Lunger. In E and D-grade compulsories, the vault on will not be a scored: Vaulters may mount at the walk with assistance (with the canter beginning once the Vaulters 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 vault-on (at the canter) is awarded a 0 score.
- 1.4. A Vaulters may enter the circle only once the previous Vaulters is preparing to dismount.
- 1.5. A Vaulters 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.
- 1.6. All participants on the same Horse shall perform the Compulsory Test first and then the Free Test, performing in programme order each time. The Compulsory and the Free Test must be separated by the maximum time possible in all grades.
- 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.
- 1.8. In this Event the Individual Vaulting Competition consists of a Compulsory Test and one or two Free Tests (at the discretion of the OC), unless otherwise stated on the Schedule.
- 1.9. All canter tests must be executed on the correct lead (not in counter canter).
- 1.10. Compulsory Tests may, and Free Tests must, be performed to music, provided on whichever medium is specified in the Schedule.

2. COMPULSORY TESTS

E Grade	D Grade (Beginner)	C Grade (Intermediate)	1* (Advanced)	2*
Walk	Canter	Canter	Canter	Canter
Vault on (assisted and not scored)	Vault on (assisted and not scored)	Vault on	Vault on	Vault on
Basic Seat	Basic Seat	Basic Seat	Basic Seat	Basic Seat
Half Flag (flag without arm)	Half Flag (flag without arm)	Half Flag (flag without arm)	Flag	Flag
Swing to push-up	Kneeling (arms to the side)	Kneeling (arms to the side)	Stand	Mill
Leg over (side seat)	Swing forward (legs closed)	Swing forward (legs closed)	Swing forward (legs closed)	Scissors Forward
Stand	Half Mill	Half Mill	Half Mill	Scissors Backwards
Leg over to outside and push away to dismount	Swing backwards (legs open) and dismount to inside	Swing backwards (legs open) and dismount to inside	Swing backwards (legs open) and dismount to inside	Stand
				First part of flank, push off to the inside

2.1. See Appendix D for Guidelines on the Compulsory Exercises (E Grade to 1*)

2.2. The Vaulters perform in programme order.

3. FREE TESTS

3.1. In the Free 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.

E Grade	D Grade	C Grade	1*	2*
walk	walk	canter	canter	canter

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 (or 3 seconds in the walk). 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 grade to 1* no degree of difficulty is calculated

(see appendix F).

- 3.3. See Appendix E for descriptions of Free Test movements.
- 3.4. In the best interest of the Vaulters, the headstand Free Test movement is prohibited from the Free Test.

CHAPTER 8 – *PAS-DE-DEUX* COMPETITION

1. GENERAL

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

	Walk Pairs	C Grade	1*	2*
Gait	Walk	Canter	Canter	Canter
Compulsory	No	Yes (C Grade Ind)	Yes (1* Ind)	No
Free Test Time	1,30	1,30	1,30	1,30

- 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.
- 1.3. Only the Horse, the Lunger, the competing Vaulters and an assistant (in some circumstances only) are allowed within the vaulting circle at the same time.
- 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.
- 1.5. A pair of Vaulters may enter the circle only once the previous pair is preparing to dismount.
- 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.
- 1.7. In this Event each *pas de deux* vaulting competition consists of two Free Tests: this must be stated on the Schedule.
- 1.8. *Pas de deux* Free Tests must be performed to music, provided on whichever medium is specified in the Schedule.

2. FREE TEST

- 2.1. In the free test the Vaulters have the opportunity to show their artistry. They may plan an original programme around their capabilities, ideas, and specialties.
- 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.
- 2.3. In the best interest of the Vaulters, the headstand Free Test movement is prohibited from the Free Test.

CHAPTER 9 - SQUAD VAULTING COMPETITION

1. GENERAL

- 1.1. The OC shall offer an E-grade (walk) squad vaulting competition.
- 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.
- 1.3. In this Event the squad vaulting competition consists of one Compulsory and one Free Test round: this must be stated on the Schedule.
- 1.4. The squad may vault on different Horses in the Compulsory and Free Test rounds: in this case both Horses must be named on the entry form.
- 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.
- 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.
- 1.7. The reserve may replace a squad member, on the submission of the appropriate form, between the Compulsory and Free Test rounds, only in the case of sickness or injury.
- 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.
- 1.9. Squad tests must be performed to music, provided on whichever medium is specified in the Schedule.

2. THE COMPULSORY TEST

- 2.1. The Compulsory Test is same as that used for E-grade individuals.
- 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.
- 2.3. There is a time limit for the squad compulsories.
- 2.4. The scores for all the Vaulters are added together and divided by the number of Vaulters.

3. FREE TEST

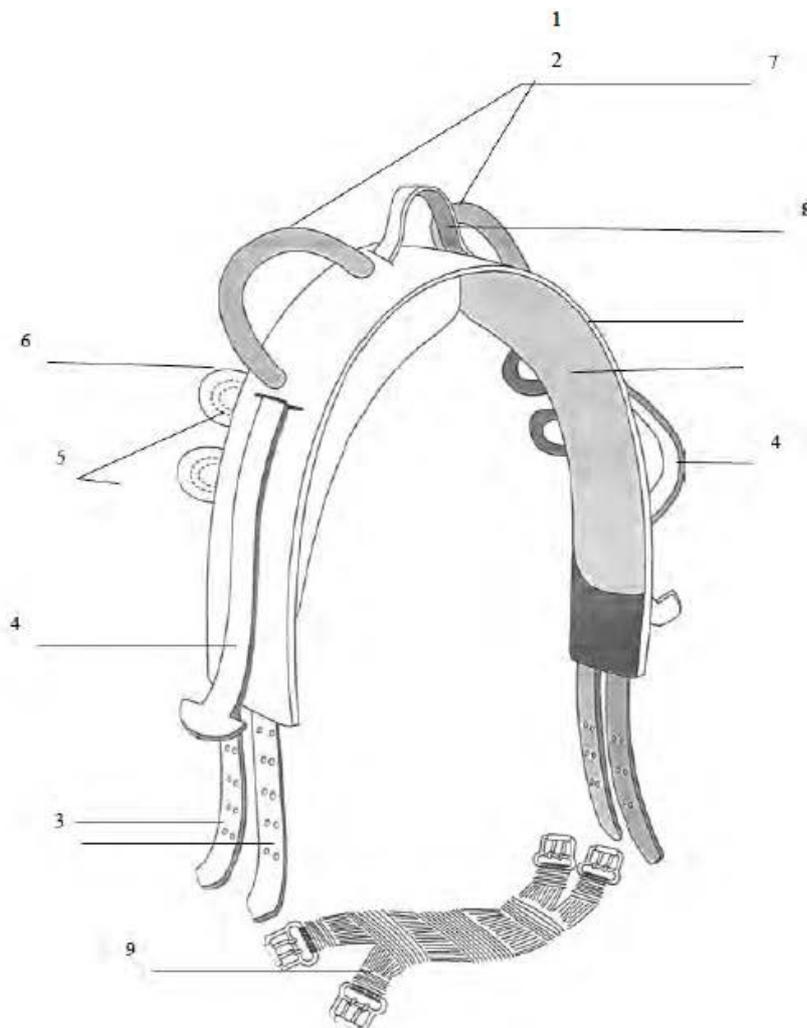
- 3.1. In the Free Test the Vaulters have the opportunity to show their artistry. They may plan an original programme around their capabilities, ideas, and specialties.
- 3.2. The *squad* Free Test includes single mounts, single dismounts and double and triple exercises. During the performance, at least 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.
- 3.3. No more than three Vaulters may be on the Horse at any one time.
- 3.4. No more than six static triple exercises may be included in one Free Test.

- 3.5. In the best interest of the Vaulters, the headstand Free Test movement is prohibited from the Free Test.

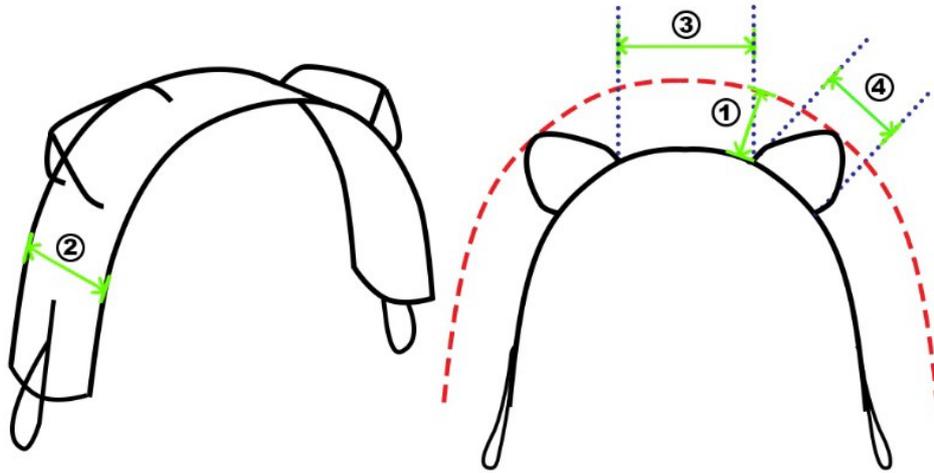
APPENDIX A - HORSE USE

- 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 on 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.

APPENDIX B - THE VAULTING SURCINGLE



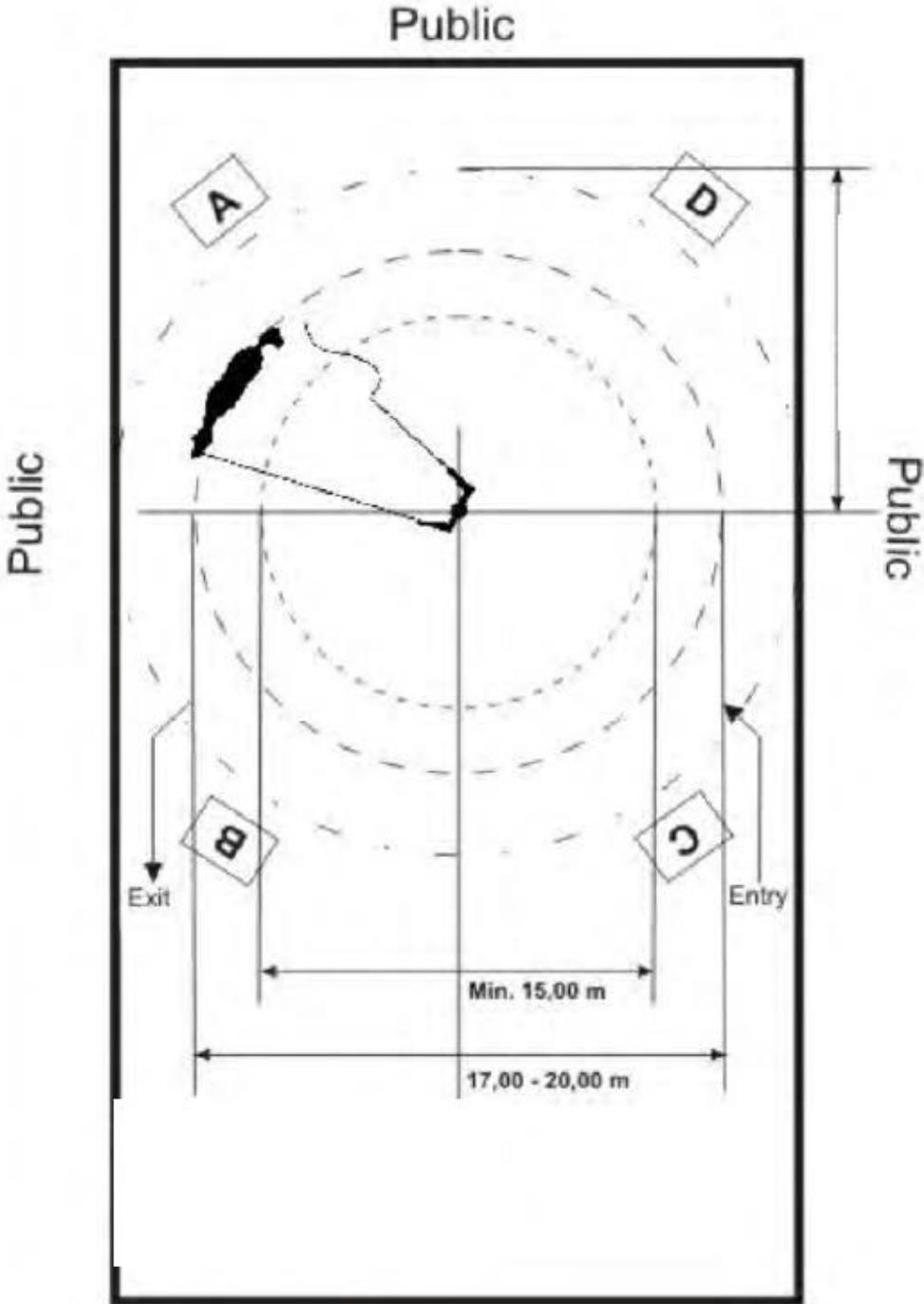
- 1** Outside surface.
- 2** Leather-covered padding.
- 3** Girth straps.
- 4** Two foot straps (Cossack loops). Attached below the outer edge of each grip.
- 5** D-rings for side reins.
- 6** D-ring cover or safe.
- 7** Two grips. The shape of the grips is NOT defined. The grips are solid and may not 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

All Compulsory exercises for 2* are contained in the FEI Vaulting Guidelines, 2022.

BASIC SEAT

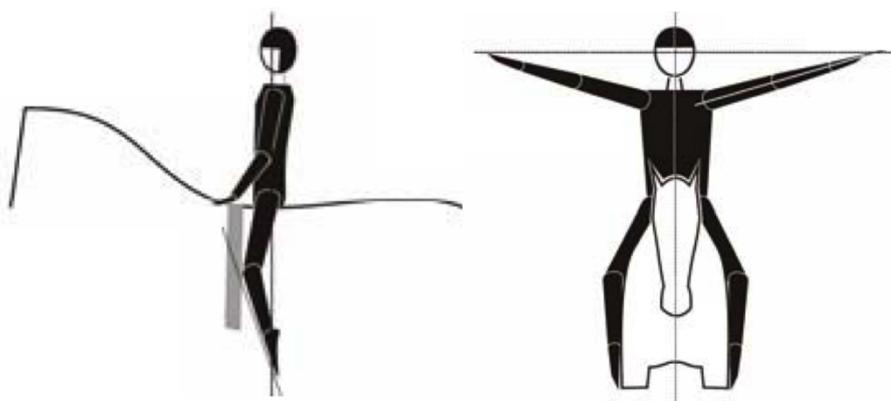
This Exercise is performed in all the Compulsory Tests from E Grade to 2* Individual.

Mechanics:

The Vaultler sits astride and centred directly behind the surcingle, with the legs down and in contact with the Horse, forming a straight vertical line through the shoulders, hip and heel.

The Vaultler's shoulders are parallel to the handles. The arms are extended and stretched outward along the frontal plane with the tips of the fingers at eye level. Legs are down and the front of the knees, ankles and toes form a straight line facing nearly forward. Upon completion of the static exercise, the Vaultler takes the handles with both hands simultaneously.

In order to achieve balance, the Vaultler must sit correctly without gripping or contracting his muscles. His back should remain supple and relaxed so that it can adequately absorb the concussions of the Horse's hooves. The controlled relaxation of the Vaultler's back also aids in the Vaultlers ability to follow the Horse's movement. He/she should establish a 3point seat where 2/3's of the weight is distributed equally on the two seat bones and 1/3 on the thighs. The torso should be held upright with the top of the pelvis tipping forward slightly. This allows the lumbar spine to have a slightly concave curvature. This curvature should be natural and unforced. It should not be mistaken with the negative hollowing of the back. Hollowing of the back creates tension and removes the seat bones from the pad, which impedes the Vaultlers ability to absorb the shock of the Horse's movement. The basic seat is a passive movement that follows the Horse's movement perfectly.



Essence of the exercise:

- Harmony with the Horse
- Seat, Balance and posture

HALF FLAG (Flag without arms)

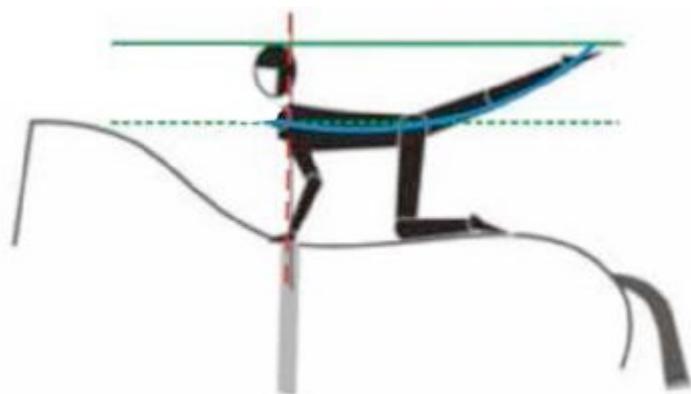
This Exercise is performed in E, D and C Grade.

Mechanics:

From seat astride, the Vaultler 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 Vaultler's hip. Both hands hold on top of the handles. The shoulders are directly above the handles; hips and shoulders of the Vaultler are parallel to those of the Horse. There is an even arc in the Vaultler's body from the neck through the foot. Upon completion of the static position, the Vaultler brings his right leg down. The Vaultler supports his weight on his arms, stretches the left leg down and slides softly into seat astride.



Essence of the exercise:

- Harmony with the Horse
- Seat, balance and posture

FROM SEAT ASTRIDE SWING LEGS FORWARD TO PUSH UP POSITION

This Exercise is only performed in E Grade (at the walk).

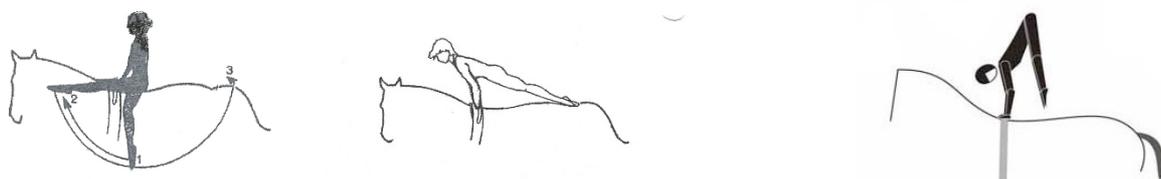
Mechanics:

From the basic seat astride, the Vaultler swings straight legs forward, shifting weight onto the back of his/her seat bones. Then, in time with the Horse's gait, the Vaultler swings his/her stretched legs backwards, landing softly with both extended feet on the Horse's croup with a straight body – no hollowing or rounding of the back.

Both legs must then be together. Position must be held for 4 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 most of the weight on the handles. Hands must be on the 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 in a pike position, then sliding softly into the seat astride



Essence of the exercise:

Harmony with the Horse/Coordination of swing movement/Core body strength/Body tension

LEG OVER/SIDE SEAT

This Exercise is performed in the Compulsory Test for E Grade only.

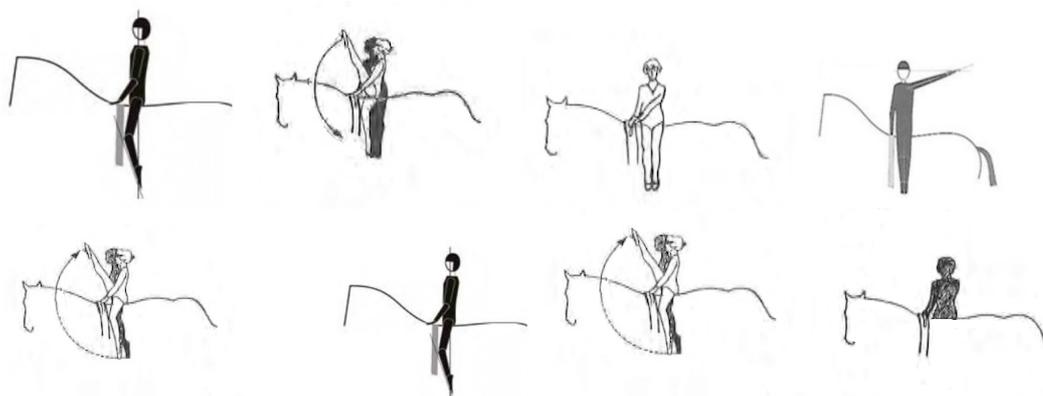
Mechanics:

The side seat is an exercise in which the Vaultler never abandons the seat position in any phase. The side seat is included in the normal leg over.

From seat astride the Vaultler lifts the outside leg over the handles to the inside in a semi circle. Once facing the inside the Vaultler releases the left hand and lifts the left arm. The left arm is extended and stretched towards the Horses hind legs along the frontal plane. Fingertips are at eye level. Shoulder axis is parallel/ in line with the Horses spine. Legs are together, stretched down and in contact with the Horse.

The seat is held for 4 strides (counting starts when the arms are stretched to the side) The left hand then retakes the handle and carries the left leg over the handle to seat astride followed by leg over (right leg) to the outside (without any counting).

Then same to exercises is performed to the the outside with the right hand and right leg.





Essence of the exercise:

- Harmony with the Horse
- Seat, Posture, Suppleness, Scope and Timing

STAND

This Exercise is performed in E Grade (in the walk), 1* and 2*.

Mechanics:

From seat astride, the Vaulter comes softly to kneel simultaneously with both legs and immediately hops softly to both feet. Head remains up, looking forward. The feet remain stationary with the weight evenly distributed over the entire sole of the foot throughout the exercise. Feet are close at hip width and point forward. The handles are simultaneously released as the Vaulter rises into a high standing position, forming a straight line through the shoulder, hip and heel. 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 exercise, the arms are lowered alongside the body and the Vaulter takes the handles simultaneously with both hands. Head remains up, looking forward, while the Vaulter slides smoothly with straight legs into a seat astride position.

NB: where the Stand follows from the bench position (after the Flag), if the Flag is completed in seat astride and not in the bench position, the fault is taken/deducted from the score of the Flag.



Essence of the exercise:

- Harmony with the Horse
- Balance and posture
- The essence of the stand is the ability to maintain the balance in the unstable equilibrium of the Horse. Loss of balance is judged depending on whether the fault is a minor, medium or major one.

FROM SEAT ASTRIDE PUSH AWAY TO THE OUTSIDE

This Exercise is performed in E Grade only.

Mechanics:

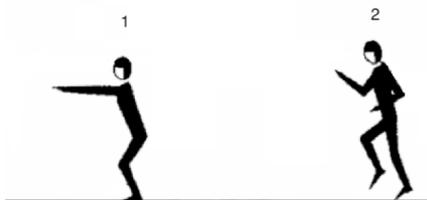
From seat astride the Vaulteer performs a $\frac{1}{4}$ mill by carrying the stretched left leg over the Horse's neck, in a high wide arc to the outside seat. The Vaulteer pushes, with closed legs and stretched hips against the outside grip upwards and away from the Horse. He/she releases the handles upwards and lands in the required landing position.



Landing Positions:

Both feet must land at the same time, parallel to hips with knees bent at 90 degrees and upper body bent slightly forward with arms in front (balance). As the Vaulteer lands he/she jumps off the ground with both feet facing towards the Horse's head.

NOTE: There is no separate score for the landing position. Faults in the landing will be deducted from the dismount exercise.



Essence of the exercise:

- Harmony with the Horse

Landing on the Ground

All Landings must be controlled and balanced, absorbing the landing forces:

Mechanics:

- o Centre of Gravity above the supporting feet
- o Knees slightly bent
- o Knees and ankles hip-width apart

- o Upper body slightly bent forward in the absorption phase of the landing, before coming back to a physiologically correct, upright position (lower back neither arched or rounded)
- o Spine in physiological upright position
- o No arch in the lower back
- o Arms may be extended in front, in order to maintain the balance and keep the chest up in during the Landing, while moving forward
- o After absorption, briefly jumping up is allowed
- o Run in the direction induced by a correct Landing of the respective dismount.

VAULT-ON

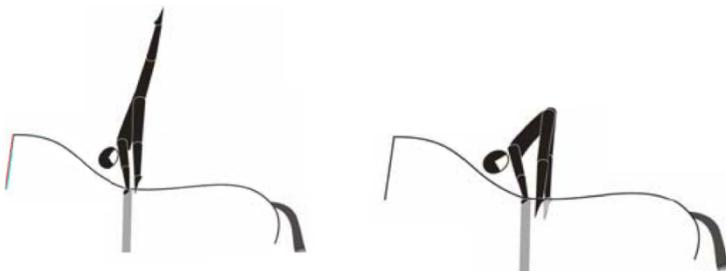
This Exercise is performed by C Grade, 1*, 2* and 3*.

Mechanics:

The vault-on leads to the forward seat (basic seat) on the Horse. It comprises 4 phases:

1. Jump phase;
2. Swing phase;
3. Stem phase; and
4. Lowering phase.

After jumping on both feet, the right leg swings up immediately, as high as possible, lifting the pelvis higher than the head, while the left leg remains stretched down. The shoulders and hips are parallel to the shoulder axis of the Horse. When the pelvis is at the highest possible point, the Vaulteur lowers the stretched right leg and lands softly, erect and centred in the seat astride with the upper body vertical.



Essence of the exercise:

- Harmony of the Horse
- Height and centre of gravity

FORWARD SWING

This Exercise is performed in D Grade, C Grade and 1*.

Mechanics:

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 Vaulteur 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 criteria for judging, as an arched back can be deceiving and can simulate a higher elevation.



This is a dynamic exercise and must not be held.

Essence of the exercise:

- Harmony with the Horse
- Height and position of centre of gravity

KNEEL

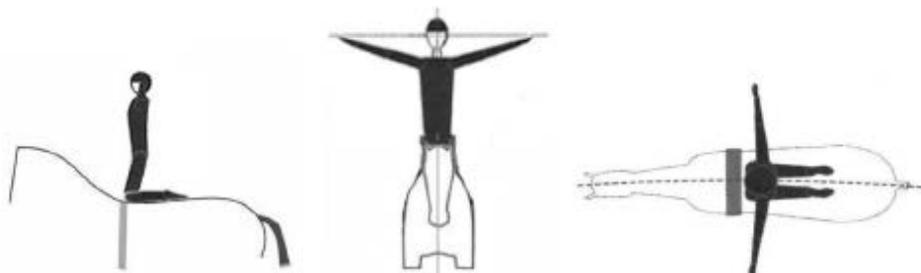
This Exercise is performed in D Grade and C Grade.

Mechanics:

From seat astride, the Vaulter 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 Vaulter's weight is evenly spread from knees to toes.

The handles are simultaneously released as the Vaulter 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 Vaulter takes simultaneously with both hands.

Head remains up, looking forward, while the Vaulter slides smoothly with straight legs into an seat astride position.



Essence of the exercise:

- Harmony with the Horse
- Balance and Posture
- The essence of the free kneel is the ability to maintain the balance in an unstable equilibrium on the Horse. Deductions for loss of balance will depend on whether the fault is a minor, medium or major one.

FLAG

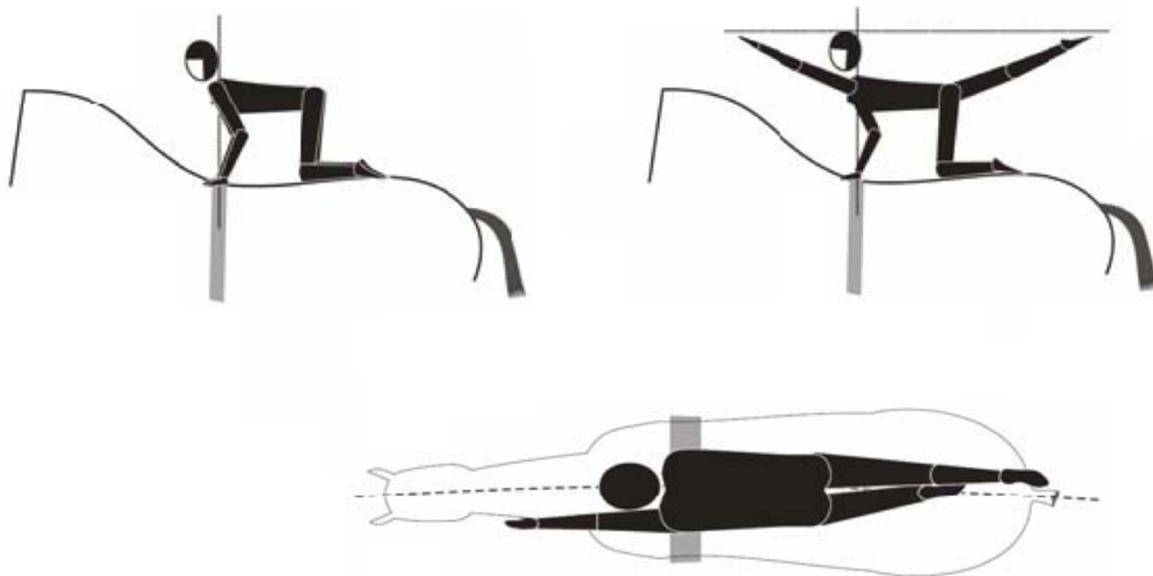
This Exercise is performed in 1* and 2*.

Mechanics:

From seat astride the Vaultler 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 Vaultler's shoulder and hip, ideally to a horizontal line from fingertip through head level to toes). The right hand holds the handle. The shoulders are directly above the handles and hips and shoulders are parallel to the ground. There is an even arc in the Vaultler's body from the hand through to the foot.

Upon completion of the static exercise, the Vaultler simultaneously takes the right leg and left arm down, takes hold of the top of the handles, pushes the weight onto both arms, then stretches the left leg down and slides softly into seat astride.



Essence of the exercise:

- Harmony with the Horse
- Balance and suppleness – particularly shoulders and hips

HALF MILL

This exercise is performed in D Grade, C Grade and 1*.

Mechanics:

The Half Mill has 2 phases. The first phase is performed in a four-stride count, followed immediately by the second phase.

The Vaultler 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.

First phase of the Half Mill:

The right leg is carried over the Horse's neck. Each handle is released and retaken in turn as the leg passes. Phase 1 ends with the Vaultler 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.

Mill Picture 1



Mill Picture 2



Second Phase of the Half Hill:

The left leg is carried over the Horse's croup. Phase 2 ends with Vaultler sitting backwards. The hands change position on the handles





Essence of the exercise:

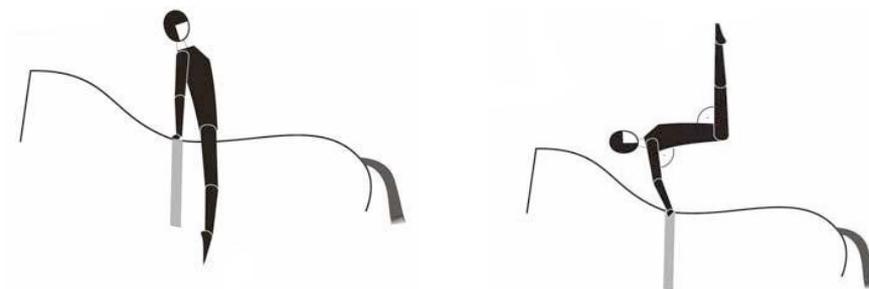
- Harmony with the Horse
- Seat, Posture, Suppleness, Scope and Timing

SWING BACKWARD LEGS OPEN FOLLOWED BY DISMOUNT TO INSIDE

This Exercise is performed in D Grade, C Grade and 1*.

Mechanics:

From seat backwards the Vaulter swings stretched and open legs (hip width) upwards with the hips and the feet reaches the highest possible point at the same time. The arms are extended to attain maximum elevation and the angle between body and arms is as great as possible. The Vaulter then softly returns to seat backwards



Discount to the inside:

The Vaulter then performs a $\frac{1}{4}$ mill carrying the stretched left leg over the Horse's croup in a high wide arch to inside seat. The Vaulter, whilst holding the inside handle rotates to facing forward. He/she releases the handles and lands with nearly closed legs and continues in the same direction as the Horse.

NOTE: There is no separate score for the dismount. Faults in the dismount will be deducted from the swing backwards.

Essence of the exercise:

- Harmony with the Horse
- Co-ordination of swing movement and height

APPENDIX E - FREE TEST EXERCISES

Judges, coaches, and competitors should consult the FEI document, *Code of Points to the FEI Vaulting Rules*, 1st edition, January 2022. This provides further information on the various structure group in the Free Test and also provides guidance on the degree of difficulty.

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: jumping on a walking Horse is not allowed and points will be deducted if jumps are performed in E or D Grade (this includes group jumps).

NOTE: this list gives some of the most common exercises but must not be taken as exhaustive. For more detail consult the Code of Points to the FEI Vaulting Rules.

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 Vaultler 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 Vaultler'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 Vaultler 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. Note: jump is not allowed in the walk.

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 Vaulters' 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.

APPENDIX F - SCORING FREE TEST

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 (Walk Horse)

Horse score (25%)	Quality of the Gait (40%)	Rhythm (10%)
		Relaxation (10%)
		Connection (10%)
		Straightness (10%)
	Vaultability of the Horse (40%)	
Lunging (20%)		
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 D GRADE (Canter and Walk Horse)

Horse score (25%) (Compulsory– canter)	Quality of the Gait (60%)	Pace (10%)
		Relaxation (10%)
		Connection (10%)
		Impulsion (10%)
		Straightness (10%)
		Collection (10%)
Vaultability of the Horse (25%)		
Lunging (15%)		
Horse score (25%) (Free Test – walk)	Quality of the Gait (40%)	Rhythm (10%)
		Relaxation (10%)
		Connection (10%)
		Straightness (10%)
	Vaultability of the Horse (40%)	
Lunging (20%)		
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 C GRADE and 1*

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%)	
	Lunging (15%)	
Technique score (50%)	Performance (100%)	
Artistic score (25%)	Structure (55%)	Variety of Exercises (30%)
		Variety of Position (25%)
	Choreography (45%)	Unity of Composition (35%)
		Music Interpretation (10%)

INDIVIDUAL 2*

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%)		
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%)

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.
	Free test 1	
	(Free test 2)	

THREE OR FOUR JUDGES

FINAL SCORE = average of all test scores (2 or 3)	Compulsory	One judge judges only the Horse.
	Free test 1	The other judges judge the Vaulters according to the scoresheet.
	(Free test 2)	

PAS DE DEUX COMPETITION TWO JUDGES

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

THREE OR FOUR JUDGES

FINAL SCORE = average of both test scores	Free test 1	One judge judges only the Horse.
	Free test 2	The other judges judge the Vaulters according to the scoresheet.

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.
	Free test	

THREE OR FOUR JUDGES

FINAL SCORE = average of both test scores	Compulsory	One judge judges only the Horse.
	Free test	The other judges judge the Vaulters according to the scoresheet.