

## **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 Team Event Requirements
- VA115 Eligibility and Division
- VA116 Compulsories
- VA117 Freestyle

### **SUBCHAPTER VA-3 INDIVIDUAL EVENT**

- VA118 Eligibility and Division
- VA119 Gold, Silver, Bronze, Senior & Junior Individual Event Requirements
- VA120 Compulsory
- VA121 Freestyle
- VA122 Technical Test

### **SUBCHAPTER VA-4 PAS DE DEUX EVENT**

- VA123 Pas de Deux Event Requirements
- VA124 Freestyle

### **SUBCHAPTER VA-5 SCORING**

- VA125 Judging Code. (Listed in alphabetical order by term)
- VA126 Points and Values
- VA127 Penalties and Deductions

## CHAPTER VA VAULTING DIVISION

### SUBCHAPTER VA-1 GENERAL

#### VA101 Introduction

1. Vaulting is the art of gymnastics/dance on the moving horse. The competition is judged on the smooth and correct execution of the Compulsory exercises, the Technical Test, and Free-style programs by the vaulters in sympathy and harmony with the horse working on the longe 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

##### National Events

1. Team Event (A, B, & C)
2. Individual Event (Gold, Silver & Bronze)
3. Pas de Deux (Open)

##### Selection Trial Events:

1. Team Event (Senior & Junior)
2. Individual Event (Senior & Junior)
3. Pas de Deux (**Senior & Junior**) *BOD 11/13/17 Effective 12/1/17*

#### VA103 Competitors

1. A vaulter may enter the same event only once at any competition.
2. Age limits are as follows:
  - a. No age limits: A Team, B Team, C Team, Individual Gold, Silver, Bronze, Open Pas de Deux and Senior Team
  - b. 14-18 years of age: Junior Individual and Junior Pas de Deux. (Age is determined from the beginning of the calendar year in which an athlete reaches the age of 14 until the end of the calendar year in which they reach the age of 18).
  - c. 16 years of age or older: Senior Individual **and Senior Pas de Deux**. (Age is determined from the beginning of the calendar year in which an athlete reaches the age of 16). *BOD 11/13/17 Effective 12/1/17*
  - d. 18 years of age or younger: Junior Team. (Maximum age is determined by the end of the calendar year in which an athlete reaches the age of 18).
3. Amateurs and professionals may compete in all events.
4. 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.
5. 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.
6. 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 32 units per day.
  - a. Team Events:
    1. Team Compulsories = 8 units
    2. 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 Gold, Silver, Bronze, A Team, B Team, C Team, and Open Pas de Deux, horses and longeurs may be changed between sections of the event. In Junior **and Senior** Team, Junior **and Senior** Pas de Deux, **and** Junior **and Senior** Individual **events**, neither horses nor longeurs may be changed between sections of the event. *BOD 11/13/17 Effective 12/1/17*
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 **until the Judge at A rings the bell**. *BOD 11/13/17 Effective 12/1/17*

## 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 or fatigue.
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. Longe line must be held in the longeur's hand and may not be wrapped, tied or attached to the longeur in any other way.
  - 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. **In Senior and Junior Team, no substitutes are allowed.**
  - b. One substitute is allowed in A, B, and C Team Event. 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.
  - c. The substitute must perform the compulsory exercises along with the six (6) team members. (See VA116).
  - d. The substitute vaults in the seventh position.
  - e. 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 for **A Team, B Team, C Team, Gold, Silver, Bronze, and Open Pas de Deux.**
  - b. Substitution is not permitted between sections for Senior Team, Junior Team, Senior Individual, Junior Individual, **Senior Pas de Deux, and Junior Pas de Deux. BOD 6/11/18 Effective 9/1/18**
4. Horses:
  - a. Substitution is permitted between sections for A Team, B Team, C Team, Gold, Silver, Bronze, and Open Pas de Deux.
  - b. Substitution is not permitted between sections for **Junior and Senior Team, Junior and Senior Pas de Deux and Junior and Senior Individuals. BOD 11/13/17 Effective 12/1/17**
5. Equipment:
  - a. Substitution is permitted between sections in all events.

## VA109 Facilities

1. The Vaulting arena must be at least 22 meters (73 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.
- 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. A countdown clock and one stop watch must be provided at the Chief Judge's (Judge A) stand in each arena, or an official timer must be appointed, who shall sit next to the Chief Judge in each arena. If an official timer is needed, two stop watches must be provided; one to be used to time the performance and the other for timing entry, falls,

VA - VAULTING DIVISION  
time-outs, etc.

9. A bell must be provided for the Chief judge in each arena.
10. A Freestyle checker is required for team event. The official clerk or 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 **section and** 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 A, B, and C Team vaulter must wear a number from 1 through 7 and each Senior and Junior Team vaulter must wear a number 1 through 6. Vaulters must vault in that order for the compulsories **section**. 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. (Suggested dimensions and contrasts: Number band 2" - 2.5" (5-6.5cm) and numbers 1.5" - 2" high (4-5 cm); dark numbers on light band or light numbers on dark band.)
7. Music is recommended during all performances. Music with words and lyrics is allowed.
  - a. **Music** must be provided by the competitor **in accordance with the specifications in the prize list. BOD 11/13/17 Effective 12/1/17**
  - 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)
9. Soft soled shoes are required.
10. All Events include a Horse/General Impression score. Horse/GI is calculated as follows: Horse (90%) - gaits, quality of the canter, submission, behavior, way of going, circle size, longeing and presentation. General Impression (10%) - entry, exit, salute, comportment and turnout of vaulter(s) and longeur.

## VA111 Timing

1. **The time allowed for each event begins the moment the first vaulter touches the surcingle, the pad, or the horse and ends with the time limit (the bell). Only exercises (static or dynamic, including dismounts) already in progress when the bell rings will be included in the evaluation for degree of difficulty, performance, and composition. All following exercises and dismounts starting after the bell will be considered in the performance score (deductions only), but not in degree of difficulty nor composition scores.** For timing requirements of specific events (Team, Individual, Pas de Deux), please refer to the chapter for that event. **BOD 11/13/17 Effective 12/1/17**
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.
  - 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 the competitor(s) to continue after an interruption. The clock is started and judging begins when the vaulter touches the **surcingle, the pad, or the horse**. The test must be continued within thirty (30) seconds after the signal to resume.
  - h. 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 one time out (to interrupt a performance to adjust equipment) per entrance into the arena. The clock will be stopped for a maximum of one (1) minute for this incident. The longeur may also adjust the equipment, if necessary, in between vaulters during Individual Freestyle, while the judge is scoring the previous freestyle.
  - d. In the event that the freestyle music is not correct or malfunctions, the longeur may request a time out. The clock will be stopped for a maximum of one (1) minute.
  - e. In the case of unforeseen circumstances, the bell will be sounded to indicate to the team, **pas de deux**, or individual to stop. The clock will be stopped and judging will cease. A bell will sound to indicate that the team, **pas de deux**, or individual is to recommence their performance. The clock will resume when the vaulter(s) **touch the surcingle, the pad, or the horse**. *BOD 11/13/17 Effective 12/1/17*
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. **“Approach”, in this instance, means leaving the longeur and moving out the lunge line towards the horse and/or leaving the outside of the circle and moving toward and with the horse as it canters on the circle.** *BOD 11/13/17 Effective 12/1/17*
- 3. Spotting vaulters is not permitted.
- 4. In A, B, and C Team Events, no one other than a longeur, a team of six (6) vaulters and one (1) substitute may be in the arena. In Senior and Junior Team, no one other than a longeur and a team of six (6) vaulters 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. **In the Pas de Deux Event, no one other than a longeur and the competitors who are scheduled to compete at that specific time may be in the arena.**
- 7. See section on Scoring for penalties and deductions. *BOD 11/13/17 Effective 12/1/17*

## 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 Sport 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 **one** member of the ground jury, **preferably the President**, will inspect the horses. *BOD 11/13/17 Effective 12/1/17*

## SUBCHAPTER VA-2 TEAM EVENT

### VA114 Team Event Requirements

A, B, and C Team events consist of one round of Compulsories and Freestyle performed in separate sections. Senior and Junior Team events consist of one round of Compulsories and one or two rounds of 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 may be divided into A Team, B Team and C Team, Senior Team, and Junior Team divisions. A, B, and C Teams are comprised of six (6) vaulters, a substitute, and a longeur and a horse. Senior and Junior Teams are comprised of six (6) vaulters, and a longeur and a horse. For purposes of A, B, and C Team Event, vaulters shall carry the following classification (There are no classification restrictions on Senior and Junior Teams).

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 Team is performed to the left.
  - a. Each vaulter, including the A Team substitute, if there is one, must perform all compulsory exercises as follows:
    1. Mount
    2. Basic Seat
    3. Flag
    4. Mill
    5. Scissors Forward
    6. Scissors Backward
    7. Stand
    8. First Part of Flank (back to seat astride)
    9. Swing off to the outside from seat astride
2. Compulsory Test for B Team **and Junior Team** is performed to the left. *BOD 11/13/17 Effective 12/1/17*
  - a. Each vaulter, including the B Team substitute, if there is one, must perform all compulsory exercises as follows:
    1. Mount
    2. Basic Seat
    3. Flag
    4. Mill
    5. Scissors Forward
    6. Scissors Backward
    7. Stand
    8. Swing off to the inside from seat astride
3. Compulsory Test for C Teams may be performed to the left or to the right.
  - a. Each vaulter, including the substitute, must perform all compulsory exercises as follows:
    1. Mount
    2. Basic Seat
    3. Flag
    4. Stand
    5. Swing Forward, legs closed
    6. Half Mill
    7. Swing Backward , legs open, followed by dismount to inside.
4. Compulsory Test for Senior Team is performed to the left.
  - a. Each vaulter must perform all compulsory exercises as follows:
    1. Mount
    2. Flag
    3. Mill
    4. Scissors Forward
    5. Scissors Backward
    6. Stand
    7. First Part of Flank (back to seat astride)
    8. Swing off to the outside from seat astride.
5. Time allowed: For Senior and Junior Teams and for an A or B Team that 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 A or B team, he must perform the Compulsory Test and the maximum time allowed for the performance is seven (7) minutes. If a C Team does not include a substitute, the maximum time for the performance of the Compulsory Test



## VA - VAULTING DIVISION

- is five (5) minutes. If a substitute enters the arena with a C team, he must perform the Compulsory Test and the maximum time allowed for the performance is six (6) minutes. Compulsory exercises begun after the time limit will receive a score of zero (0). The Chief Judge will ring a bell signifying the end of time allowed.
6. 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.
  7. Each vaulter must vault in order, according to his back number.
  8. Each static compulsory exercise must be held for 4 full canter strides.
  9. Time wasted will incur point deductions.
  - 10 All compulsory exercises for all team members must be scored in one section before that team's Freestyle may begin.
  11. Judged on:
    - a. Performance—Mechanics, essence, form, scope, security, balance, continuity and harmony with the horse.
    - b. Horse/General Impression (See VA110.9)
  12. For A, B, and C Teams 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. For Senior Teams and Junior Teams, the Compulsory scores for the six (6) vaulters will be averaged to produce the team's compulsory score.
  13. 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 **surcingle, the pad, or the horse**, and ends when the bell rings to indicate the end of time allowed, or when the last vaulter touches the ground. *BOD 11/13/17 Effective 12/1/17*
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 and Composition.
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 and Junior Team, a maximum of six (6) static triples are allowed.
8. Only the twenty-five (25) exercises with the highest Degree of Difficulty (DOD) will be counted in the degree of difficulty for A, B, C and Senior Teams. Only the twenty (20) exercises with the highest Degree of Difficulty will be counted in the degree of difficulty for Junior Teams. Value is as follows: For A, B, and Senior Teams - DOD D exercises count 0.4 points, DOD M exercises count 0.3 points, DOD E exercises count 0.1 points. For C Teams - DOD D exercises count 0.4 points; DOD M exercises count 0.3 points, DOD E exercises count 0.2 points. For Junior Teams - DOD D exercises count 0.5 points, DOD M exercises count 0.3 points, DOD E exercises count 0.1 points.
9. Judged on:
  - a. Degree of Difficulty (x15%)—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 (x25%)—Use of space, pace, variety, development, artistic merit, and consideration for the horse.

- c. Performance (x40%)—Mechanics, essence, form, scope, security, balance, continuity and harmony with the horse.
- d. Horse/General Impression (x20%) - (See VA110.9)

10. Falls:

- a. Vaulters(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 Eligibility and Division**

In order to compete as a Senior Individual, the vaulter must have qualified by earning a score of 7.0 or above in compulsories at any USEF or AVA Recognized Competition in Individual Silver, Individual Gold or Individual Junior Event and/or at any CVI 2\* Senior or CVI 2\* Junior Event. This qualifying score must have been earned from two separate USEF "R" judges and/or FEI 3\*, 4\* Judges. The qualifying score may be earned at the same competition or at separate competitions.

### **VA119 Gold, Silver, Bronze, Senior, and Junior Individual Event Requirements**

Gold and Senior Individual Events take place in one round, consisting of Compulsories, Technical Test, and Freestyle performed in separate sections. Junior Event takes place in one or two rounds, **the first round** consisting of Compulsories and Freestyle, **and the second round , if offered, consisting of Freestyle only**. The Silver Individual Event takes place in two rounds, each round consisting of Compulsories and Freestyle performed in separate sections. The Bronze Individual Event takes place in 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. Competition may be offered at Senior and Junior 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 Gold, Senior, and Junior Events, the competition is at the canter to the left for Compulsory, Technical Test, and Freestyle sections.
3. In Round 1, for Silver and Bronze events, competition is at the canter to the left for Compulsory and Freestyle sections. *BOD 6/11/18 Effective 9/1/18*
4. In Round 2, for Silver and Bronze events, competition is at the canter to the right for the Compulsory section and to the left for the Freestyle section. *BOD 11/13/17 Effective 12/1/17*
5. 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).
6. 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).

### **VA120 Compulsories**

1. For Individual Gold Event, all exercises are performed without interruption. Vaulters must perform all Compulsory

## VA - VAULTING DIVISION

exercises as follows:

1. Mount
2. Basic Seat
3. Flag
4. Mill
5. Scissors Forward
6. Scissors Backward
7. Stand
8. Flank 1st Part
9. Flank 2nd Part

2. For Individual Senior Event, all exercises are performed without interruption. Vaulters must perform all Compulsory exercises as follows:

1. Mount
2. Flag
3. Mill
4. Scissors Forward
5. Scissors Backward
6. Stand
7. Flank 1st Part
8. Flank 2nd Part

3. For Individual Silver, Bronze and Junior Event, all exercises are performed without interruption. Vaulters must perform all Compulsory exercises as follows:

1. Mount
1. Basic Seat
2. Flag
3. Mill
4. Scissors Forward
5. Scissors Backward
6. Stand
7. Swing off to the inside from seat astride

4. All vaulters performing on the same horse must follow one another immediately without waiting for the bell.

5. 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.

6. No time limit.

7. Judged on:

- a. Performance—Mechanics, essence, form, scope, security, balance, continuity and harmony with the horse.
- b. Horse/GI —(See VA110.9)

8. See section on Scoring for penalties and deductions.

## VA121 Freestyle

1. Freestyle is a one (1) minute (maximum) routine of static and dynamic exercises. *BOD 11/13/17 Effective 12/1/17*

- a. Static exercises must be held for three (3) full canter strides in order to be counted in Degree of Difficulty.
- b. Vaulters must stay in contact with the horse, ground jumps and leaps above the horse are allowed.
- c. At Gold, Silver, Senior, and Junior levels, 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 (x15%)—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 (x25%) —Use of space, pace, variety, development, artistic merit and consideration for the horse.

c. Performance (x40%)—Mechanics, essence, form, scope, security, balance, continuity and harmony with the horse.

d. Horse/General Impression (x20%) (See VA110.10).

3. Falls:

a. Vaulters 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.

## VA122 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 on the FEI Website.

2. Judged on:

a. The maximum score is 10.0. Decimals are allowed.

b. The Technical Test receives 8 scores:

1. Five separate performance scores for the designated Technical exercises (5 scores). These exercises are added together and divided by five (5). This number is (x50%)

2. Composition (x25%)

3. Performance (x10%)

4. Horse score/General Impression (x15%)

**VA - VAULTING DIVISION**

- c. The four scores are totaled.
- 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**

### **VA123 Pas de Deux Event Requirements**

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

### **VA124 Freestyle**

1. Open Pas de Deux **and Senior Pas de Deux** Freestyle is a two (2) minute freestyle routine with no requirements or restrictions.
2. Junior Pas de Deux Freestyle is a 90 second routine with no requirements or restrictions.
3. Both vaulters must stay in contact with the horse, surcingle or each other, except for leaps above the horse. Ground jumps are recommended.
4. Static exercises must be held for three (3) canter strides.
5. In Open **and Senior** Pas de Deux, only the thirteen (13) exercises with the highest Degree of Difficulty (DOD) will be scored. Value is as follows:
  - D - exercises count 0.8 points
  - M - exercises count 0.4 points
  - E - exercises count 0.0 points *BOD 11/13/17 Effective 12/1/17*
6. In Junior Pas de Deux, only the ten (10) exercises with the highest Degree of Difficulty (DOD) will be scored. Value is as follows:
  - D - exercises count 1.0 points
  - M - exercises count 0.5 points
  - E - exercises count 0.0 points
7. Judged on:
  - a. Degree of Difficulty (x15%): Height off the horse, complication of the movements, demands of suppleness, stretch and timing, number and security of holding points, changes in direction (forward, backward, across) and changes in relation to the horse (on neck, on croup, inside, outside).
  - b. Composition (x25%): Use of space and direction in relation to the horse, variety of exercises, artistic merit and consideration for the horse.
  - c. Performance (x40%) — Evaluation of each exercise and the performance in its entirety shall include: Mechanics, essence, form, scope, security, balance, continuity and harmony with the horse.
  - d. Horse/General Impression (x20%) (See VA 110.10)
8. See section on Scoring for final score, penalties and deductions. Penalties are as for Individual Event.
9. Falls:
  - a. Vaulters(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 will 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****VA125 Judging Code. (Listed in alphabetical order by term).**

AL	Alignment
AB	Arched Back
A	Arms
B	Balance
C	Collapse
CD	Come Down
DL	Down Leg
E	Elevation
X	Extension
O	Fall
OD	Fall After Dismount
FT	Feet
1H	First Half
F	Form
FK	Frog Kick
FH	Front High
FL	Flight
G	Ground Jump
HZ	Hands
H	Head
HH	Hit Horse
K	Kneel
KZ	Knees
L	Legs
LA	Legs Apart
LD	Late Dismount
LF	Legs Forward
LH	Land Heavily
LT	Late Turn
MX	Mechanics
M	Mount
NC	Not Clear of Horse
NH	Not Held
OC	Off Center
OH	Off Horse
PD	Pad
PK	Pike
P	Posture
Q	Quick
R	Repeat
SC	Scope
2H	Second Half

<b>VA</b>	VAULTING DIVISION
SK	Security
SH	Shoulders
SL	Slow
SS	Side Seat
ST	Stiff
SX	Stretch
T	Timing
TG	Touched Ground
TI	Turned In
TW	Time Wasted
TZ	Toes
TH	Touched Horse
TR	Transition
UE	Uneven Elevation
UR	Uneven Rhythm
UW	Uneven Width
WD	Width
W	Wrap

### VA126 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.		

- Scoring may be in tenths for all events. The maximum score is 10.0.
- Results are calculated to the 3rd decimal.
- Tie breakers:
  - Team and Individual Event.
    - Compulsory: Score for Basic Seat, then Flag, etc. **The Mount and Horse Score are not used. In Senior Team and Senior Individual Events, the Basic Seat is not shown; the tie breaker begins with Flag. BOD 11/13/17 Effective 12/1/17**
    - Freestyle: Score for Composition, then Performance.
    - Technical Test: Score for Composition, then Performance.
    - Overall: Compulsory Score
  - Pas de Deux Event.
    - Freestyle: Score for Composition, then Performance.
    - Overall: Score for Composition, then Performance.

### VA127 Penalties and Deductions

- 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.
    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.
    6. Legs closed at highest point of swing in Swing Backward
    7. Legs are apart during any part of the flight phase in Swing Forward *BOD 11/13/17 Effective 12/1/17*
    8. Legs not closed throughout flight in dismounts, Swing Off to Inside or Swing Off to Outside.
  - 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 or Half 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 or Half 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. Performing Mill in wrong direction (to outside). Swing Backward receives the zero.
    5. Turning the wrong way in the Scissors Forward and/or Scissors Backward (not turning toward the longeur).
    6. A compulsory, no part of which is performed at the required gait.
    7. Each compulsory exercise not performed.
    8. 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).
    9. Repeating mount (attempting to mount twice but not successful); third attempt is successful, but receives a zero.
    10. In Individual Events, after third unsuccessful attempt to mount, the vaulter is excused from the ring.
    11. In Team Events after the third unsuccessful attempt to mount, the vaulter shall return to the line . He shall receive no scores.
    12. In Team Events, exercises begun after the time limit.
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. One (1) point deducted for:
    1. In Individual Gold Technical Test, each stride held less than four (4) in the required static exercises
  - c. Up to two (2) points deducted for:



VA - VAULTING DIVISION

1. Falls

3. Freestyle and Technical Test, Composition score—Team, Pas de Deux and Individual Events:

a. One (1) point deducted for:

1. In all Events, any exercise (including the dismount) commenced after the time limit. (See VA111.1)
2. In C Team and Junior 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. For Junior Event, Scores 1 and 2 are added and divided by two (2) to produce the final score. If a second round is offered, Scores 1 and 2 of Round 1 are added to score 1 of Round II. The total is divided by 3 to produce the final score for the event.

5. 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.

6. Technical Test, Technical Exercises, Composition score, Performance score - Individual Gold and Individual Senior Event.

- a. See current FEI Rules for Vaulting.
- b. See current FEI Guidelines for Judges.

7. Horse / General Impression score— 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. In Team Event, 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:

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. In Team Event, all 6 vaulters on a team do not perform in the Freestyle.
5. Manes not plaited or roached.

8. Elimination—Team, Pas de Deux and Individual Events:

- a. In A, B, and C Team Event, entering ring with more than a longeur, team of 6 and 1 substitute for compulsories.
- b. In Senior and Junior Team Event, entering ring with more than a longeur and team of 6 vaulters for

**compulsories.**

- c. In Team Event, entering ring with more than a longeur, team of 6 and 1 substitute for compulsories.
  - d. In **A, B, and C** Team Event, entering ring with more than a longeur and 6 vaulters for Freestyle.
  - e. In Team Event, substitute enters the ring but does not perform the compulsories.
  - f. In Team Event, entering the ring with less than a longeur and six vaulters for the Compulsory or Freestyle sections.
  - g. In Team Event, approaching the horse without the intention of mounting (See VA112.2).
  - h. **Assistance on to or off the horse from the ground in the Freestyle (boosting/spotting) (See VA112.2 & 3) BOD 11/13/17 Effective 12/1/17**
  - i. In Individual event, if vaulter enters circle before previous vaulter begins vault off, entering vaulter will be eliminated.
  - j. Horse that is uneven and/or unlevel, in poor condition, or which shows signs of discomfort or fatigue.
  - k. Abuse of the horse.
  - l. An unforeseen circumstance.
  - m. More than three (3) vaulters on the horse at any one time or in any exercise whether actually on the horse or not.
  - n. After the maximum number of vaulters allowed to use the horse in any day, all additional vaulters will be disqualified.
  - o. Use of non-allowable equipment.
  - p. Team or vaulter not saluting within one (1) minute of the Judge's signal to enter.
  - q. Team or vaulter not commencing the performance within thirty (30) seconds of the judge's signal to begin.
  - r. Unauthorized assistance not specified elsewhere.
  - s. Use of dress other than defined.
  - t. 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). **(In A Team, B Team, and C Team, 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, the nine (9) averaged scores for the compulsory exercises are added to the Horse/GI Score and divided by ten (10). This is the team's score for the Compulsory section.
    3. For B Team, **Senior Team and Junior Team**, the eight (8) averaged scores for the compulsory exercises are added to the Horse/GI Score and divided by nine (9). This is the team's score for the Compulsory section.
    4. For C Team, the **seven (7)** 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.
  - b. Freestyle Section
    1. Degree of Difficulty (x15%)
    2. Composition (x25%)
    3. Performance (x40%)
    4. Horse/General Impression (x20%)
    5. The four (4) Freestyle scores are added together. This is the team's score for the Freestyle section.
  - b. 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. **If a second round of Freestyle is offered in Senior and/or Junior Team Event, the second Freestyle is calculated the same as above, and then the team's Compulsory score and the two Freestyle scores are added together and then divided by three (3) to produce the team's final score for the event.**

2.

10. Senior Individual Event Scoring

a. Compulsory Section (Score 1)

1. The eight (8) Compulsory scores and the Horse/GI score are added.
2. The total is divided by 9

b. Technical Test Section (Score 2)

1. The five (5) performance scores for the designated technical exercises are added together and divided by five. This number is (x50%)
2. Composition (x25%)
3. Performance (x10%)
4. Horse/GI (x15%)
5. The four (4) scores are added together.

c. Freestyle Section (Score 3)

1. Degree of Difficulty (x15%)
2. Composition (x25%)
3. Performance (x40%)
4. Horse/GI (x20%)
5. The four (4) scores are added together *BOD 6/11/18 Effective 9/1/18*

d. Final Score

1. Score 1, Score 2, and Score 3 are added together. The total is divided by 3 to produce the final score for the event.

11. Gold Individual Event Scoring:

a. Compulsory Section (Score 1)

1. The nine (9) Compulsory scores and the Horse/GI Score are added.
2. Total is divided by ten (10).

b. Technical Test Section (Score 2)

1. The five (5) performance scores for the designated technical exercises are added together and divided by five (5). This number is (x 50%).
2. Composition (x 25%)  
Performance (x 10%)
3. Horse/GI (x 15%)
4. The four (4) scores are added together.

c. Freestyle Section (Score 3)

1. Degree of Difficulty (x 15%)
2. Composition (x 25%)
3. Performance (x 40%)
4. Horse/GI (x20%)
5. The four scores are added together.

d. Final Score

1. Score 1, Score 2 and Score 3 are added together. The total is divided by 3 to produce the final score for the event.

12. Silver, Junior, and Bronze Individual Event Scoring:

a. Compulsory Section (Score 1)

1. The eight (8) Compulsory scores and the Horse/GI Score are added.
2. Total is divided by nine (9).

## b. Freestyle Section (Score 2)

1. Degree of Difficulty (x 15%)
2. Composition (x 25%)
3. Performance (x 40%)
4. Horse/GI (x20%)
5. The four scores are added together.

## c. Final score

1. For Silver Event, in each round, Scores 1 and 2 are added and divided by 2 to produce the score for that round. The scores for each of the two rounds are added and divided by 2 to produce the final score for the event.
2. For Bronze Event, Score 1 and Score 2 are added and divided by 2 to produce the score for that round. Score 1 and Score 2 of Round I are added to Score 1 of Round II, and the total is divided by 3 to produce the final score for the event.
3. For Junior Event, Score 1 and 2 are added and then divided by 2 to produce the final score. If two rounds are offered, 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. *BOD 11/13/17 Effective 12/1/17*

## 13. Pas de Deux Event Scoring:

## a. Freestyle I

1. Degree of Difficulty (x15%)
2. Composition (x25%)
3. Performance (x40%)
4. Horse/General Impression (x20%)
5. The four (4) Freestyle scores are totaled.

## b. Freestyle II (Score 2):

1. Degree of Difficulty (x15%)
2. Composition (x25%)
3. Performance (x40%)
4. Horse/General Impression (x20%)
5. The four (4) Freestyle scores are totaled.

## c. Final Score

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. *BOD 11/13/17 Effective 12/1/17*