



RIDING FOR DISABLED ASSOCIATION
OF WESTERN AUSTRALIA

VAULTING RULES AND GUIDELINES



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INTRODUCTION

Vaulting is gymnastic exercises performed on a moving horse by vaulters individually, in pairs or in teams. It aims to develop and improve the vaulter's balance, confidence and co-ordination and promotes co-operation and team spirit. Vaulters aspire to perform the optimum quality of exercise in absolute harmony with the horse.

1. COMPETITION CATEGORIES

Vaulting Competition consists of the following categories

- 1) Team Vaulting Competition
- 2) Integrated Team Vaulting Competition
- 3) Pas de Deux (Pairs)
- 4) Integrated Pas de Deux (Pairs)
- 5) Individual Vaulting Competition
- 6) Barrel Competition

Integrated competition – consists of a team or pair of vaulters with diverse abilities.

2. REGULATIONS

All RDA (WA) competitions must be conducted under the RDA (WA) Vaulting Rules. All competitors must be registered with RDA(WA) or EA. Organising committees must abide by these rules. Other classes in accord with the spirit of these rules and with the principles of fair competition may be offered as Novelty Classes provided the conditions of those classes are detailed in the particular competition schedule. It is intention that these rules dovetail into Equestrian Australia Rules for Vaulting and ultimately the FEI Vaulting Rules and Judges should take guidance from the FEI Vaulting Guidelines for Judges and the FEI and EA Rules in making decisions not covered by RDA (WA) Vaulting Rules.

3. PERFORMANCE CARDS

A record of performance of individual vaulters competing in classes D and above must be maintained by competitors on vaulting performance cards available through RDA(WA) State office or State vaulting subcommittee. These are required to be taken to all competitions and completed by an Official Level 3 Judge after the final scores are determined. Cards must be revalidated by RDA(WA) State Office or vaulting subcommittee each year, and will provide verification of performance for EA State and National Championships entries and International Selection. Cards must be presented to the Organising Committee prior to competing. Performance cards are not required for teams.

4. GRADING SYSTEM

In Classes A, B, C the Compulsory and Freestyle tests are performed in Canter. References to attaining a score four times (AB grades twice) means at 4 or 2 separate Official competitions. Vaulters should commence competition at the level appropriate to their ability and the horse's training. Once they have obtained their required scores at the next qualifying level they must move up a grade. Individuals must compete in their individual horse grade or higher in barrel classes.

- A) For individuals or teams who have attained a score of 6.5 twice or higher in a B class
- B) For individuals or teams who have attained a score of 5.5 twice but not 6.5 or higher in a C class
- C) For individual or teams who have attained a score of 5.5 four times in a D class
- D1) For Teams only - D Compulsories at Canter and Canter Freestyle, and limited to a maximum of 2 vaulters on the horse.
- D) At canter- Basic seat, full flag, full mill, scissors (first phase) straddle ½ mill to front, stand, flank first phase ½ mill to front vault off to outside. These exercises are used in DW at walk.
- E) At canter -Basic seat, half flag, half mill, swing, kneel, vault off to the inside and Freestyle at walk. These exercises are used at EW classes at walk.
- DW) D Compulsory exercises at a walk and Freestyle at walk.
- EW) E Compulsory exercises at walk and Freestyle at walk.
- F) E Basic seat, full flag, full mill and optional E swing to replace flag and Freestyle with a minimum of four exercises.
- G) E Basic seat, half flag half mill and an optional push exercise to replace flag and Freestyle with 4 modified freestyle exercises.
- H) Compulsories: E Basic seat, flag, mill, and optional E swing to replace the flag. Freestyle with minimum of four exercises.
- I) Compulsories: E Basic seat, half flag, half mill and optional push exercise to replace the flag. Freestyle with 4 modified exercises.

Modified Freestyle exercises in Grade G and I allow for the same exercise performed in different directions and/or locations, to be classified as separate exercises. It also allows for modified compulsory exercises to be used this way.

5. SCORING

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

6. DOWNGRADING

7.1 **Teams:** A team may compete at a lower level providing

- A) The horse is changed or
- B) The lunger is changed or
- C) At least 50% of the vaulters are changed.

7.2 Individuals:

A vaulter may compete at a lower level provided

- A) The vaulter has not vaulted for over two months because of serious injury or illness or
- B) A vaulter has developed any medical condition which will be aggravated by the current level of competition.

7. VAULTING HORSE

The vaulting horse or pony must be at least 6 years old, of any breed or suitable size.

The mane of the horse must be plaited or hogged. Horses may be changed. Horses may only be changed prior to the start of the class for vaulter safety or horse welfare reasons. Competitors must have the opportunity before the competition to get used to an unknown horse.

The Compulsory and the Freestyle of all rounds must be performed on the same horse with the same lunge in classes above EW.

The horse must not be used for more than 24 competition points (refer below) on any one day. In the events where the same horse competes twice in a competition, the times when the horse competes should be as far apart as possible. If the Team compulsories and freestyle are on separate days then the horse points are divided as follows: 6 points for compulsories and 6 points for freestyle.

TEAMS:

A, B, C (6 vaulters)	12 points
D (6 vaulters)	9 points
E (6 vaulters)	9 points
Walk/Walk (4/6 vaulters)	4 points

INDIVIDUAL:

A, B, C	3 points
D, E	2 points
Walk/Walk	1 point

PAS DE DEUX:

Canter	4 points
Walk	2 points

8. EQUIPMENT OF THE VAULTING HORSE

- 1) Snaffle Bridle
- 2) Vaulting Surcingle with under pad and girth. The surcingle has two solid handles (grips) with two loops, one on each side. One short extra strap made of leather may be fixed between the inner edges of the right and left grip. Retractable or fixed leather leg straps fitted on the sides of the surcingles are permitted. Adjustable grips are not allowed. No other loops, grips, handles, straps are allowed.
- 3) A single back pad may be used. A gel pad may be used between the horse's back and the back pad. The back pad must be maximum 70 cm from the back edge of the roller to the back, and maximum 25 cm from the front edge of the roller to the neck and a recommended width of 90 cm from side to side. The pad may be made of any material and a recommended thickness of 3 cm including the cover (except directly under the roller where any thickness is allowed and a second

pad may be used). The second pad under the roller may not be more than 5 cm wider than the surcingles. These pad dimensions are appropriate for over 15h horses. Smaller horses may present in proportionately smaller back pads.

- 4) Lunge rein and Lungeing whip. Two fixed side reins - (draw reins are not permitted).
- 5) Bandages and/or boots are optional. Ear muffs and ear plugs are permitted.

No other equipment is allowed.

9. GEAR CHECK

Every competition horse must, prior to entry to the arena, be presented to the gear steward on duty in the appointed enclosed area. An inspection shall then take place and the horse will be checked off the list of nominated horses. Following this the horse and the lunger are not at liberty to leave the enclosure for any reason whatsoever, until after they have competed. Any interference with or alteration to any gear after the gear check by any person could entail elimination.

10. VAULTERS AGE

A person may compete in individual competition from the beginning of the calendar year in which they turn 6 years old.

11. LUNGERS

In team vaulting competitions the lunger is part of the team. Lungers are permitted to be professionals and may act for more than one team in a competition and must be at least 16 years of age on the day of competition. Lungers must wear gloves. Lungers must have an RDAA lunging for vaulting certificate.

The Organising Committee will specify the level of experience required by the lunger on the Official Schedule.

12. SALUTE

In all competitions which take place in an arena and under the supervision of a ground jury, each team/individual vaulter/pas de deux combination and the lunger must salute Judge A as a matter of courtesy before and after the competition.

Entry, exit and formation for the salute are left to the discretion of the vaulters. The salutation of the team is considered for the scoring of the General Impression. Judge A or a Member of the Ground Jury shall acknowledge the salute.

13. ATTIRE

14.1 Dress

The clothing of the competitors in all competitions must be modest, dignified and appropriate for all athletic competitions.

Costumes should give the effect of uniformity and cohesion between the horse, lunger and vaulter. Clothing may reflect the character of the music chosen, but should not hide or hinder the form,

shape and movement of the vaulter. Clothing must not give the effect of nudity or appear too revealing. Accessories and props are not permitted.

All articles of clothing, or parts thereof, must remain attached to the vaulters body at all times, trousers must be secured to the ankle or foot as not to fall up the vaulters leg during the routine. Skirts may only be worn over full length tights or leggings and must not conceal the form and line of the vaulters body during the performance.

Only soft soled shoes are permitted.

For Team and Pas de Deux costumes, special attention should be paid to safety. Team and Pas de Deux costumes should not hinder in any way the safe interaction between vaulters during the performance. All Team and Pas de Deux costumes should give the effect of uniformity and cohesion with one another. Clothing not meeting the forgoing requirements must be penalised by the judges. Upon agreement the Judges will deduct 1.0 points from the composition score.

a. Numbers

Each team vaulter must wear an easily visible number 8 to 12 cm in size (numbers 1 – 7) on the right arm or on the back. Numbers should be snug fitting not permitting things like fingers and tack to be caught between them and the uniform. Numbers must be either black on a white background or in contrasting colours to ensure they are easily visible.

Individual and Pas de Deux vaulters must wear a number provided by the Organising Committee easily visible on the right arm or right leg.

b. Miscellaneous Attire

Under no circumstances may vaulters wear any jewellery, watches or chew gum. Penalty is disqualification from the competition. Any body piercings must be covered or removed.

Prescription glasses may be worn if they are essential for safety and are securely fitted. Sunglasses are not permitted.

Medic Alert bracelets are not permitted. Coaches or a responsible person should be notified of any medical conditions prior to the start of the competition.

Unsuitable attire for any competition category by vaulter or lunger may result in elimination by Judge A.

14. MUSIC

Music is allowed. Music must be provided or Organising Committees in the form requested on the official schedule.

15. ARENA

16.1 Dimensions and Surface

The arena must be a circle with a diameter of at least 18m and must be of a soft and springy material. Arenas should always be assessed prior to competition by the Judge A to ensure both the safety of vaulters and horses. In the case of a competition held indoors the height must

be a minimum of 5m. The public must be a minimum of 2m away from the circle and a minimum of 13m away from the centre of the lunging circle.

16.2 Practice Arena

A practice arena is compulsory and must be as in the paragraph above, however, it is recommended that there should be two or more practice arenas. If the competition takes place indoors the possibility for practicing indoors must be available to all competitors. It is permitted to work the horses mounted in the warm up arena.

16. SIGNAL

Judges must use a bell when wanting to signal vaulters for any reason. Car horns, whistles or voice etc are not permitted.

17. ABUSE OF HORSES (FEI GENERAL REGULATIONS ART. 142)

Abuse can be defined as intentionally acting in a way, which may cause pain or unnecessary discomfort to a horse. As examples, an act of abuse can be any of the following:

- To whip or beat a horse excessively.
- To subject a horse to any kind of electric shock device.
- To jab the horse in the mouth with the bit or any other device.
- To compete using an obviously exhausted, lame or injured horse.
- To abnormally sensitise or desensitise any part of a horse.
- To leave a horse without adequate food, drink and exercise.

Any case of abuse must be reported immediately to Judge A.

18. DISCIPLINE/MISCONDUCT

If any complaint is made that a vaulter, lunger, coach or group of any combination entered for and competing in a vaulting competition to which these rules apply, has committed a breach of these rules, or the FEI Rules, or has been guilty of any conduct which is or may be derogatory to the character of, prejudicial to the interests of, the RDA(WA) or the Judge officiating at the competition during which the cause of the complaint arose, or was alleged to have arisen may report the matter in writing to the Secretary of the RDA(WA) Vaulting Sub Committee within 14 days of the occurrence.

19. DOPING : LUNGERS/HORSES

As directed by FEI General Regulations 143 and the Australian Sports Drug Agency, Canberra. Lungers must not be affected by drugs or alcohol of any description.

20. MEDICAL PERSONNEL

It is compulsory at all RDA(WA) vaulting competitions run under RDA(WA) Vaulting Rules for a minimum of at least one qualified adult senior first aid officer (or qualified equivalent) to be in attendance for the duration of the event. This officer is to be solely responsible for first aid and no other task on the day of competition.

Provisions to contact an ambulance must be accounted for (eg direct two-way radio contact or telephone at venue).

It is the responsibility for the Organising Committee to ensure that medical personnel are on site. Prior to ringing the bell to signal a vaulter to commence, Judge A must ensure that Medical Personnel are operational.

In the event that the medical personnel leave the venue, the event must be halted until such personnel return or a suitable alternative is appointed. Emergency vehicles must be able to access all parts of the venue.

21. ORDER OF STARTING/DRAW

The order of starting will be drawn after entries have been received and how it is done is at the discretion of the Organising Committee.

The order of starting will be posted at the competition venue 1 hour prior to the commencement of the competition and must be available to competitors at least 24 hours prior to the commencement of the competition.

If, in exceptional circumstances, it is necessary to alter the timetable, all reasonable steps must be taken to inform competitors so they can be prepared to start at their revised times.

22. PRIZES

Participation awards must be presented to all vaulters attending the RDA(WA) State Championships and the form of all the awards will be at the discretion of the Organising Committee.

23. TIME KEEPING

Judge at A is responsible for keeping time. They may use an electronic timer or a stop watch. Judge at A may decide to appoint an Official Time Keeper and Organising Committees should provide spare stop watches. It is advisable for all judges to keep time to assist with determining deductions for available time remaining, but only Judge at A is responsible for signalling 'time'.

24. HORSES FIT TO COMPETE

Horses are required to trot a minimum of one circle prior to Judge A indicating that the first vaulter can commence. It is the responsibility of the Ground Jury to judge the soundness of all horses entered in RDA(WA) events. Judge A may eliminate a vaulter or group if the horse is showing signs of stress.

The Organising Committee must arrange for a veterinary practitioner to be on call at all major RDA(WA) events.

25. WEIGHT OF VAULTERS

Judge A may eliminate vaulter/s from a class if the Judge/s considers the vaulter/s' weight causes distress to the horse and affects the horse's performance.

26. WITHDRAWALS

Withdrawals may be accepted at any time, but refunds will not be given after closing date of entries. A partial refund may be considered on presentation of a medical certificate.

28. CHEF D'EQUIPE

Each group, which is entering two or more competitors at an RDA(WA) State Championship, must appoint a Chef d'Equipe who will be responsible for all the competitors and horses entered as individuals and/or group. A Chef d'Equipe may be a coach, lunger or other administrative person.

29. USE OF VOICE, PROMPTER, SIDE WALKERS AND SUPPORTERS

The use of voice is not prohibited for either vaulter or lunger , however a lunger who does not use voice will score higher in General Impression than one who does. Safety of horses, vaulters and lungers is paramount and if voice is required then it should be used.

Prompting verbally or by pointing or by a Physical 'tap' reminder is permitted in all walk classes. There is no deduction made in F, G, H and I, for all other classes: a deduction of -1 point in compulsories - "A" for assistance. In freestyle a deduction of -1 whole mark from overall performance mark in freestyle – "A" for assistance.

Physical assistance which involves supporting limbs, displacing the centre of gravity of any limbs or the vaulter, by an unmounted supporter, is permitted in F, G, H and I, for all other classes: a deduction of -1 point in compulsories - "A" for assistance. In freestyle a deduction of -1 whole mark from overall performance mark in freestyle – "A" for assistance.

Horse side walkers are permitted.

Teams: no restriction on number of supporters used.

Canter: During the performance of the tests no other person except the lunger must be in the vaulting circle.

Team Barrel: Co-ordinated activities off the barrel by team vaulters will not be judged in general impression and should not impede the judge's ability to assess the performance on the barrel.

INDIVIDUAL COMPETITION

30. INDIVIDUAL HORSE COMPETITION

The individual vaulter is only accompanied by the lunger and the vaulting horse exceptions include horse side walkers, and assistants, and should be restricted to only those required for the well being of the horse and the vaulter.

30.1 The Circle

The horse moves left or right hand on the circle with a minimum diameter of 15 metres. A visible marking of the central point of the circle is recommended.

30.2 Execution of Test

The Individual Vaulting Competition consists of two parts: the Compulsory Test and the Freestyle. The Compulsories and the Freestyle of all rounds must be performed on the same horse with the same lunger for all classes except if the lunger is ill or injured in which case a reserve lunger may be substituted. Classes H and I will be run as separate Compulsory classes and separate Freestyle classes and can be on different horses if both classes are entered.

All Individual vaulters using the same horse must enter the arena together and all perform the Compulsories. The Freestyle is then performed in the same starting order as the Compulsories.

The Organising Committee may schedule the Compulsories section separate from the Freestyle section if they choose, however it must be stated in the schedule and be a minimum of 1 hour apart.

During the performance of the tests no other person, except the lunge, must be in the vaulting circle. The next competitor using the same horse may enter the circle when the previous vaulter has completed their final dismount. Exceptions are detailed in Rule 29 Use of Voice.

31. I AND G COMPULSORIES – INDIVIDUAL COMPETITION

E Basic Seat – Vault onto seat astride with both elbows bent and in line with the body, the little finger resting in the crook of the hip joint with fingers at the front of the body and the thumb towards the back.

E Flag – Outside leg extended, both hands stay on the grips.

E Mill – 4 phases in 4 beat commencing with the outside leg over the neck to inside seat, then back to seat astride, inside leg over the neck to outside seat, then back to seat astride. Mill off to the inside.

Optional 'push exercise' to replace Flag – vaulter sits in a seat astride position with legs wrapped underneath and hands on the grips. Vaulter to extend legs forward from hips to a moderate pike, roughly a 135 degree angle from hips. Vaulter extends legs a few inches behind upper body allowing a rise of chest and a transfer of weight to the arms. Return to seat astride position.

32. H AND F COMPULSORIES – INDIVIDUAL COMPETITION

E Basic Seat – Vault onto seat astride with both elbows bent and in line with the body, the little finger resting in the crook of the hip joint with fingers at the front of the body and the thumb towards the back.

D Flag – Inside arm maybe extended after the outside leg has been extended.

D Mill – whole mill in 4 beat. Mill off to the inside.

Optional E Swing to replace Flag – Swinging up of the legs with the intention to achieve a handstand position and return to seat astride.

33. E COMPULSORIES (CANTER) and EW COMPULSORIES (WALK) – INDIVIDUAL COMPETITION

E Basic Seat – Vault onto seat astride with both elbows bent and in line with the body, the little finger resting in the crook of the hip joint with fingers at the front of the body and the thumb towards the back.

E flag – Outside leg extended, both hands stay on the grips.

E Mill – 4 phases in 4 beat commencing with the outside leg over the neck to inside seat, then back to seat astride, inside leg over the neck to outside seat, then back to seat astride.

E Swing – Swinging up of the legs with the intention to achieve a handstand position and return to seat astride.

E Kneel – With lower legs and feet lying flat and parallel on the horse, arms extended to the side, at shoulder height.

Vault off – to the inside.

34. D COMPULSORIES (CANTER) and DW COMPULSORIES (WALK) – INDIVIDUAL COMPETITION

Static exercises in D class are held for 4 canter strides.

D Seat – Vault on and Basic seat, as described in Vaulting Guidelines for Judges available at www.fei.org

D Flag – Inside arm maybe extended after the outside leg has been extended.

D Mill – Whole mill in 4 beat.

D Scissors – First phase forward scissors; from backward seat swinging up of the legs into straddle angle support, *then ½ mill forward to seat astride, through outside seat (*does not receive a score).

D Stand – Free stand with arms remaining close to the side of the body.

D Flank – First phase of Flank to inside seat, then ½ mill over the neck to seat astride, then Vault-Off to the outside.

35. A, B, C COMPULSORIES – INDIVIDUAL COMPETITION

The Compulsories consist of seven exercises as described in Vaulting Guidelines for Judges available at www.fei.org

- Vault-on
- Basic Seat
- Flag
- Mill
- Scissors
- Stand
- Flank

All Compulsory exercises must follow one another immediately.

All vaulters performing on the same horse enter the arena and salute Judge A together. Vaulters should not enter the circle until the previous vaulter has completed their final dismount. No one else may enter the arena unless required for assisted mount.

36. DEDUCTIONS IN THE COMPULSORIES – INDIVIDUAL COMPETITION

Please note : Letters are used by judges as abbreviations for each deduction and are recorded on the score sheet.

No specific deductions in Classes F – I, however Judges are encouraged to provide comments as feedback to coaches and vaulters.

Deduction of 1 point

A For each compulsory in canter where prompting is required. In classes above EW, for any physical assistance which involves supporting limbs, displacing the centre of gravity of any limbs or the vaulter, by an unmounted supporter.

- C For each stride less than four in the Compulsory exercises: Basic Seat, Flag and Stand: the strides are counted from when the required exercises is displayed.
- T For each rhythm failure in the Mill.
- K For each failure to kneel before the Flag and Stand.
- N For leaning on the horse's neck with the hand without loss of form in Flag.
- G For each landing (dismount, flank) other than on both feet only.

Deduction of 2 points:

- R For repeating a Compulsory exercise or part of an exercise without leaving the horse. If the horse does not canter (e.g. falls into trot) while the vaulter is showing the defined position in Basic Seat, Flag or Stand, the vaulter may keep the position until the horse canters again, without having to sit down and build up the exercise again and will still be entitled to a score. But the vaulter will be penalised without a deduction of 2 points for repetition, as the trotting strides cause an interruption of the exercise. In order to avoid a deduction for missing canter strides, the vaulter has to show the defined position for 4 continuous canter strides. If the horse does not canter (even a single trot stride) during a compulsory exercise the vaulter may repeat the whole exercise and will be penalised a deduction of 2 points for repetition. If the vaulter does not repeat the exercise in canter, after an interruption of the canter, the vaulter receives a score of 0.
 For retaking the grips once (loss of balance) in Basic Seat, Flag and Stand.
 For incorrect order of exercises followed by correct repetition without leaving the horse.
 For repeating only one phase of a compulsory exercise.
- F For a fall between two exercises (the deduction will be scored for the previous exercise).

Score of 0

- For each Compulsory exercise omitted or part of an exercise not performed.
- For each Compulsory exercise shown by a vaulter in the wrong order and not corrected.
- For repeating a Compulsory exercise twice.
- For retaking the grips twice.
- For each Compulsory exercise not performed in the gait of the competition.
- If in the Scissors or the Flank, the first part is performed in the wrong gait, and not repeated in the correct gait the score will be 0. If the horse breaks gait during the second part, the score cannot be more than 5.
- For turning the scissors in the wrong direction.

A deduction of up 2.5 off the basic seat score for a bad mount at walk/walk or mounting assistance in canter/walk or canter/canter.

37. SCORING COMPULSORIES – INDIVIDUAL COMPETITION

Each Compulsory exercise is scored.

In case of a fall during the block of exercises, the performance must be continued within 30 seconds with another vault-on and the next Compulsory exercise.

In A, B, C, and D classes a score for the horse will be awarded in accordance with FEI Vaulting Guidelines for Judges.

The marks for each compulsory exercise and the horse score are added and the result is divided by 8 - Refer to the score sheets for walk classes. The result will be calculated to the third decimal.

38. FREESTYLE – INDIVIDUAL COMPETITION

The Freestyle is shown for 1 minute, freely composed by the vaulter. During the performance, the vaulter must remain in contact with the horse. Ground jumps are allowed in A, B and C Classes.

The Freestyle consists of static and dynamic exercises. To score in Degree of Difficulty, each static exercise must be held for at least 3 canter strides.

The Freestyle is scored separately, according to:

1. Degree of difficulty (A, B, C only)
2. Composition
3. Performance
4. Horse Score (A, B, C only)

38.1 Degree of Difficulty – Individual Competition

The exercises are divided, according to their difficulty, into 4 degrees:

R – High Difficulty with added Risk

S – High Difficulty

M – Medium Difficulty

L – Low Difficulty

The criteria used to determine the degree of difficulty are:

- In relation to the height above the horse
- Complication of the movements (dynamic)
- Demands of suppleness and strength
- Number and security of holding points
- Change of direction (forward, backwards, across)
- Change in relation to the horse (on neck, on croup, inside and outside).

Repetitions of the same exercise are only counted once. If a part of an exercise is shown with different variations (eg held/free) only the most difficult element is scored in Degree of Difficulty.

If one static exercise is developed from another, it is only counted as a separate exercise if held for at least 3 canter strides.

A list of categories of Freestyle exercises can be found in the FEI Vaulting Guidelines for Judges.

38.2 Composition – Individual Freestyle

The maximum score is 10. Decimals are allowed.

Individual freestyle in class I will be purely on performance and no composition score will be awarded.

The composition of the Freestyle program should combine exercises and transitions into a presentation with an interesting beginning, several high points and an interesting ending. The progressive development of an exercise or block of exercises out of one phase and into another contributes to the artistic value.

Technical aspects of the composition include:

- Transition
- Use of Space
- Changes in relation to the horse (on neck, on croup, inside and outside)
- Variety, originality and ingenuity
- Use of both static and dynamic exercises
- Harmony with the music.

38.3 Performance – Individual Freestyle

The maximum score is 10. Decimals are allowed. The focus of freestyle in level I will purely be on performance.

The performed exercises are scored according to major considerations of each exercise which include:

- Mechanics
- Essence
- Form
- Scope (elevation, width, amplitude of movement)
- Degree of difficulty of execution
- Security and balance
- Consideration for the horse
- Harmony with the movement of the horse.

39. TIMING – INDIVIDUAL COMPETITION

Within one minute after the signal (bell) is given to enter the arena, the vaulter and the lunger must salute. At the latest 30 seconds after the bell following the trot has been rung, the first exercise should be commenced.

There is no time limit for the Compulsory test. If more than one vaulter is starting on the same horse, the next vaulter may enter the circle and approach the horse to begin their compulsories immediately after the vault-off of the previous vaulter without waiting for a further signal. Vaulters should not attempt to start the freestyle until a signal from Judge A.

Timing of the Freestyle begins when the vaulter touches the grips to vault-on and ends after 60 seconds. If there is one competitor on the horse, there will be a 1 minute break between the Compulsories and the Freestyle.

No time restrictions will be applied from classes F to I.

40. SIGNAL – INDIVIDUAL COMPETITION

A bell is used by Judge at A to –

1. Signal for the vaulters and lunger with the horse to enter the arena.
2. Signal the first vaulter to start the Compulsory and every vaulter to start the Freestyle test.

3. To signal the end of the time limit.
4. To stop a competitor or performance for any reason or for any unforeseen incident.
5. To give the signal for a competitor to continue after an interruption.
6. To signal that the time has been stopped after a fall.

In case of an unforeseen incident or if the signal is given to stop a competitor for any reason, the timing is stopped until the grips are touched for the vault-on after the signal to recommence.

If there is a fall during the Freestyle and the Judge at A stops the time, the time is stopped until the grips are touched followed immediately by the vault-on. The Freestyle test must be continued within 30 seconds after the signal to recommence.

41. SCORING THE FREESTYLE – INDIVIDUAL COMPETITION

The Freestyle is scored separately, according to:

1. Degree of Difficulty (A, B, & C only)
2. Composition
3. Performance
4. Horse (A, B, C & D only)

41.1 Scoring – Degree of Difficulty – Individual Competition

The maximum score is 10. Decimals are allowed. The exercises will be scored as follows:

- | | | |
|----------------------|-----|------------|
| - Risk exercise | (R) | 1.3 points |
| - Difficult exercise | (D) | 0.9 points |
| - Medium exercise | (M) | 0.4 points |
| - Low/easy exercise | (E) | 0.0 points |

A freestyle must consist of a minimum of 7 exercises. Easy exercises (E) are to be counted but they do not have a value for the degree of difficulty.

If fewer exercises than required are shown, no scores will be given. In this case, the Ground Jury must be convened by Judge A. The decision to give no score can only be taken by Judge A.

Only the 10 most difficult exercises are counted.

No points are awarded for:

- Each static exercise held for less than 3 canter strides
- Each Freestyle exercise started after the time limit
- Movements from the Compulsory program
- Any Freestyle exercise not performed in Canter
- Repetition of any exercise.

41.2 Scoring – Composition – Individual Competition

The vaulter must leave the horse immediately after the bell has rung (within 3 canter strides). If not, the composition score will be reduced by 1.0.

41.3 Scoring – Performance – Individual Competition

The score is obtained after deduction of:

- 0.1 to 0.5 points for minor faults
- 0.6 to 0.9 points for medium faults
- 1.0 point for major faults.
-

Judges may make further deductions for obvious lack of performance if only a minimum number of exercises have been shown or if there is considerable time available after final dismount. The deductions are totalled and then subtracted from the maximum possible score of 10.

Further deductions:

Falls:

- For each fall for which the clock is stopped, there must be a deduction of 2 points.
- For falls during the performance for which the clock is not stopped, there should be a deduction of up to 2 points.
- For falls on to the horse which affects its comfort and for falls landing on the ground, there may be a deduction of up to 2 points depending upon severity and cause.
- 0.5 points for a fall on the ground after the final dismount
- Third fall – elimination.

41.4 Freestyle Score – Horse (A, B, C) – Individual

The score for the horse in the freestyle round will be awarded in accordance with FEI Vaulting Guidelines for Judges.

41.5 Freestyle Score – Individual Competition

The Performance score is multiplied by 2 and the results are then added to the Degree of Difficulty, Composition and Horse Score. This is then divided by 5 to obtain a Freestyle score out of 10. In classes D to F and H, Composition and Performance (x2) are added and divided by 3. The result will be calculated to the 3rd decimal.

In classes G and I, only performance is scored in Freestyle, so no calculation is required for the freestyle score.

42. TOTAL SCORE – INDIVIDUAL COMPETITION

The scores from the Compulsories and the Freestyle are added and divided by 2. The result will be calculated to the 3rd decimal. If an organising committee adopts an A class competition as for championships then the provisions of EA Rule 51 will apply for this class.

In case of equality of total marks, the higher mark in the compulsory test will decide. The single marks must be written down on the Judges sheets. Deduction from the total score -0.5 points for a circle other than defined.

TEAM COMPETITION

43. TEAMS HORSE COMPETITION

At competition a vaulting team is composed of 4 or 6 vaulters with 1 alternate vaulter, 1 lunger and 1 vaulting horse. At any one competition, a vaulter may be a member of one team only and one integrated team only.

Separate classes must be conducted for teams of 4 and teams of 6.

43.1 The Circle

The horse moves left or right on a circle with a minimum diameter of 15m. There is not a maximum diameter for a circle. A visible marking of the central point is recommended.

43.2 Execution of Test

The team vaulting competition consists of two parts, the Compulsories and the Freestyle. The Compulsories and Freestyle must be performed on the same horse with the same lunger except if the lunger is ill or injured in which case a reserve lunger may be substituted.

All four or all six vaulters in the team must show all the Compulsories and at least one exercise in the Freestyle. The Compulsory test and the Freestyle can be performed separately.

43.3 Alternate Vaulters

If a vaulter incurs a major injury where the time is stopped and the injured vaulter is removed from the arena then the alternate vaulter may substitute for the injured vaulter after the concerned exercise.

In competitions with several tests, the alternate vaulter, after notification to the Ground Jury, may be used in the next test, however, once used, the alternate vaulter must finish the competition.

44. I AND G COMPULSORIES – TEAM COMPETITION

The compulsories consist of three exercises, with one optional exercise, performed in one block.

E Basic Seat – Vault onto seat astride with both elbows bent and in line with the body, the little finger resting in the crook of the hip joint with fingers at the front of the body and the thumb towards the back.

E Flag – Outside leg extended, both hands stay on the grips.

E Mill – 4 phases in 4 beat commencing with the outside leg over the neck to inside seat, then back to seat astride, inside leg over the neck to outside seat, then back to seat astride. Mill off to inside.

Optional 'push exercise' to replace Flag – Vaulter sits in a seat astride position with legs wrapped underneath and hands on the grips. Vaulter to extend legs forward from hips to a moderate pike, roughly a 135 degree angle from hips. Vaulter extends legs a few inches behind upper body allowing a rise of chest and a transfer of weight to the arms. Return to seat astride position.

45. H AND F COMPULSORIES – TEAM COMPETITION

The compulsories consist of three exercises, with one optional exercise, performed in one block.

E Basic Seat – Vault onto seat astride with both elbows bent and in line with the body, the little finger resting in the crook of the hip joint with fingers at the front of the body and the thumb towards the back.

D Flag – Inside arm maybe extended after the outside leg has been extended.

D Mill – whole mill in 4 beat. Mill off to inside.

Optional E Swing to replace Flag – Swinging up of the legs with the intention to achieve a handstand position and return to seat astride.

46. E (Canter) AND EW (Walk) COMPULSORIES – TEAM COMPETITION

The compulsories consist of six exercises performed in 2 blocks.

BLOCK A

E Seat – Vault on to seat astride with both elbows bent and in line with the body, with the little finger resting in the crook of the hip joint with fingers at the front of the body and the thumb towards to back.

E Flag – Outside leg is extended, both hands stay on the grips.

E Mill – 4 phases in 4 beat commencing with the outside leg over the neck to inside seat, then back to seat astride, inside leg over the neck to outside seat, then back to seat astride. Followed by a dismount to the inside.

BLOCK B

After a vault on to seat astride

E Swing – Swinging up of the legs with the intention to achieve a handstand position and return to seat astride.

E Kneel – With lower legs and feet lying flat and parallel on the horse, arms extended to the side, at shoulder height.

Vault off – to the inside.

47. D COMPULSORIES (CANTER) and DW COMPULSORIES (WALK) – TEAM COMPETITION

The compulsories consist of six exercises performed in two Blocks at canter in D Class, and walk in DW Class.

BLOCK A

D Seat – Vault on and Basic seat, as described in FEI Vaulting Guidelines for Judges available at www.fei.org

D Flag – Inside arm maybe extended after the outside leg has been extended.

D Mill – Whole mill in 4 beat. Followed by a dismount to the inside in the same timing as the Mill.

BLOCK B

After a vault on to seat astride

D Scissors – First phase forward scissors; from backward seat swinging up of the legs into straddle angle support, then *½ mill forward to seat astride, through outside seat (*does not receive a score).

D Stand – Free stand with arms remaining close to the side of the body.

D Flank – First phase of Flank to inside seat, then *½ mill over the neck to seat astride, then Vault-Off to the outside.

Static exercises are held for 4 canter strides and exercises noted * do not receive scores.

48. A, B, C COMPULSORIES – TEAM COMPETITION

The compulsories consist of seven exercises as described in FEI Vaulting Guidelines for Judges available at www.fei.org

BLOCK A

Vault-on

Basic seat
Flag
Mill, with dismount

BLOCK B

Vault-on
Scissors
Stand
Flank

All vaulters must show each Compulsory exercise in the designated gait. First of all vaulters show Block A – Vault on, basic seat, flag and mill, and dismount. The vaulter with No. 1 begins, No. 2 follows etc. When all the vaulters have completed Block A, the vaulter with No. 1 commences block B with the scissors, stand and flank followed by No. 2 etc.

When competitions are performed at the walk the vaulters must be legged up.

49. DEDUCTIONS IN THE COMPULSORIES – TEAM COMPETITION

As per Individual Compulsories (Rule 36), with the exception of integrated team of 4 Class F and below, letters are to be used as abbreviations at each deduction.

50. SCORING OF THE COMPULSORIES – TEAM COMPETITION

Each Compulsory exercise of each vaulter is scored. All single marks of the Compulsories for each vaulter are added and divided by the number of vaulters in the team. The result will be calculated to the third decimal. The horse score for the compulsory round is determined in accordance with FEI Vaulting Guidelines for Judges. The horse score is added and the result is divided by 8 to give the total mark for the Compulsory Test. Refer to score sheets for walk classes.

51. FREESTYLE – TEAM COMPETITION

The program should contain only exercises in which the vaulters are secure and confident. Performance and Composition scores will be affected when a program is too difficult for the present ability of the vaulters or the training level of the horse.

A Freestyle is composed of single and combination exercises (double and/or triple exercises), vault-on, dismount, vault-off and transitions. The teams are free to compose their own test.

Each member of a team has to take part in the Freestyle with at least one exercise. For a good score in composition, all vaulters should perform an equal number of exercises.

No more than 2 vaulters may be on the horse at one time in Classes F and below and 3 vaulters may be on the horse at one time in all other classes. In the case of triple exercises two vaulters must retain contact with the horse. Otherwise these elements of the exercise are not scored. This applies specifically to exercises in which one vaulter carries two other vaulters.

51.1 Degree of Difficulty – Team Freestyle

The exercises are divided according to their difficulty into 3 degrees:

D	-	Difficult exercises
M	-	Medium exercises
E	-	Low/Easy exercises

The criteria used to determine the degree of difficulty are: As per Individual Degree of Difficulty (Rule 38.1).

51.2 Composition – Team Freestyle

The maximum score is 10. Decimals are allowed. The composition of the Freestyle program should combine exercises and transitions into a presentation with an interesting beginning, several high points and an interesting ending. The progressive development of an exercise or block of exercises out of one phase and into another contributes to the artistic value.

Technical aspects of the composition include: As per Individual Composition (Rule 38.2).

- Equality and participation of vaulters
- Combinations of exercises for 1, 2 and 3 vaulters.

51.3 Performance – Team Freestyle

The maximum score is 10. Decimals are allowed. The performed exercises are scored according to major considerations of each exercise which include: As per Individual Performance (Rule 38.3).

52. TIMING -TEAM COMPETITION

Within one minute after the signal (bell) is given to enter the arena, the team must salute. The first exercise in the Compulsories should be commenced at the latest 30 seconds after the bell following the trot has been rung.

The time for the Compulsory test begins at the moment the first vaulter touches the grips, and ends with the landing after the flank of the last vaulter.

The maximum time allowed for the completion of the compulsory test and freestyle will be 10 minutes for a team of 6, 7 minutes for a team of four.

D & D1, 11 minutes for a Team of 6, Team of 4 at all other levels – 3 minutes freestyle- 4 minutes compulsories.

Maximum time allowed for the completion of the freestyle test will be the balance of time available, not exceeding- 4 minutes for a team of 6, 3 minutes for a team of 4, however 4 minutes will be allowed for an integrated team of 4 at Class F.

The remaining time available for the Freestyle must be advised to coaches and lungers at the end of the entire compulsory section of the competition.

If the compulsory and freestyle sections are to be run separately there must be a break of a minimum of 1 hour between the performance of the Compulsories and the Freestyle.

Timing of the Freestyle begins when the vaulter touches the grips to vault-on and ends when remaining time available for the Freestyle has elapsed.

In case of an unforeseen incident, or if the bell is sounded to stop a competitor for any reason, the timing is stopped until the grips are again touched for the vault-on.

53. SIGNAL – TEAM COMPETITION

A bell is used by the Judge at A to signal the competitors. It is used on the following occasions:

1. To give the signal for the teams to enter the arena
2. To give the signal for the first vaulter to start the compulsories and to start the freestyle
3. To announce the end of the total time allowed
4. To give the signal to stop a competitor or performance in unforeseen incident
5. To give the signal for a competitor to continue after an interruption
6. To signal that the time has been stopped after a fall

54. SCORING OF THE FREESTYLE – TEAM COMPETITION

The Freestyle is scored separately according to:

1. Degree of Difficulty (A, B, C, D1)
2. Composition
3. Performance
4. Horse and General Impression (A, B, C & D1) or General Impression in the remaining classes.

54.1 Scoring – Degree of Difficulty – Team Competition

This will only be scored when Freestyle is performed in canter (A, B, & C, D1). The total maximum score for Degree of Difficulty given to a team of 6 is 10.0. Decimals are allowed. In Teams of 6, the 25 exercises with the highest degree of difficulty will be scored. The exercises will be scored as follows:

Team of 6:

- Difficult exercise (D) 0.4 points per exercise
- Medium exercises (M) 0.3 points per exercises
- Easy exercise (E) 0.2 points per exercise

Degree of Difficulty scores will not be awarded for:

- Each static Freestyle exercise held for less than 3 strides
- Each Freestyle exercise with more than 3 vaulters or 2 vaulters in D1.
- Each Freestyle exercise started after the time limit.
- Each Freestyle exercise not performed at the canter.
- Each triple exercise where only one vaulter remains in contact with the horse.
- Repetition of any element of the exercise
- Movements from the Compulsory program.

If an exercise has begun just before the time limit, the exercise or combination in progress may be finished. If the dismounts are commenced immediately without further intermediate exercises, the dismounts will be included in the evaluation for Difficulty, Composition and Performance without penalty.

If other exercises or combinations recommenced after the exercises or combinations in progress at the time of the bell, other than the final dismounts, there will be a deduction of 1 point from the score for composition and all exercises after the bell, including the dismounts, will not be scored for performance, degree of difficulty or composition. No more static exercises may be performed after the bell.

Elements of the exercises shown twice are scored only once in degree of difficulty. If a part of the exercise is shown with different variations (for example held/free) only the most difficult one is scored.

54.2 Scoring – Composition – Team Competition

The maximum score is 10. Decimals are allowed.

Deduction of 1 point if static exercises are commenced after the bell to announce total time.

Deduction of 1 point for each vaulter who does not participate in the Freestyle.

For ABC teams for composition score is multiplied by 2.

54.3 Scoring – Performance – Team Competition

The maximum score for the team is 10. Decimals are allowed.

For each fall from the horse, a minimum deduction of 0.3 points will apply, regardless of the number of vaulters who fall from the horse. In the case of severe falls or falls which affect the comfort and well-being of the horse and also falls on the horse; there should be a deduction in the order of 0.5 to 1 point for each occurrence.

Judges may make deductions for obvious lack of performance if only a minimal number of exercises have been shown.

Judges may make deductions of up to 2.0 points for each whole minute for a Team of 6 unused available time.

Deduction of up to one whole point for each instance, for obvious failure or lack of strength of the person who legs-up resulting in the vaulter not taking position immediately.

The Performance score is multiplied by 2.

For ABC teams the performance score is multiplied by 2.5.

54.4 Scoring - General Impression – Team Competition

Horse and General Impression (A, B, C and D1)

The horse score for the Freestyle round is determined in accordance with the FEI Vaulting Guidelines for Judges.

General Impression Remaining Classes

The maximum score for the team is 10. Decimals are allowed. Marks for General Impression are given as follows:

- Lunging, presentation and work of the horse 90%
- Turnout, behaviour and composure of the team 10%.

The scoring for General Impression begins with the entry of the team and ends with the exit of the team.

Deduction 1 point:

- For the presentation of the team on a circle of less than 15m diameter

- For a performance break to adjust the equipment
- Time wasting when entering and saluting. (Delays getting into the arena i.e. horse/vaulters/equipment/supporters not ready or not knowing where to go, or complicated lengthy salutes.)

For ABC teams the horse and general impression score is multiplied by 1.5.

55. TOTAL SCORE – TEAM COMPETITION

55.1 A, B, C, Team Competition

The scores for Degree of Difficulty, Composition, Performance, Horse and General Impression are added together and then divided by 7. The total compulsory score and the freestyle score are then added together and then divided by 2. The result will be calculated to the 3rd decimal.

55.2 Remaining Classes – Team Competition

The scores for Compulsories, Composition, Performance and General Impression are added together and then divided, by 12 for D1 Teams, by 11 for D Teams and by 10 for all remaining classes. The result will be calculated to the 3rd decimal.

In the case of equality of total marks the higher mark awarded by Judge A in the Compulsories will decide.

PAS DE DEUX COMPETITION

56. PAS DE DEUX COMPETITION

The Pas de Deux (meaning pairs) competition is composed of 2 vaulters, the lunger and the vaulting horse. The Pas de Deux is a freestyle only competition which may be run over 1 or 2 rounds. The horse moves left or right on a circle with a minimum diameter of 15m.

Vaulters may enter one pas de deux and one integrated pas de deux .

Competition classes may be designated walk or canter. Classes may be divided on age or ability but the competition schedule must be explicit about the eligibility of each vaulter in the partnership. If the competition is run over 2 rounds, there must be a break of at least one hour.

The same composition may be used for both rounds. During the performance, both vaulters must remain in contact with the horse, the grips or each other. Ground jumps are recommended in canter classes only. Vault-on performed at walk must be assisted.

56.1 Composition – Pas de Deux Competition

The maximum score is 10. Decimals are allowed. The composition of the Freestyle should combine exercises and transitions into a presentation with an interesting beginning, several highlights and an interesting ending.

Technical aspects of the composition include: As per Individual Composition (Rule 38.2)

- Equality and participation of vaulters
- Relationship and harmony between the vaulters

- Use of both “mirrored” and asymmetrical exercises.

56.2 Performance – Pas de Deux Competition

The maximum score is 10. Decimals are allowed. The performance exercises are scored according to major considerations of each exercise which include: As per Individual Performance (Rule 38.3).

56.3 Timing – Pas de Deux Competition

Timing commences when the first vaulters touches the grips to mount and usually ends after 2 minutes. Specific competition schedules will highlight classes where time limits do not apply.

56.4 Signal – Pas de Deux Competition

A bell is used by Judge A to :

1. Signal for the vaulters and lunge with the horse to enter the arena
2. Signal the first vaulter to start the Freestyle
3. To signal the end of the time limit
4. To stop a competitor or performance for any reason or for any unforeseen incident
5. To give the signal for a competitor to continue after an interruption
6. To signal that the time has been stopped after a fall.

57. SCORING PERFORMANCE – PAS DE DEUX COMPETITION

Judges will allocate scores based on an assessment of minor, medium and major faults. Judges may make further deductions for obvious lack of performance if only a minimal number of exercises have been shown or if there is considerable time available after final dismount.

Falls:

- For each fall for which the clock is stopped there must be a deduction of 2.0 points.
- For falls during the performance for which the clock is not stopped, there should be a deduction of up to 2.0 points.
- For falls on to the horse which affects its comfort and for falls landing on the ground, there may be a deduction of up to 2.0 points depending upon severity and cause.
- 0.5 points for a fall on the ground after the final dismount.
- Third fall: elimination.

The Performance score is multiplied by 2 and the result is then added to the Composition score. This is then divided by 3 to obtain a Freestyle score out of 10.

58. TOTAL SCORE – PAS DE DEUX

If the competition is run over 2 rounds, the total marks from the 2 rounds are added and divided by 2. In case of equality of the total marks, the higher mark of the second round will decide, or if the competition is run over one round, then the highest performance mark will decide.

BARREL COMPETITIONS

59. BARREL COMPETITIONS

A barrel is a man-made artificial horse.

59.1 Specifications

Diameter	60 cm
Length	130 cm
Height	120 cm

Small barrels are optional provided vaulters legs do not touch the ground in basic seat, for levels F and below.

Diameter	60 cm
Length	130 cm
Height	80 cm

59.2 Handles

As a guide, handles can be positioned 20 cm apart at the base and located 30 cm from the front of the barrel. As there are no rulings on size and location of handles on a surcingle there are no restrictions related to handles on a barrel, however they must be safe for the vaulting purposes.

59.3. Legs

Legs must not protrude outside the width of the barrel.

They can be attached by welding. Tubular metals should be used – not angle iron to prevent injuries to vaulters. Any amount of padding is permitted and vinyl covers are recommended. Handles may also be padded and covered.

If Organising Committees wish, a novelty event can be conducted on the barrel, however if entry fees apply the conditions and scoring process must be detailed in the competition schedule.

These classes are intended to encourage gymnastic ability and creativity in freestyles and vaulters should be encouraged to use any exercises within their limits on the static base (barrel), whilst remembering that performance must indicate consideration for the horse. Headstands are not permitted.

59.4 Judges

If more than one judge is used Judge A will be seated on the left side of the barrel, with their table parallel to the barrel, at approximately 3 metres away. Organising Committees of non Championship competitions may choose to have these classes judged by one judge only, who may be a Level 2 Vaulting Judge.

60. INDIVIDUAL BARREL FREESTYLE

60.1 Salute

Individual vaulters will enter the arena one at a time and may enter unobtrusively whilst the previous vaulter is performing. The vaulter will salute the Judge after the bell to begin has been rung and will salute after their performance. The Freestyle is scored separately according to composition and performance.

60.2 Composition – Individual Barrel Freestyle

The maximum score is 10. Decimals are allowed. The composition of the Freestyle program should combine exercises and transitions into a presentation with an interesting beginning, several high points and an interesting ending.

Technical aspects of the composition include: As per Individual composition (Rule 38.2).

There will be a reduction of 0.1 points off the composition score for each second below or above the allowed 60 seconds. Vaulters must use their judgement to keep time.

Individual freestyle in level I will be purely on performance and no composition score is rewarded.

60.3 Performance Individual Barrel Freestyle

The maximum score is 10. Decimals are allowed. The performed exercises are scored according to major considerations of each exercise which include: As per Individual composition (Rule 38.3).

Deductions of 1.0 point will be made for a fall.

In classes, defined by levels, in DW and below, the mount will not be assessed.

60.4 Timing of Individual Barrel Freestyle

Time allowed for Individuals Barrel Freestyle is 60 seconds. Timing of the freestyle begins at the moment the vaulter touches the barrel and ends when the feet touch the ground in the final dismount. There is no bell to indicate the end of the allowed time. In case of a fall the timing will not be stopped. A vaulter will be disqualified after exceeding the time limit by 30 seconds.

No time limits will be applied for level F and below.

60.5 Scoring of Individual Barrel Freestyle

In competitions using more than one Judge – the time penalties recorded on Judge A's score sheet will be transferred to all other Judges score sheets and to the recorded Composition Scores before calculation of the final scores. The Performance score is multiplied by 2 and the result is added to the Final composition Score. This is then divided by 3 to obtain a Freestyle score out of 10.

61. TEAM BARREL FREESTYLE

Barrel Teams are composed of any number between 3-6 vaulters. Vaulters may enter one Team Barrel class and one integrated Team barrel.

61.1 Team Barrel Freestyle

Teams must not enter the arena until the previous team has left and the Judge has rung the bell. The Freestyle is scored separately according to composition, performance and general impression.

61.2 Composition – Team Barrel Freestyle

The maximum score is 10. Decimals are allowed. The composition of the freestyle program should combine exercises and transitions into a presentation with an interesting beginning, several highpoints and an interesting ending.

Technical aspects of the composition include: As per Individual Barrel composition.

- Variety of combinations of 1, 2 and 3 vaulters in teams

- Equality of use of vaulters in teams.

-

There will be a reduction of 0.1 point off the composition score for each second under or over the optimum time. Vaulters must use their judgement to keep time. Coaches and lungers are not allowed in the arena during the barrel freestyle, exceptions include assistants, and should be restricted to only those required for the well being of a particular vaulter.

61.3 Performance – Teams Barrel Freestyle

The maximum score is 10. Decimals are allowed. The performed exercises are scored according to major considerations of each exercise which include: As per Individual Barrel Performance.

A deduction ranging from 0.3 to 0.5 points will be made for each fall in teams.

61.4 Timing of Teams Barrel Freestyle

Time allowed for a team of 6 is usually 4 minutes. Specific competition schedules will highlight classes where time limits do not apply.

Timing of the freestyle begins at the moment the first vaulter touches the barrel and ends when the feet touch the ground in the final dismount. There is no bell to indicate the end of the allowed time. In case of a fall the timing will not be stopped. A team will be disqualified after exceeding the time limit by 45 seconds.

61.5 General Impression – Teams Barrel Freestyle

General Impression is scored for teams only. The maximum score is 10. Decimals are allowed. A score out of 10 will be allocated for turnout, behaviour and composure of the team in the Freestyle.

A deduction of up to 1 point for affected entering and salutation.

61.6 Scoring – Teams Barrel Freestyle

In competitions using more than 1 Judge, the time penalties recorded on Judge A's score sheet will be transferred to all other Judges score sheets and applied to the recorded Composition scores before calculation of the final scores.

The performance score is multiplied by 2 and the results are then added to the Final Composition score and the General Impression score. This is then divided by 4 to obtain a Freestyle score out of 10.

62. PAS DE DEUX BARREL COMPETITION

The Pas de Deux (meaning pairs). There are no weight restrictions in Barrel competitions. Classes may be divided on age or ability, but the competition schedule must be explicit about the eligibility of each vaulter in the partnership.

62.1 Composition – Pas de Deux Barrel Freestyle

The maximum score is 10. Decimals are allowed. The composition of the Freestyle program should include: As per Individual Barrel Composition.

- Equality and participation of vaulters
- Relationship and harmony between the vaulters

- Use of both “mirrored” and asymmetrical exercises.

There will be a deduction of 0.1 points off the composition score for each second under or over 2 minutes. Vaulters must use their judgement to keep time. Coaches and lungers are not allowed in the arena during the barrel freestyle.

62.2 Performance – Pas de Deux Barrel Freestyle

The maximum score is 10. Decimals are allowed. The performed exercises are scored according to major considerations of each exercise which include: As per Individual barrel Performance.

A deduction of 0.5 points will be made for a fall.

62.3 Timing – Pas de Deux Barrel Freestyle

Time allowed for pas de deux barrel is usually 2 minutes. Specific competition schedule will highlight classes where time limits do not apply.

Timing commences when the first vaulter touches the barrel and ends when the last vaulters feet touch the ground in the final dismount. There is no bell to indicate the end of allowed time. In the case of a fall the timing will not be stopped. A Pas de Deux partnership will be disqualified after exceeding the time limit by 45 seconds.

62.4 Scoring – Pas de Deux Barrel Freestyle

In competitions using more than one Judge, the time penalties recorded on Judge A’s score sheet will be transferred to all other Judges score sheets and applied to the recorded Composition scores before calculation of final scores.

The Performance score is multiplied by 2 and the results are then added to the Final Composition score. This is then divided by 3 to obtain a Freestyle score out of 10.

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GLOSSARY OF VAULTING TERMS

- Alignment: Parallelism of the limbs to the plane appropriate to the exercise.
- Composition: Arrangement of a variety of athletic elements to form an artistic whole.
- Continuity: Smooth connection or uninterrupted flow in the entire composition.
- Difficulty of Execution: (In compulsory exercises) The relative difficulty of an exercise increased or decreased by the mechanics or degree of scope in the execution.
- Dynamic Exercise: A dynamic exercise is one in which the vaulters body or “centre of gravity”, or the “vast majority of points of mass” is displaced “relative to another system – the horse”.
- Elevation: Height of the vaulters legs off the horse resulting from a swing combined with extension of the arms.
- Essence: Important elements or skills required for an exercise i.e. balance, flexibility etc.
- Extension: The act of straightening a body part.
- Flight: Dynamic passage through the air as a result of a vigorous swing combined with a push away resulting in a trajectory.
- Form: Posture and stretch of the body, stretch and straightness of the limbs and extremities, correct position of the hands, feet, head.
- Mechanics: Correct position and movement of body parts required to fulfil the criteria of an exercise as defined and described. Note: Degree of height and straightness of arm and leg, and duration of exercise are NOT mechanics. Sufficient deviation from the

optimum outline IS a matter of mechanics. Incorrect timing of movement in dynamic exercises is mechanics.

Off Centre: Placement of vaulters body weight other than centred over the horse's spine (usually to the outside).

Originality: Use of unusual or new exercises or combinations.

Polish: Extra smoothness and style.

Scope: Use of optimum height, width and stretch of extremities in an exercise.

Static Exercises: A static exercise is one in which the vaulters body or "centre of gravity" is not displaced "relative to another system – the horse".

Transition: Connection between one exercise or group of exercises and another. A transition may be an exercise in itself.

Use of Space: Optimum utilisation of all 3 dimensions in the space and around the horse.

Variety: Diversity in choice of exercises and/or composition.