| Rule | Tracking | Draft | Proposal Type | Effective Date | Proponent | Status |
|---|---|---|---|---|---|---|
| VA 116.0 | 213-25 | 1 | Standard | 12/1/2026 | Vaulting | Approved (6/16/2026) |

# VA116 Tracking #213-25 Draft #1 Approved

| Rule Change Type | Effective Date | Draft Received | Board Action |
|---|---|---|---|
| Standard | 12/1/2026 | 2/10/2026 | Approved 6/16/2026 |

## Rule Change Intent

The rules in the sections suggested for removal are mirrored in the FEI or EVUSA Rulebooks. Referring to these rulebooks will result in less discrepancies as changes happen in the other rulebooks.

## Proponent Details

Vaulting

## Contact Information

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## Linked Rules

## Comments

## Council - Intl Discipline

**Draft 1:** Recommends Approval 05/26/2026

## Council - Member Services

**Draft 1:** Recommends Approval 06/02/2026

## Licensed Officials

**Draft 1:** Recommends Approval 04/13/2026

## Vaulting

## Member Comments

VA116 Compulsories

***Compulsories will follow the FEI Vaulting Rules for the equivalent level unless otherwise specified within these rules.***

1. ***Compulsory Test for 3*A Squad is performed to the left or to the right.***
    a. ***Each vaulter, including the 3*A Squad substitute, if there is one, must perform all compulsory exercises as follows:***
        i. ***Vault on***
        ii. ***Flag***
        iii. ***Mill***
        iv. ***Scissors Forward***
        v. ***Scissors Backward***
        vi. ***Stand***
        vii. ***Flank 1st part (back to seat astride)***
        viii. ***Swing off from the seat astride to the outside***
2. ***Compulsory Test for 2*B Squad is performed to the left or to the right.***
    a. ***Each vaulter, including the 2*B Squad substitute, if there is one, must perform all compulsory exercises as follows:***
        i. ***Vault On***
        ii. ***Basic Seat***
        iii. ***Flag***
        iv. ***Mill***
        v. ***Scissors Forward***
        vi. ***Scissors Backward***
        vii. ***Stand***
        viii. ***Flank 1st Part, push off to the inside.***
3. ***Compulsory Test for 1*C Squads may be performed to the left or to the right.***
    a. ***Each vaulter, including the substitute, must perform all compulsory exercises as follows:***
        i. ***Vault On***
        ii. ***Basic Seat***
        iii. ***Flag***
        iv. ***Stand***
        v. ***Swing Forward***
        vi. ***Half Mill***
        vii. ***Swing Backward, followed by dismount to inside.***
4. ***Time allowed: For a 3*A or 2*B Squad 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 3*A or 2*B squad, they must perform the Compulsory Test and the maximum time allowed for the performance is seven (7) minutes. If a 1*C Squad does not include a substitute, the maximum time for the performance of the Compulsory Test is five (5) minutes. If a substitute enters the arena with a 1*C squad, they 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 Judge at A will ring a bell signifying the end of time allowed.***
5. ***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.***
6. ***Each vaulter must vault in order, according to their back number.***
7. ***Each static compulsory exercise must be held for 4 full canter strides.***
8. ***Time wasted will incur point deductions.***

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9. All compulsory exercises for all Squad members must be scored in one section before that Squad's Freestyle may begin.
10. Judged on:
    a. Performance—Mechanics, essence, form, scope, security, balance, continuity and harmony with the horse.
    b. Horse (See VA110.10)
11. For 3*A, 2*B, and 1*C Squads the Compulsory scores for the six (6) vaulters scores who perform in the Freestyle will be averaged to produce the squad's compulsory score. The scores for the seventh member of the squad who does not vault in the Freestyle will be dropped. Before the beginning of the Freestyle performance each squad must specify to management which six (6) vaulters will perform in the Freestyle.
12. See section on Scoring for penalties and deductions.
13. Compulsory exercises are described in the current FEI Guidelines for Judges.

VA117 Freestyle

Freestyles will follow the FEI Vaulting Rules for the equivalent level unless otherwise specified within these rules.

1. For 3*A and 2*B Squad a Freestyle routine of three and a half (3.5) minutes maximum is performed by the squad of six (6) vaulters who have been specified by the squad. For 1*C Squad a Freestyle routine of three (3) minutes maximum is performed by the squad of six (6) vaulters who have been specified by the squad. Only six (6) vaulters are allowed to enter the arena for Squad 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.
2. Over weighting and/or overloading the horse will be penalized under Artistic.
3. Six (6) members of the squad must perform in the Freestyle or the squad will be penalized under General Impression and Artistic.
4. For 3*A and 2*B Squad 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. For 1*C Squad no more than two (2) 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. Squad Freestyle is judged on
    a. Horse Score (25%)
    b. Technique Score (50%)
    c. Artistic Score (25%)
8. Technique Score
    a. 3*A Squad
        i. Divided into Performance (70%) and DOD (30%).
        ii. Only the twenty-five (25) exercises with the highest Degree of Difficulty (DOD) will be counted. DOD D exercises count 0.5 points, DOD M exercises count 0.4 points. DOD E Exercises count 0.1 points.
    b. 2*B Squad
        i. Divided into Performance (70%) and DOD (30%).
        ii. Only the twenty (20) exercises with the highest Degree of Difficulty (DOD) will be counted. DOD D exercises count 0.5 points, DOD M exercises count 0.4 points, DOD

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***exercises count 0.2 points.***

***c. 1*C Squad***

***i. Represents only the Performance of the Freestyle exercises.***

***d. Performance***

***i. Mechanics, essence, form, scope, security, balance, continuity and harmony with the horse.***

***ii. The average of deductions for every exercise and transition is deducted from the maximum score of 10.0.***

***iii. Deductions for falls are deducted from the Performance Score at the end (not averaged).***

***e. Degree of Difficulty (DOD).***

***i. For 3*A and 2*B Squad DOD is judged on height off horse, complication of 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*C Squad has no DOD score.***

***ii. See FEI Code of Points for more information.***

***9. Artistic***

***a. Use of space, pace, variety, development, artistic, merit, and consideration for the horse.***

***b. 1*C Squads may not have any triples. See section on Scoring (VA126.3.a2) for penalties and deductions.***

***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 3*Individual, 2* Young Vaulter/Gold, 2*Silver, 1*Bronze, and Event Requirements

3* Individual and 2* Young Vaulter/Gold Events take place in one round, consisting of Compulsories, Technical Test, and Freestyle performed in separate sections. The 2* Silver Event is one round consisting of Compulsories, Freestyle I and Freestyle II performed in separate sections. The 1* Bronze Individual Events take place in one round, each round consisting of Compulsories and Freestyle and Compulsories to the Right performed in separate sections.

1. Competition must be offered at 3*Individual, 2* Young Vaulter/Gold, 2*Silver and 1*Bronze levels.
   a. Women's and Men's divisions must be offered at each level.
   b. Vaulters who hold EVUSA Gold Medals may not compete in the 2*Silver or 1*Bronze Division. Vaulters who hold EVUSA 2*Silver Medals may not compete in the 1*Bronze Division.
2. In 3*Individual and 2* Young Vaulter/Gold Events, the competition is at the canter to the left or to the right for Compulsory, Technical Test, and Freestyle sections.
3. In 2*Silver Events, the competition is at the canter to the left or right for the Compulsory and Freestyle sections.
4. In 1*Bronze Events, the competition is at the canter to the left for the Compulsory and Freestyle section and to the right for the second Compulsories section.
5. In the event there are more than 30 competitors in the 1*Bronze and/or 2*Silver Event, Competition Management, at its discretion, may limit the number of competitors who compete in the Compulsories to the Right section or Freestyle II. In this instance, the top 15 highest scoring

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women and the top 15 highest scoring men in 1*Bronze event and the top 15 highest scoring women and the top 15 highest scoring men in the 2*Silver event will advance to compete in the Compulsories to the right section or Freestyle II.

VA119 Compulsories

***Compulsories will follow the FEI Vaulting Rules for the equivalent level unless otherwise specified within these rules.***

1. ~~***For 3*Individual Event, all exercises are performed without interruption. Vaulter must perform all Compulsory exercises as follows:***~~
   - ~~***a. Vault On***~~
   - ~~***b. Flag***~~
   - ~~***c. Mill***~~
   - ~~***d. Scissors Forward***~~
   - ~~***e. Scissors Backward***~~
   - ~~***f. Stand***~~
   - ~~***g. Flank 1st part (back to seat astride)***~~
   - ~~***h. Swing off from seat astride to the outside***~~
2. ~~***For Individual 2* Young Vaulter/Gold, and 2*Silver, all exercises are performed without interruption. Vaulter must perform all Compulsory exercises as follows:***~~
   - ~~***a. Vault On***~~
   - ~~***b. Basic Seat***~~
   - ~~***c. Flag***~~
   - ~~***d. Mill***~~
   - ~~***e. Scissors Forward***~~
   - ~~***f. Scissors Backward***~~
   - ~~***g. Stand***~~
   - ~~***h. Flank 1st Part, push off to the inside.***~~
3. For Individual 1* Bronze Event, all exercises are performed without interruption. Vaulter must perform all Compulsory exercises as follows:
   a. Vault on
   b. Basic Seat
   c. Flag
   d. Stand
   e. Swing Forward
   f. Half Mill
   g. Swing Backward, followed by dismount to inside
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. They 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/Gl - —(See VA110.10)***~~
8. ~~***See section on Scoring for penalties and deductions.***~~
9. ~~***Compulsory exercises are described in the current FEI Vaulting Guidelines for Judges.***~~

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VA120 Freestyle

***Freestyles will follow the FEI Vaulting Rules for the equivalent level unless otherwise specified within these rules.***

1. ***Freestyle is a one (1) minute (maximum) routine of static and dynamic exercises.***
   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 3* Individual, 2* Young Vaulter/Gold and 2*Silver, 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 1*Bronze level, all 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. ***Horse (25%) – see VA110.10***
   b. ***Technique (50%)***
   c. ***Artistic (25%)***
3. ***Technique Score is divided into Performance (70%) and DOD (30%)***
   a. ***Performance***
      i) ***Mechanics, essence, form, scope, security, balance, continuity and harmony with the horse.***
      ii) ***The average of deductions for every exercise and transition is deducted from the maximum score***
      ***(1) 10.0.***
      iii) ***Deductions for falls are deducted from the Performance Score at the end (not averaged).***
   b. ***Degree of Difficulty (DOD)***
      i. ***DOD is judged on 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).***
      ii. ***See FEI Code of Points for additional information.***
4. ***Artistic***
   a. ***Use of space, pace, variety, development, artistic merit, and consideration for the horse.***
5. ***Falls:***
   a. ***Vaulter 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 vaulter touches the grips.***
6. ***See section on Scoring for final score, penalties and deductions.***
7. ***See the current FEI Code of Points for additional information on DOD evaluation.***

VA121 Technical Test

**Technical Tests** ***will follow the FEI Vaulting Rules for the equivalent level unless otherwise specified within these rules.***

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1. ~~*The Technical Test (3* Individual) is a one (1) minute (maximum) routine consisting of five (5) Technical exercises and additional Freestyle exercises chosen by the vaulter.*~~
2. ~~*The Technical Test (2* Young Vaulter/Gold) is a one (1) minute routine consisting of any three (3) of the five (5) Technical exercises and additional Freestyle exercises chosen by the vaulter. The Technical exercises may be shown in any order. Only the first three Technical exercises shown will be scored. Any other Technical exercises shown after the first three will be scored as additional freestyle exercises.*~~
   a. ~~*The Technical exercises are from the following categories of motor skills:*~~
      i) ~~*Balance (coordination)*~~
      ii) ~~*Timing/Rhythm (coordination)*~~
      iii) ~~*Strength (condition)*~~
      iv) ~~*Jump Force (condition) May be shown as a mount or a ground jump.*~~
      v) ~~*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.*~~
3. ~~*3* Individual Technical Test Judged on:*~~
   a. ~~*The maximum score is 10.0. Decimals are allowed.*~~
   b. ~~*The 3* Technical Test receives 8 scores:*~~
      ~~*Five (5) Technical exercises, a Performance score an Artistic Score, and a Horse Score.*~~
      i) ~~*Exercise (x50%)*~~
         (1) ~~*The Exercises scores is made up of the five (5) separate performance scores for the designated Technical exercises (5 scores) and a sixth score for the performance of additional exercises. These six (6) scores are added together and divided by six (6) for the Exercises Score.*~~
      ii) ~~*Artistic (x25%)*~~
      iii) ~~*Horse score (x25%)*~~
   c. ~~*The scores are added together.*~~
   d. ~~*For deductions and scoring of the Technical Test, see the current FEI Rules for Vaulting Events and the current FEI Guidelines for Judges.*~~

4. ~~*2* Young Vaulter/Gold Technical Test is Judged on:*~~
   a. ~~*The maximum score is 10.0. Decimals are allowed.*~~
   b. ~~*The 2* Young Vaulter Technical Test receives six (6) scores:*~~
      ~~*Three (3) separate performance scores for the designated Technical exercises (3 scores), a fourth score for the performance of additional exercises, an Artistic Score and a Horse Score.*~~
      i) ~~*Exercises (x50%)*~~
         (1) ~~*The Exercises score is made up of the three (3) separate performance scores for the designated Technical exercises (3 scores) and a fourth score for the performance of additional exercises. These four (4) scores are added together and divided by four (4) for the Exercises Score.*~~
      ii) ~~*Artistic (x25%)*~~
      iii) ~~*Horse score (x25%)*~~
   c. ~~*The scores are added together.*~~

SUBCHAPTER VA-4 PAS DE DEUX EVENT

VA122 Pas de Deux Event Requirements

Pas de Deux is composed of two vaulters. 3* and 2* Pas de Deux Consists of one (1) or two (2) rounds of Freestyle performed at canter to the left or to the right. 1* Pas de Deux consists of one (1) round of compulsories and one (1) round of Freestyle.

VA123 Compulsories

**Compulsories *will follow the FEI Vaulting Rules for the equivalent level unless otherwise specified within these rules.***

***1. Compulsory Test for 1* Pas de Deux may be performed to the left or to the right.***

***Exercises to be shown:***
***1. Vault on***
***2. Basic Seat***
***2. Flag***
***3. Stand***
***4. Swing Forwards***
***5. Half Mill***
***6. Swing Backwards followed by dismount to inside***

VA124 Freestyle

***Freestyles will follow the FEI Vaulting Rules for the equivalent level unless otherwise specified within these rules.***

***1. 3*Open Pas de Deux consists of two (2) minute freestyle routine with no requirements or restrictions.***
***2. 2*Pas de Deux Freestyle and 1* Pas de Deux Freestyle are 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. Degrees of Difficulty (DOD)***
***a. 3*Open 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***
***b. 1* Pas de Deux has no DOD.***
***6. In 2*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. Horse (25%) – see VA110.10***
***b. Technique (50%)***
***c. Artistic (25%)***

***8. Technique Score is divided into Performance (70%) and DOD (30%)***
a. ***Degree of Difficulty (DOD)***

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*i. DOD is judged on 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).*

*ii. See FEI Code of Points for additional information.*

*b. Performance*

*i. Mechanics, essence, form, scope, security, balance, continuity and harmony with the horse.*

*ii. The average of deductions for every exercise and transition is deducted from the maximum score of 10.0.*

*iii. Deductions for falls are deducted from the Performance Score at the end (not averaged).*

*9. Artistic*

*a. Use of space, pace, variety, development, artistic merit, and consideration for the horse.*

*10. See section on Scoring for final score, penalties and deductions. Penalties are as for Individual Event.*

*11. 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 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).*

***Judging Codes will follow the FEI Vaulting Rules for the equivalent level unless otherwise specified within these rules.***

| | |
|---|---|
| *AL* | *Alignment* |
| *A/L* | *Arm & Leg* |
| *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* |
| *F* | *Form* |
| *FK* | *Frog Kick* |
| *FH* | *Front High* |

| | |
|---|---|
| ~~FL~~ | ~~Flight~~ |
| ~~G~~ | ~~Ground Jump~~ |
| ~~HZ~~ | ~~Hands~~ |
| ~~HM~~ | ~~Harmony~~ |
| ~~H~~ | ~~Head~~ |
| ~~HH~~ | ~~Hit Horse~~ |
| ~~INT~~ | ~~Interruption~~ |
| ~~K~~ | ~~Kneel~~ |
| ~~KZ~~ | ~~Knees~~ |
| ~~L~~ | ~~Legs~~ |
| ~~LA~~ | ~~Legs Apart~~ |
| ~~LD~~ | ~~Late Dismount~~ |
| ~~LF~~ | ~~Legs Forward~~ |
| ~~LH~~ | ~~Land Heavily~~ |
| ~~MX~~ | ~~Mechanics~~ |
| ~~M~~ | ~~Mount~~ |
| ~~NC~~ | ~~Not Clear of Horse~~ |
| ~~NH~~ | ~~Not Held~~ |
| ~~NT~~ | ~~No Turn~~ |
| ~~OC~~ | ~~Off Center~~ |
| ~~OH~~ | ~~Off Horse~~ |
| ~~PD~~ | ~~Pad~~ |
| ~~PK~~ | ~~Pike~~ |
| ~~PL~~ | ~~Poor Landing~~ |
| ~~P~~ | ~~Posture~~ |
| ~~PB~~ | ~~Push Back~~ |
| ~~PT~~ | ~~Partial Turn~~ |
| ~~Q~~ | ~~Quick~~ |
| ~~R~~ | ~~Repeat~~ |
| ~~SC~~ | ~~Scope~~ |
| ~~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~~ |

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| | |
|---|---|
| ~~TH~~ | ~~Touched Horse~~ |
| ~~TR~~ | ~~Transition~~ |
| ~~UE~~ | ~~Uneven Elevation~~ |
| ~~UR~~ | ~~Uneven Rhythm~~ |
| ~~UW~~ | ~~Uneven Width~~ |
| ~~WD~~ | ~~Width~~ |
| ~~W~~ | ~~Wrap~~ |

~~Comments for Horse~~

| | |
|---|---|
| ~~BH~~ | ~~Behavior~~ |
| ~~CS~~ | ~~Circle Size~~ |
| ~~GT~~ | ~~Gait~~ |
| ~~LW~~ | ~~Lunger Walking~~ |
| ~~SB~~ | ~~Submission~~ |
| ~~TM~~ | ~~Tempo~~ |

FALL CODES (All of these codes will be circled on the scoresheet and list the deduction after the code):

~~F~~
~~GJ~~
~~TG~~

VA126 Points and Values

***Points and Values will follow the FEI Vaulting Rules for the equivalent level unless otherwise specified within these rules..***

| | | | |
|---|---|---|---|
| ~~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. Squad and Individual Event.~~
~~i) Compulsory: Score for Basic Seat, then Flag, etc. The Mount and Horse Score are not used. In 3*A Squad 3*Individual Events, the Basic Seat is not shown, therefore, the tie~~

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***breaker begins with Flag.***

***ii) Freestyle: Score for Artistic, then Technique.***

***iii) Technical Test: Score for Artistic, then Technique.***

***iv) Overall: Compulsory Score***

***b. Pas de Deux Event.***

***i) Freestyle: Score for Artistic, then Technique.***

***ii) Overall: Score for Artistic, then Technique.***

VA127 Penalties and Deductions

***Penalties and Deductions will follow the FEI Vaulting Rules for the equivalent level unless otherwise specified within these rules.***

***1. Compulsories— Pas de Deux, Squad and Individual Events:***

***a. Up to one (1) point deducted for:***

***i. Each landing other than on both feet only.***

***ii. Arm and leg are not raised simultaneously in Flag.***

***b. One (1) point deducted for:***

***i. Each stride less than 4 (Basic Seat, Flag, Stand).***

***ii. Each passing of the leg out of a 4-count rhythm in the Mill and the Half Mill.***

***iii. Interfering with lunge line or side reins.***

***iv. Touching neck in Flag without loss of form.***

***v. No kneel (both knees) before Flag or Stand.***

***vi. Legs not closed throughout flight in dismount Swing off from the seat astride to the outside***

***c. Up to two (2) points deducted for:***

***i. Time wasted: between taking grips and vaulting on, before commencing an exercise, and between parts of an exercise.***

***ii. Landing heavily on horse's back.***

***iii. Buttocks leaving horse during Mill or Half Mill.***

***d. Two (2) points deducted for:***

***i. Exercise fails, but vaulter stays on and repeats successfully.***

***ii. Retaking grips in Basic Seat, Flag or Stand.***

***iii. Touching horse with hand behind surcingle in Mill or Half Mill.***

***iv. In Senior Events, when Basic Seat is shown. Flag receives the deduction.***

***v. In Squad Events, a compulsory exercise shown out of order in which the vaulter stays on and repeats the correct exercise before dismounting.***

***vi. Repeating mount (first attempt unsuccessful; second attempt successful).***

***e. Score of zero (0) for:***

***i. Coming off horse during a compulsory exercise.***

***ii. Retaking grips twice.***

***iii. Repeating a compulsory exercise twice.***

***iv. After Swing Backward, performing dismount in wrong direction (to outside). Swing Backward receives the zero.***

***v. Turning the wrong way in the Scissors Forward and/or Scissors Backward (not turning toward the lunger).***

***vi. A compulsory, no part of which is performed at the required gait.***

***vii. Each compulsory exercise not performed.***

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viii. *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).*

ix. *Repeating mount (attempting to mount twice but not successful); third attempt is successful, but receives a zero.*

x. *In Individual Events, after third unsuccessful attempt to mount, the vaulter is excused from the ring.*

xi. *In Squad Events after the third unsuccessful attempt to mount, the vaulter shall return to the line . They shall receive no scores.*

xii. *In Squad Events, exercises begun after the time limit.*

2. *Freestyle and Technical Test, Performance score—Squad, Pas de Deux and Individual Events:*
   a. *Falls: See FEI Guidelines, Section 3.5 Falls in Free Test and Technical Test.*
   b. *One (1) point deducted for:*
      i. *In 3*Individual and 2* Young Vaulter/Gold Technical Tests, each stride held less than three (3) in the required static exercises.*
3. *Freestyle and Technical Test, Artistic score—Squad, Pas de Deux and Individual Events:*
   a. *One (1) point deducted for:*
      i. *In all Events, any exercise (including the dismount) commenced after the time limit (See VA111.1).*
      ii. *1*C Squad Events, for performing any triple exercise.*
   b. *Up to two (2) points deducted for:*
      i. *In squad competition, over weighting and/or overloading the horse.*
   c. *Two (2) points deducted for:*
      i. *Each vaulter not performing at least one exercise in addition to the vault on in Squad Freestyle.*
4. *Not scored in Freestyle and Technical Test — Squad, Pas de Deux and Individual Events:*
   a. *Each static exercise held for less than three (3) canter strides.*
   b. *Compulsory exercises.*
   c. *An exercise no part of which is performed at canter.*
   d. *Repetition of any exercise.*
   e. *A triple exercise in which two (2) vaulters are not in contact with the horse.*
5. *Technical Test, Technical Exercises, Artistic score, Performance score - 3*Individual Event and 2* Young Vaulter/Gold.*
   a. *See current FEI Rules for Vaulting.*
   b. *See current FEI Guidelines for Judges.*
6. *Horse:*
   a. *Deductions at the discretion of the judge for:*
      i. *Lack of balance, not straight on the circle, impure gaits, uneven and/or unlevel, poor condition, overloading,signs of discomfort, circle size, lunging and presentation.*
      ii. *Approaching the horse without the intention of mounting. "Approach", in this instance, means leaving the lunger 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.*

      *See FEI Guidelines for Judges for additional information.*

7. *Elimination—Squad, Pas de Deux and Individual Events:*
   a. *In 3*A, 2*B, and 1*C Squad Event, entering ring with more than a lunger, Squad of 6 and 1 substitute for compulsories.*
   b. *In Squad Event, entering the ring with more than a lunger and 6 vaulters for Freestyle.*

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c. In 3*A, 2*B, and 1*C Squad Event, if substitute enters the ring but does not perform the compulsories.
d. In Squad Event, entering the ring with less than a lunger and six vaulters for the Compulsory or Freestyle sections.
e. Assistance on to or off the horse from the ground in the Freestyle (boosting/spotting) (See VA112.3)
f. In Individual event, if vaulter enters circle before previous vaulter begins vault off, entering vaulter will be eliminated. Horse that is uneven and/or unlevel, in poor condition, or which shows signs of discomfort or fatigue.
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. Squad or vaulter not saluting within one (1) minute of the Judge's signal to enter.
m. Squad or vaulter not commencing the performance within thirty (30) seconds of the judge's signal to begin.
n. Unauthorized assistance not specified elsewhere.
o. Use of dress other than defined.
p. If a horse or vaulter(s) appear unable to proceed with competition based on fitness, training or any other safety reason the Judge at A may eliminate and must state the reason on the scoresheet.
q. In the event the individual is eliminated, the judge should state their reason on the score sheet.

8. Squad Event Scoring:

a. Compulsory Section
   i. The Scores of the six (6) vaulters for each compulsory exercise are added and divided by 6 (averaged). (In 3*A Squad, 2*B Squad, and 1*C Squad, these are the scores for the six (6) vaulters who perform in the Freestyle. The scores for the seventh vaulter are dropped.)
   ii. For 3*A Squad and 2*B Squad the eight (8) averaged scores for the compulsory exercises are (x75%) and added to the Horse/ Score(x25%). This is the squad's score for the Compulsory section.
   iii. For 1*C Squad, the seven (7) averaged scores for the Compulsory exercises are added to the Horse/GI Score and divided by eight (8). This is the Squad's score for the Compulsory section.
b. Freestyle Section

3*A Squad and 2* B Squad

1. Horse (x25%)
2. Technique (x50%)
3. Artistic (x25%)
4. The three (3) Freestyle scores are added together. This is the squad's score for the Freestyle section.

1* C Squad

1. Horse (x25%)

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2. Technique (x50%)
3. Artistic (x25%)
4. The three (3) Freestyle scores are added together. This is the squad's score for the Freestyle section

c. Final Score

The squad's Compulsory score and Freestyle score are added and divided by two (2). This is the squad's final score for the Event.

9. 3* Individual and 2* Young Vaulter/Gold Individual Event Scoring:

a. Compulsory Section (Score 1)
   i) The eight (8) Compulsory scores added and divided by eight (8) (averaged).
   ii) The eight (8) averaged scores for Compulsory exercises are (x75%) are added to the Horse Score (x25%).
   iii) This is the score for the Compulsory Section.
b. Technical Test Section (Score 2)
   i) Exercise (x50%)
   ii) Artistic (x25%)
   iii) Horse (x25%)
   iv) The three (3) scores are added together. This is the final score for the Technical Test section.
c. Freestyle Section (Score 3)
   i) Horse Score (x25%)
   ii) Technique (x50%)
   iii) Artistic (x25%)
   iv) The three (3) scores are added together. This is the score for the Freestyle section.
d. Final Score
   i) Score 1, Score 2 and Score 3 are added together. The total is divided by 3 to produce the final score for the event.

10. 2*Silver Event Scoring:

a. Compulsory Section (Score 1)
   i. The eight (8) Compulsory scores added and divided by eight (8) (averaged)
   ii. The eight (8) averaged scores for Compulsory exercises are (x75%) are added to the Horse Score (x25%).
   iii. This is the score for the Compulsory Section.
b. Freestyle Section (Score 2)
   i. Horse Score (x25%)
   ii. Technique (x50%)
   iii. Artistic (x25%)
   iv. Three(3) scores are added together. This is the score for the Freestyle section.
c. Compulsory to Right Section (Score 3)
   i. The eight (8) Compulsory scores added and divided by eight (8) (averaged).
   ii. The eight (8) averaged scores for Compulsory exercises are (x75%) are added to the Horse Score (x25%).
   iii. This is the score for the Compulsory Section to the Right.
d. Final score
   i. 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. 1* Bronze Event Scoring

a. Compulsory Section (Score 1)

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i. The seven (7) Compulsory scores added and divided by seven (7) (averaged)

ii. The seven (7) averaged scores for Compulsory exercises are (x75% ) are added to the Horse Score (x25% )

iii. This is the score for the Compulsory section

b. Freestyle Section (Score 2)

i. Horse Score (x25% )

ii. Technique (x50% )

iii. Artistic (x25% )

iv. The three (3) scores are added together. This is the score for the Freestyle section.

c. Compulsory Section to the Right (Score 3)

i. The seven (7) Compulsory scores added and divided by seven (7) (averaged)

ii. The seven (7) averaged scores for Compulsory exercises are (x75% ) are added to the Horse Score (x25% )

iii. This is the score for the Compulsory Section to the Right

d. Final Score

i. 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. 3* Open Pas de Deux and 2* Pas de Deux Event Scoring:*

*a. Freestyle I*

*i. Horse Score (x25%)*

*ii. Technique (x50%)*

*iii. Artistic (x25%)*

*iv. The three (3) scores are added together. This is the score for the Freestyle section.*

*b. Freestyle II (Score 2):*

*i. Horse Score (x25%)*

*ii. Technique (x50%)*

*iii. Artistic (x25%)*

*iv. The three (3) scores are added together. This is the score for the Freestyle Section.*

*c. Final Score*

*i. The 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.*

*13. 1* Pas de Deux Event Scoring :*

*a. Compulsory Section (Score 1)*

*i. The seven (7) Compulsory scores added and divided by seven (7) (averaged)*

*ii. The seven (7) averaged scores for Compulsory exercises are (x75%) are added to the Horse Score (x25%)*

*iii. This is the score for the Compulsory section.*

*b. Freestyle Section (Score 2)*

*i. Horse Score (x25%)*

*ii. Technique (x50%)*

*iii. Artistic (x25%)*

*iv. The three (3) scores are added together. This is the score for the Freestyle section.*

*a. Final Score*

*i. Score 1 and Score 2 are added together and then divided by two (2) to produce the final score for the event.*

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