

CHAPTER VA VAULTING DIVISION

SUBCHAPTER VA-1 GENERAL

- VA101 Introduction.
- VA102 Categories of Events.
- VA103 Competitors.
- VA104 Horses.
- VA105 Horse Use.
- VA106 Elimination of Horses.
- VA107 Equipment.
- VA108 Substitution.
- VA109 Facilities.
- VA110 Format.
- VA111 Timing.
- VA112 Unauthorized Assistance.
- VA113 Officials.

SUBCHAPTER VA-2 TEAM EVENT.

- VA114 Open Team Event Requirements.
- VA115 Eligibility and Division.
- VA116 Compulsories.
- VA117 Freestyle.

SUBCHAPTER VA-3 INDIVIDUAL EVENT.

- VA118 Gold, Silver and Bronze Individual Event Requirements.
- VA119 Compulsory.
- VA120 Freestyle.
- VA121 Technical Test.

SUBCHAPTER VA-4 PAS DE DEUX EVENT.

- VA122 Open Pas de Deux Event.
- VA123 Freestyle.

SUBCHAPTER VA-5 SCORING.

- VA124 Judging Code. (Listed in alphabetical order by term).
- VA125 Points and Values.
- VA126 Penalties and Deductions.



CHAPTER VA VAULTING DIVISION

SUBCHAPTER VA-1 GENERAL

VA101 Introduction.

1. Vaulting is the art of gymnastics on the moving horse. The competition is judged on the smooth and correct execution of the Compulsory exercises, the Technical Test, and Freestyle programs by the vaulters in sympathy and harmony with the horse working on the long line.
2. For a description of the Compulsory exercises and an explanation of the Technical Test and the Degree of Difficulty of Freestyle exercises, consult the current FEI Rules for Vaulting and Guidelines for Judges.

VA102 Categories of Events.

1. Team Event
2. Individual Women's Event
3. Individual Men's Event
4. Pas de Deux Event

VA103 Competitors.

1. A vaulter may enter the same event only once at any competition.
2. There are no age limits.
3. Amateurs and professionals may compete in all events.
4. To enter CVI***s, individual vaulters must be an AVA Gold or Silver medalist as of the date of definite entries. To enter CVI**s, individual vaulters must be AVA Gold, Silver, or Bronze medalists as of the date of definite entries.
5. A team may have up to two foreign vaulters as members and be eligible for awards provided that each of the foreign competitors has complied with the Federation membership requirements set forth in GR828.4 and GR1309.3a, .c, and .d. Foreign competitors and longeurs who desire to compete in non-breed restricted National Competitions in the FEI recognized disciplines in the United States must have proof, in English, of membership in good standing from their National Federation or must be members in good standing of USEF. Competition management must request proof, in English, of current membership in good standing from the Foreign Competitor's respective National Federation or proof of current USEF membership.
6. At National Championships, foreign individual vaulters and foreign teams are allowed to compete but are ineligible for National Championship titles. They may compete for scores and may be awarded ribbons with placings. If the number of entries is significant, management may offer separate prizes for foreign competitors.
7. No entries will be accepted after the closing date of entries. (No post entries)

VA104 Horses.

1. Vaulting horses must be at least six years old, of any breed or suitable size.
2. Stallions are prohibited.

VA105 Horse Use.

1. Horses may be used for a maximum of 36 units per day.
 - a. Team Events:
 - (1) 1 Team Compulsories = 8 units
 - (2) 1 Team Freestyle = 8 units
 - b. Individual Events:
 - (1) 1 Compulsories = 1 unit
 - (2) 1 Freestyle = 1 unit
 - (3) 1 Technical Test = 1 unit
 - c. Pas de Deux Events:
 - (1) 1 Freestyle = 2 units
2. In all events, horses may be changed between sections of the event.
3. After the maximum number of vaulters allowed, additional vaulters will be disqualified.
4. Competitors may start on their own horse or another horse that is lent to them.

5. Horses may be substituted until one (1) hour before the start of the competition, or until a time specified by the management.
6. Before beginning the performance, the horse must be trotted on the circle at least one round.

VA106 Elimination of Horses.

1. The Chief Judge (Judge at A) has the authority at any time during the competition to eliminate a horse which is uneven and/or unlevel, in bad condition, or which shows signs of discomfort.
2. There may be no objection against this decision.
3. The Chief Judge must give a reason for the elimination of a horse.

VA107 Equipment.

1. Required:
 - a. Bridle with smooth snaffle bit, with no more than 2 joints. Rubber bit guards are permitted. A longeing cavesson is allowed.
 - b. Two side reins with or without rubber rings.
 - c. Vaulting surcingle (preferably with wither and girth padding). No more than two grips. No more than one cossack strap/loop on each side below the grip. No hand or footholds may be attached to the surcingle wither/girth padding. The surcingle may have one loop between the grips.
 - d. Longe line.
 - e. Longe whip.
2. Optional:
 - a. Bandages, protection boots.
 - b. One back pad, with or without a cover, maximum two inches thick. No hand or footholds may be attached to the pad. Pad may not extend more than 8 inches in front of the surcingle nor past the point of the croup.
 - c. Ear plugs or earmuffs.
 - d. Breast collar or breast plate.
3. No auxiliary equipment is allowed.
 - a. Standing reins or auxiliary reins are not permitted.
 - b. The use of any equipment other than described above will entail elimination.

VA108 Substitution.

1. Team Event:
 - a. One substitute is allowed. In order for a substitute to vault, he must enter the ring with the team as its 7th member at the start of the Compulsories.
 - b. The substitute must perform the compulsory exercises along with the six (6) team members. (See VA115).
 - c. The substitute vaults in the seventh position.
 - d. Using a substitute other than stated is illegal and results in elimination.
2. Individual Event, Pas de Deux Event:
 - a. No substitution is allowed in Individual or Pas de Deux Events.
3. Longeurs:
 - a. Substitution is permitted between sections in all events.
4. Horses:
 - a. Substitution is permitted between sections in all events.
5. Equipment:
 - a. Substitution is permitted between sections in all events.

VA109 Facilities.

1. The Vaulting arena must be at least 22 meters (72.5 feet) in diameter with suitable footing. If the competition is held indoors, the height must be at least 5 meters (16.6 feet).
2. The diameter of the longing circle must be between 13 and 15 meters (42.5-50 feet). The center of the circle must be clearly marked.
3. If the entire vaulting arena is not suitable vaulting surface, then the suitable vaulting surface must extend from 2 meters (6.6 feet) from the center point of the circle to at least 11 meters (36 feet) from the center point of the circle.
4. The Judge's booth(s) should be at least 12 meters (40 feet) from the center of the vaulting arena, elevated at least one-half meter (1.5 feet) above the competition arena.

- a. Steps and protection from the elements must be provided.
5. Spectators must be located at a reasonable distance from the vaulting circle and Judge's booth.
6. A suitable warm-up arena must be provided. An additional area for horse warm-up only must also be provided.
7. A ring steward must be present at each competition arena at all times during the competition.
8. Two stopwatches must be provided. One watch must be used for timing the performance and the other for timing entry, time out, etc. One official timer must be appointed who shall sit next to the Chief Judge.
9. A bell must be provided for the Chief judge in each arena.
10. A Freestyle checker is required for team event. The official timer may act as Freestyle checker.

VA110 Format.

1. Competitors shall salute the Chief Judge upon entering and before exiting the arena.
2. In all events, sections of the event(s) must be scheduled with a break between sections.
3. Order of go for Team Events must be determined by draw for each round. Management may draw for all entrants.
 - a. Time of draw must be at least 1 hour before the start of the competition.
 - b. Time and place of draw to be announced in the prize list.
4. Order of go for Individual Events must be determined by draw, by team, for each section of the event. Management may draw for all clubs. The coach must specify the order of vaulters.
 - a. Time of draw must be at least 1 hour before the start of the competition.
 - b. Time and place of draw shall be announced at least 24 hours in advance.
5. Each team vaulter must wear a number from 1 through 7 and must vault in that order for the compulsories round. Numbers must be easily visible to the Judges.
6. Individual vaulters must wear a number, which has been assigned to them. Number may be worn on the right arm or right leg and must be easily visible to the Judges.
7. Music is recommended during all performances. Music with words and lyrics is allowed only at Gold, A-Team, and Open Pas de Deux Levels. Entry and exit music is allowed for team event. Entry and exit music is discouraged for individual events. It is recommended that music be continuous for all competitors on the same horse during individual compulsories.
 - a. Cassette tapes, mini disks and/or compact discs must be provided by the competitor, according to the equipment available.
 - b. Management must state in the prize list which system(s) will be available.
8. The dress of the vaulters must be suitable for equestrian sport. (See current FEI Rules for Vaulting)

VA111 Timing.

1. For timing requirements of specific events (Team, Individual, Pas de Deux), please refer to the chapter for that event.
2. A bell is used by the Chief Judge to signal the competitors on the following occasions:
 - a. To give the signal to enter the arena. Within one minute after the bell, the vaulter(s) must salute the Chief Judge.
 - b. To give the signal to start the Compulsory test and the Freestyle. Within **thirty seconds** after the bell, the vaulter(s) must start the performance. *EC 9/21/09 Effective 12/1/09*
 - c. To signal the end of time.
 - d. To signal the competitor(s) to stop in case of unforeseen circumstances. The clock will be stopped and judging will cease.
 - e. To signal that time is stopped after a fall when the vaulter has lost contact with the horse or surcingle in individual Freestyle.
 - f. To signal that time is stopped after a fall where the vaulter(s) is unable to continue immediately or return to the line in team Freestyle.
 - g. To signal that time is stopped in the event Freestyle music malfunctions/breaks/power or equipment fails, etc. Time will be stopped for up to two (2) minutes. Vaulter(s) begin where they left off.

- h. To signal the competitor(s) to continue after an interruption. The clock is started and judging begins when the vaulter touches the grip. The test must be continued within thirty (30) seconds after the signal to resume.
- i. To signal time out in all events.
- 3. Time-out in all events:
 - a. In case of an injury or illness, the event and the clock will be stopped. The judge will indicate when the event and the clock will resume.
 - b. In the event of a horse casting a shoe or the breakage of equipment, the clock will be stopped for a maximum of seven (7) minutes.
 - c. The longeur may request up to two time-out(s) per performance to adjust equipment. The clock will be stopped for a maximum of one (1) minute for each incident.
 - d. In the case of unforeseen circumstances, the bell will be sounded to indicate to the team or individual to stop. The clock will be stopped and judging will cease. A bell will sound to indicate that the team or individual is to recommence their performance. The clock will resume when the vaulter(s) retake the grips.
- 4. See section on Scoring for penalties and deductions.

VA112 Unauthorized Assistance.

- 1. No one other than the longeur may give any directive to the horse.
- 2. No one is permitted to approach the horse without the intention of mounting.
- 3. Spotting vaulters is not permitted.
- 4. In Team Event, no one other than a longeur, a team of six (6) members and one (1) substitute may be in the arena.
- 5. In Individual Event, no one other than a longeur and individual(s) who are scheduled to compete at that specific time may be in the arena.
 - a. Only one vaulter may be in the vaulting circle at a time.
 - b. Other competitors shall line-up outside the vaulting circle.
 - c. The next competitor may enter the vaulting circle when the previous vaulter begins the vault-off. An earlier entry entails elimination of the incoming vaulter.
- 6. See section on Scoring for penalties and deductions.

VA113 Officials.

- 1. Ground Jury. The invited judges comprise the ground jury and must be selected from the current roster of Federation Licensed Vaulting Judges.
 - a. At least two judges are required for each event, except Bronze Individual Event, where only one judge is required.
 - b. The President of the Ground Jury will be appointed by the Organizing Committee from the officiating judges, except at Championships where the President of the Ground Jury must also be approved by the Federation Vaulting Committee.
- 2. There must be a licensed steward or technical delegate at all competitions.
- 3. At National Championships there will be a vet check. The vet accompanied by at least two members of the ground jury will inspect the horses.

SUBCHAPTER VA-2 TEAM EVENT.

VA114 Open Team Event Requirements.

Team events consist of one round of Compulsories and Freestyle performed in separate sections. A team of at least six (6) vaulters must start each section of the event.

- 1. The Compulsory section is performed at canter, to the left or to the right, depending on the division.
- 2. The Freestyle section is performed at canter to the left.

VA115 Eligibility and Division.

Teams are comprised of six (6) vaulters, a substitute, and a longeur. Teams may be divided into A Team, B Team and C Team divisions. For purposes of Team Event, vaulters shall carry the following classification

- 1. Class A:
 - a. A vaulter who holds an AVA Gold medal
 - b. A vaulter who competes at or who has ever competed at Individual Gold level at either an AVA Recognized Competition or a USEF Licensed Competition

2. Class B:
 - a. A vaulter who holds an AVA Silver medal
 - b. A vaulter who competes at or who has ever competed at Individual Silver level at either an AVA Recognized Competition or a USEF Licensed Competition
3. Class C:
 - a. A vaulter who holds an AVA Bronze medal
 - b. A vaulter who is unrated (holds no AVA canter medal)
4. No Class A vaulter may compete on a C Team, nor be the substitute.
5. No more than two Class A vaulters may compete on a B Team, including the substitute.
6. No more than two Class B vaulters may compete on a C Team, including the substitute.
7. A vaulter's team classification (A, B or C) is as of the closing date of entries of the competition entered.

VA116 Compulsories.

1. Compulsory Test for A and B Teams is performed to the left.
 - a. Each vaulter, including the substitute, must perform the first four compulsories as follows:
 - (1) Mount
 - (2) Basic Seat
 - (3) Flag
 - (4) Mill with dismount in the same timing as the mill.
 - (5) Then each vaulter, including the substitute, performs the other three compulsories:
 - (6) Scissors
 - (7) Stand
 - (8) Flank
2. Compulsory Test for C Teams may be performed to the left or to the right.
 - a. Each vaulter, including the substitute, must perform the first four compulsories as follows:
 - (1) Mount
 - (2) Basic Seat
 - (3) Half Mill
 - (4) Swing Rearways, followed by dismount to inside.
 - (5) Then each vaulter, including the substitute, performs the next four compulsories together as follows:
 - (6) Flag (ends in bench position)
 - (7) Stand (begins from bench position)
 - (8) Swing with open legs
 - (9) Dismount, swing with closed legs to outside.
3. Time allowed: If a team does not include a substitute, the maximum time for the performance of the Compulsory Test is six (6) minutes. If a substitute enters the arena with the team, he must perform the Compulsory Test and the maximum time allowed for the performance is seven (7) minutes. Compulsory exercises begun after the time limit will receive a score of zero (0).
4. Time for the Compulsories is taken from the moment the first vaulter touches the grips, until the last vaulter to perform touches the ground in the dismount, or the end of the time limit.
5. Each of the six (6) team members plus the substitute must perform all compulsory exercises. *EC 11/16/09 Effective immediately*
6. Each vaulter must vault in order, according to his back number.
7. Each static compulsory exercise must be held for 4 full canter strides.
8. Time wasted will incur point deductions.
9. All compulsory exercises for all team members must be scored in one section before that team's Freestyle may begin.
10. Judged on:
 - a. Performance—Mechanics, essence, form, scope, security, balance, continuity and harmony with the horse.
 - b. Horse—Gaits, quality of the canter, submission, behavior, way of going, circle size, longeing and presentation.

11. The Compulsory scores for the six (6) vaulters who perform in the Freestyle will be averaged to produce the team's compulsory score. The scores for the seventh member of the team who does not vault in the Freestyle will be dropped. Before the beginning of the Freestyle performance each team must specify to management which six (6) vaulters will perform in the Freestyle.
12. See section on Scoring for penalties and deductions.

VA117 Freestyle.

1. A free-style routine of four (4) minutes maximum is performed by the team of six (6) vaulters who have been specified by the team. Only six (6) vaulters are allowed to enter the arena for Team Freestyle. Freestyle time begins when the first vaulter touches the grips and ends when the bell rings to indicate the end of time allowed, or when the last vaulter touches the ground.
2. Over weighting and/or overloading the horse will be penalized under composition.
3. Six (6) members of the team must perform in the Freestyle or the team will be penalized under General Impression.
4. No more than three (3) vaulters may be on the horse at any time, or in any exercise whether actually on the horse or not.
5. There must be at least two (2) vaulters in contact with the horse during any triple exercise.
6. Each static Freestyle exercise must be held for three (3) full canter strides in order to be counted in Degree of Difficulty. A static exercise is one in which contact, support, or holding points do not change. The count for each exercise commences when the final position is attained.
7. In C Team, a maximum of six (6) static triples are allowed.
8. Only the twenty-five exercises with the highest Degree of Difficulty (DOD) will be counted in the degree of difficulty. Value is as follows:
DOD D exercises count 0.4 points, DOD M exercises count 0.3 points, DOD E exercises count 0.2 points.
9. Judged on:
 - a. Degree of Difficulty (X1)—Height off horse, complication of the movements, demands of suppleness, stretch and timing, number and security of holding points, changes in direction (forward, backward, across), changes in relation to the horse (on neck, on croup, inside, outside).
 - b. Composition (X1)—Use of space, pace, variety, development, artistic merit, and consideration for the horse.
 - c. Performance (X2)—Mechanics, essence, form, scope, security, balance, continuity and harmony with the horse.
 - d. Horse/General Impression (X1)—Horse (90%)—Gaits, quality of the canter, submission, behavior, way of going, circle size, longeing and presentation. General Impression (10%)—Entry, exit, salute, compartment and turnout of team and longeur.
10. Falls:
 - a. Vaulter(s) may continue after a fall. The unsuccessful exercise may be repeated.
 - b. The clock may be stopped. It will be started when the first vaulter touches the grips.
11. See section on Scoring for penalties and deductions.

SUBCHAPTER VA-3 INDIVIDUAL EVENT.

VA118 Gold, Silver and Bronze Individual Event Requirements.

Gold Level consists of two rounds. Round 1 consists of Compulsories and Freestyle performed in separate sections. Round 2 consists of the Technical Test and Freestyle performed in separate sections. Silver Level consists of two rounds, each round consisting of Compulsories and Freestyle performed in separate sections. Bronze Level consists of two rounds. Round 1 consists of Compulsories and Freestyle performed in separate sections. Round 2 consists of Compulsories only.

1. Competition must be offered at Gold, Silver and Bronze levels.
 - a. Women's and Men's divisions must be offered at each level.
 - b. Vaulters who hold AVA Gold Medals may not compete in the Silver or Bronze Division. Vaulters who hold AVA Silver Medals may not compete in the Bronze Division.
2. In Round 1, competition is at the canter to the left for Compulsory and Freestyle sections.

3. In Round 2, competition is at the canter to the right for the Compulsory section and to the left for the Technical Test and Freestyle section.
4. The twelve (12) highest scoring women will compete in Round 2 of the Women's Event. Competition management, at its discretion, may add up to three (3) of the next highest-scoring competitors to compete in Round 2 for a total of fifteen (15).
5. The twelve (12) highest scoring men will compete in Round 2 of the Men's Event. Competition management, at its discretion, may add up to three (3) of the next highest-scoring competitors to compete in Round 2 for a total of fifteen (15).

VA119 Compulsory.

1. All seven (7) compulsory exercises are performed without dismount. Performance begins with Mount, followed by Basic Seat, Flag, Mill, Scissors, Stand and Flank.
2. All vaulters performing on the same horse must follow one another immediately without waiting for the bell.
3. Falls—The vaulter may continue after a fall. He must remount within one (1) minute in order to continue with the next exercise. The unsuccessful exercise receives a zero (0) and may not be repeated.
4. No time limit.
5. Judged on:
 - a. Performance—Mechanics, essence, form, scope, security, balance, continuity and harmony with the horse.
 - b. Horse—Gaits, quality of the canter, submission, behavior, way of going, circle size, longeing and presentation.
6. See section on Scoring for penalties and deductions.

VA120 Freestyle.

1. Freestyle is one (1) minute (maximum) freestyle routine of static and dynamic exercises. To receive a score, it must consist of a minimum of seven (7) exercises of any level of difficulty.
 - a. Static exercises must be held for three (3) full canter strides in order to be counted in Degree of Difficulty.
 - b. Vaulter must stay in contact with the horse, ground jumps and leaps above the horse are allowed.
 - c. At Silver and Gold level, only the ten most difficult exercises with a Degree of Difficulty R, D or M will be counted in the degree of difficulty score. The maximum score for DOD is 10.
 - d. At Bronze level, only exercises with a Degree of Difficulty D, M or E will be counted in the Degree of Difficulty. The maximum score for DOD is 9.0.
 - e. Repetitions of exercises and compulsory exercises will not be counted.
2. Judged on:
 - a. Degree of Difficulty (X1)—height off horse, complication of the movements, demands of suppleness, stretch and timing, number and security of holding points, changes in direction (forward, backward, across), changes in relation to the horse (on neck, on croup, inside, outside).
 - (1) Score is determined by exercises of four Degrees of Difficulty, DOD R, D, M and E.
 - (a) DOD R exercises count one and three tenths (1.3) points toward the DOD score.
 - (b) DOD D exercises count nine-tenths (0.9) of a point toward the DOD score.
 - (c) DOD M exercises count four-tenths (0.4) of a point toward the DOD score.
 - (d) DOD E exercises count three-tenths (.03) of a point toward the DOD score.
 - b. Composition (X1)—Use of space, pace, variety, development, artistic merit and consideration for the horse.
 - c. Performance (X2)—Mechanics, essence, form, scope, security, balance, continuity and harmony with the horse.
 - d. Horse - (X1)—Gaits, quality of the canter, submission, behavior, way of going, circlesize, longeing and presentation.
3. Falls:
 - a. Vaulter may continue after a fall. He must remount within one (1) minute in order to continue. The unsuccessful exercise may be repeated.

- b. The clock may be stopped for a maximum of one (1) minute for each fall. It will be restarted when the vaulter touches the grips.
4. See section on Scoring for final score, penalties and deductions.

VA121 Technical Test.

1. The Technical Test is a one (1) minute (maximum) routine consisting of five (5) Technical exercises and additional Freestyle exercises chosen by the vaulter.
 - a. The Technical exercises are from the following categories of motor skills:
 - (1) Balance (coordination)
 - (2) Timing/Rhythm (coordination)
 - (3) Strength (condition)
 - (4) Jump Force (condition) May be shown as a mount or a ground jump.
 - (5) Suppleness
 - b. The exercises included in each category are described in the current FEI Guidelines for Judges.
 - c. One exercise from each category is designated by the FEI Vaulting Committee in the year before the World Championship, to be used during the two-year period following that World Championship. These five Technical Exercises will be announced in the FEI Bulletin and on the FEI Website.
2. Judged on:
 - a. The maximum score is 10.0. Decimals are allowed.
 - b. The Technical Test receives 10 scores:
 - (1) Five separate performance scores for the designated Technical exercises (5 scores).
 - (2) Composition x 2
 - (3) Performance x 2
 - (4) Horse score x 1
 - c. The total is divided by 10.
 - d. For deductions and scoring of the Technical Test, see the current FEI Rules for Vaulting Events and the current FEI Guidelines for Judges.

SUBCHAPTER VA-4 PAS DE DEUX EVENT.

VA122 Open Pas de Deux Event.

Pairs Events to be composed of two vaulters. Consists of one (1) or two (2) rounds of Freestyle performed at canter to the left.

VA123 Freestyle.

1. Freestyle is a two (2) minute freestyle routine with no requirements or limitations.
2. Both vaulters must stay in contact with the horse, surcingle or each other, except for leaps above the horse. Ground jumps are recommended.
3. Static exercises must be held for three (3) canter strides.
4. Judged on:
 - a. Content (X2)—Height off horse, complication of the movements, demands of suppleness, stretch and timing, number and security of holding points, changes in direction (forward, backward, across) changes in relation to the horse (on neck, on croup, inside, outside). Use of space, pace, variety, development, artistic merit and consideration for the horse.
 - b. Performance (X3)—Mechanics, essence, form, scope, security, balance, continuity and harmony with the horse.
 - c. Horse (X1)—Gaits, quality of the canter, submission, behavior, way of going, circle size, longeing and presentation.
5. See section on Scoring for final score, penalties and deductions. Penalties are as for Individual Event.
6. Falls:
 - a. Vaulter(s) may continue after a fall. They must remount within one (1) minute in order to continue. The unsuccessful exercise may be repeated.
 - b. The clock may be stopped for a maximum of one (1) minute for each fall. It will be restarted when the first vaulter touches the grips.

SUBCHAPTER VA-5 SCORING.

VA124 Judging Code. (Listed in alphabetical order by term).

AL Alignment	NC Not Clear of Horse
AB Arched Back	NH Not Held
A Arms	OC Off Center
B Balance	OH Off Horse
C Collapse	PD Pad
CD Come Down	PK Pike
DL Down Leg	P Posture
E Elevation	Q Quick
X Extension	R Repeat
O Fall	SC Scope
OD Fall After Dismount	2H Second Half
FT Feet	SK Security
1H First Half	SH Shoulders
F Form	SL Slow
FK Frog Kick	SS Side Seat
FH Front High	ST Stiff
FL Flight	SX Stretch
G Ground Jump	T Timing
HZ Hands	TG Touched Ground
H Head	TI Turned In
HH Hit Horse	TW Time Wasted
K Kneel	TZ Toes
KZ Knees	TH Touched Horse
L Legs	TR Transition
LA Legs Apart	UE Uneven Elevation
LD Late Dismount	UR Uneven Rhythm
LF Legs Forward	UW Uneven Width
LH Land Heavily	WD Width
MX Mechanics	W Wrap
M Mount	

VA125 Points and Values.

10 Excellent	5 Marginal
9 Very Good	4 Insufficient
8 Good	3 Fairly Poor
7 Fairly Good	2 Poor
6 Satisfactory	1 Very Poor
	0 Not performed or as a result of deductions.

1. Scoring may be in tenths for all events. The maximum score is 10.0.
2. Results are calculated to the 3rd decimal.
3. Tie breakers:
 - a. Team and Individual Event.
 - (1) Compulsory: Score for Basic Seat, then Flag, etc. (A Team, B Team and Individual Event)
 - (2) Compulsory: Score for Basic Seat, then Half Mill, etc. (C Team Event)
EC 11/16/09 Effective immediately
 - (3) Freestyle: Score for Composition, then Performance.
 - (4) Technical Test: Score for Composition, then Performance.
 - (5) Overall: Compulsory Score
 - b. Pas de Deux Event.
 - (1) Freestyle: Score for Composition, then Performance.
 - (2) Overall: Score for Composition, then Performance.

VA126 Penalties and Deductions.

1. Compulsories—Team and Individual Events:
 - a. Up to one (1) point deducted for:

- (1) Each landing other than on both feet only.
 - b. One (1) point deducted for:
 - (1) Each stride less than 4 (Basic Seat, Flag, Stand).
 - (2) Each passing of the leg out of a 4-count rhythm in the Mill **and the Half Mill**, , including dismount. *EC 11/16/09 Effective immediately*
 - (3) Interfering with longe line or side reins.
 - (4) Touching neck in Flag without loss of form.
 - (5) No kneel (both knees) before Flag or Stand.
 - c. Up to two (2) points deducted for:
 - (1) Time wasted: between taking grips and vaulting on, before commencing an exercise, and between parts of an exercise.
 - (2) Landing heavily on horse's back.
 - (3) Buttocks leaving horse during Mill.
 - d. Two (2) points deducted for:
 - (1) Exercise fails, but vaulter stays on and repeats successfully.
 - (2) Retaking grips in Basic Seat, Flag or Stand.
 - (3) Touching horse with hand behind surcingle in Mill.
 - (4) In Team Events, a compulsory exercise shown out of order in which the vaulter stays on and repeats the correct exercise before dismounting.
 - (5) Repeating mount (first attempt unsuccessful; second attempt successful).
 - e. Score of zero (0) for:
 - (1) Coming off horse during a compulsory exercise.
 - (2) Retaking grips twice.
 - (3) Repeating a compulsory exercise twice.
 - (4) Turning the wrong way in the Scissors (not turning toward the longeur).
 - (5) A compulsory, no part of which is performed at the required gait.
 - (6) Each compulsory exercise not performed.
 - (7) In Individual Events, a compulsory exercise shown out of order. When two compulsories are transposed, the first exercise shown out of order receives the zero (0).
 - (8) Repeating mount (attempting to mount twice but not successful); third attempt is successful, but receives a zero.
 - (9) In Individual Events, after third unsuccessful attempt to mount, the vaulter is excused from the ring.
 - (10) In Team Events, if unsuccessful mount occurs in first set of compulsories (after the third unsuccessful attempt to mount), the vaulter shall return to the line and may attempt to mount for the second set of compulsories. After the third unsuccessful attempt to mount in the second set of compulsories, the vaulter shall return to the line.
 - (11) In Team Events, exercises begun after the time limit.
- BOD 1/13/09 Effective 12/1/09*
2. Freestyle and Technical Test, Performance score—Team, Pas de Deux and Individual Events:
 - a. Up to one (1) point deducted for:
 - (1) In Team Events, for each landing other than on both feet.
 - b. Up to two (2) points deducted for:
 - (1) Falls
 3. Freestyle and Technical Test, Composition score—Team, Pas de Deux and Individual Events:
 - a. One (1) point deducted for:
 - (1) In Individual Events, after the final bell, the vaulter must commence the final vault-off within three (3) strides or incur a deduction of 1.0 point from the score for Composition. Vault-offs which are not commenced within three (3) strides, and all other exercises commenced after the final bell will not be scored in the Degree of Difficulty nor in the Performance.
 - (2) In Team Events, after the final bell, vaulters must finish the exercise or combination in progress and must proceed immediately to commence the vault-offs or incur a deduction of 1.0 point from Composition. Exercises, or combinations other than the final vault-off, commenced after the final bell will not be considered in the Degree of Difficulty nor in the Performance.

- (3) In C Team Events, for performing more than six (6) static triple exercise.
- b. Up to two (2) points deducted for:
- (1) In team competition, over weighting and/or overloading the horse.
- c. Two (2) points deducted for:
- (1) Each vaulter not performing at least one exercise in addition to the vault on in Team Freestyle.
4. Not scored in Freestyle and Technical Test — Team, Pas de Deux and Individual Events:
- (1) Each static exercise held for less than three (3) canter strides.
 - (2) Compulsory exercises.
 - (3) An exercise no part of which is performed at canter.
 - (4) Repetition of any exercise.
 - (5) A triple exercise in which two (2) vaulters are not in contact with the horse.
5. Technical Test, Technical Exercises, Composition score, Performance score - Individual Gold Event.
- a. See current FEI Rules for Vaulting.
 - b. See current FEI Guidelines for Judges.
6. Freestyle, Horse / General Impression score—Team Event:
In Team Competition, the score for the Horse and General Impression is divided approximately as follows: 90% for Horse; 10% for General Impression.
- Horse:
- a. Deductions at the discretion of the judge for:
 - (1) Lack of balance, not straight on the circle, impure gaits, uneven and/or unlevel, poor condition, overloading, laboring, signs of discomfort, circle size, longeing and presentation.
- General Impression:
- a) Up to one (1) point deducted for:
 - (1) Audible instruction to vaulters.
 - b) One (1) point deducted for:
 - (1) Each team member not wearing a back number.
 - c) Up to two (2) points deducted for:
 - (1) Longeing on a circle significantly deviant from 13 to 15 meters.
 - d) Up to four (4) points deducted for: *BOD 1/13/09 Effective 12/1/09*
 - (1) Assistance on to the horse from the ground in Freestyle.
 - (2) Vaulter, longeur or horse inappropriately turned out.
 - (3) Side reins forcing a horse's head behind the vertical.
 - (4) All 6 vaulters on a team do not perform in the Freestyle.
 - (5) Manes not plaited or roached.
7. Freestyle and Technical Test, Horse score—Pas de Deux and Individual Events:
In Individual and Pas de Deux competition, there is a score for the horse, only.
- Horse:
- a. Deductions at the discretion of the Judge for:
 - (1) Lack of balance, not straight on the circle, impure gaits, uneven and/or unlevel, poor condition, overloading, laboring, signs of discomfort, circle size, longeing and presentation.
8. Elimination—Team, Pas de Deux and Individual Events:
- a. In Team Event, entering ring with more than a longeur, team of 6 and 1 substitute for compulsories.
 - b. In Team Event, entering ring with more than a longeur and 6 vaulters for Freestyle.
 - c. In Team Event, substitute enters the ring but does not perform the compulsories.
 - d. **In Team Event, approaching the horse without the intention of mounting.**
BOD 1/13/09 Effective 12/1/09
 - e. In Individual event, if vaulter enters circle before previous vaulter begins vault off, entering vaulter will be eliminated.
 - f. Horse that is uneven and/or unlevel, in poor condition, or which shows signs of discomfort.
 - g. Abuse of the horse.
 - h. An unforeseen circumstance.

- i. More than three (3) vaulters on the horse at any one time or in any exercise whether actually on the horse or not.
 - j. After the maximum number of vaulters allowed to use the horse in any day, all additional vaulters will be disqualified.
 - k. Use of non-allowable equipment.
 - l. Team or vaulter not saluting within one (1) minute of the Judge's signal to enter.
 - m. Team or vaulter not commencing the performance within **thirty (30) seconds** of the judge's signal to begin. *EC 9/21/09 Effective 12/1/09*
 - n. Unauthorized assistance not specified elsewhere.
 - o. Use of dress other than defined.
 - p. Use of music with words and lyrics in all events except Gold Individual Event, A Team Event and Open Pas de Deux Event.
 - q. In the event the team/individual is eliminated, the judge should state his reason on the score sheet.
9. Team Event Scoring:
- a. Compulsory Section
 - (1) The Scores of the six (6) vaulters for each compulsory exercise are added and divided by 6 (averaged). These are the scores for the six (6) vaulters who perform in the Freestyle. The scores for the seventh vaulter are dropped.
 - (2) **For A Team and B Team**, the seven (7) averaged scores for the compulsory exercises are added to the Horse Score and divided by eight (8). This is the team's score for the Compulsory section.
 - (3) **For C Team**, the eight (8) averaged scores for the compulsory exercises are added to the Horse Score and divided by nine (9). This is the team's score for the Compulsory section. *EC 11/16/09 Effective immediately*
 - b. Freestyle Section
 - (1) Degree of Difficulty (X1)
 - (2) Composition (X1)
 - (3) Performance (X2)
 - (4) Horse/General Impression (X1)
 - (5) The five Freestyle scores are added and divided by five (5). This is the team's score for the Freestyle section.
 - c. Final Score
 - (1) The team's Compulsory score and Freestyle score are added and divided by two (2). This is the team's final score for the event.
10. Individual Event Scoring:
- a. Compulsory Section (Score 1)
 - (1) The seven (7) Compulsory scores and the Horse score are added.
 - (2) Total is divided by 8
 - b. Freestyle Section (Score 2)
 - (1) Degree of Difficulty (X1)
 - (2) Composition (X1)
 - (3) Performance (X2)
 - (4) Horse (X1)
 - (5) Total is divided by 5.
 - c. Technical Test Section (Score 1 in Round II Gold Individuals)
 - (1) The five performance scores for the designated technical exercises (5 scores).
 - (2) Composition (X2)
 - (3) Performance (X2)
 - (4) Horse Score (X1)
 - (5) Total is divided by 10
 - d. Final Score
 - (1) In each round, Scores 1 and 2 are added and divided by 2 to produce the score for that round.
 - (2) For Silver and Gold Events, the scores for each of the two rounds are added and divided by 2 to produce the final score for the event.
 - (3) For Bronze Event, Score 1 and Score 2 of Round I are added to score 1 of Round II. The total is divided by 3 to produce the final score for the event.
11. Pas de Deux Event Scoring:

- a. Freestyle I
 - (1) Content (X2)
 - (2) Performance (X3)
 - (3) Horse (X1)
 - (4) Total is divided by 6 to produce the score for Round 1. This is the final score for the event if only one round is offered.
- b. Freestyle II
 - (1) Content (X2)
 - (2) Performance (X3)
 - (3) Horse (X1)
 - (4) Total is divided by 6.
- c. Final Score
 - (1) Scores for Freestyle I and Freestyle II are added and divided by 2, to produce the final score for the event if two rounds are offered.

