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CHAPTER VA VAULTING DIVISION

SUBCHAPTER VA-1 GENERAL

VA101 Introduction

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

VA102 Categories of Events

1. Squad Event (3*A, 2*B, & 1*C)
2. Individual Event (3* Individual, 2* Young Vaultler/Gold, 2*Silver & 1*Bronze)
3. Pas de Deux (1* Pas de Deux, 2*Pas de Deux, 3*Open Pas de Deux)

VA103 Competitors

1. A vaulter may enter the same event only once at any competition.
2. Age limits are as follows:
3. No age limits: 3*A Squad, 2*B Squad, 1*C Squad, 3*Individual, 2* Young Vaultler/Gold, 2*Silver, 2*Bronze, 3*Open Pas de Deux, 2*Pas de Deux, and 1* Pas de Deux.
 - a. Regarding age limits for Observation Events and CVI's, see current FEI Vaulting Rules (Article 702 – Eligibility).
4. Amateurs and professionals may compete in all events.
5. A squad may have up to two foreign vaulters as members and be eligible for awards provided that each of the foreign competitors has complied with the Federation membership requirements set forth in GR828.4 and GR1308 .2-4. Foreign competitors and lungers who desire to compete in non-breed restricted National Competitions in the FEI recognized disciplines in the United States must have proof, in English, of membership in good standing from their National Federation or must be members in good standing of USEF. Competition management must request proof, in English, of current membership in good standing from the Foreign Competitor's respective National Federation or proof of current USEF membership.
6. At National Championships, foreign individual vaulters and foreign squads are allowed to compete but are ineligible for National Championship titles. They may compete for scores and may be awarded ribbons with placings. If the number of entries is significant, management may offer separate prizes for foreign competitors.

VA104 Horses

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

VA105 Horse Use

1. Horses may be used for a maximum of 24 units per day.
 - a. Squad Events:
 1. Squad Compulsories = 6 units
 2. Squad Freestyle = 6 units
 - b. Individual Events:
 1. 1 Compulsories = 1 unit
 2. 1 Freestyle = 1 unit
 3. 1 Technical Test = 1 unit

- c. Pas de Deux Events:
 - 1. 1 Freestyle = 2 units
Exception: 1* pas de Deux
 - 1. 1 Compulsory = 2 Units
 - 2. 1 Freestyle = 2 Units
- d. Exception: a Green Horse class will count as 1 unit each time the horse is entered.
- 2. In 3*Individual, 2* Young Vaultler/Gold, 2*Silver, 1*Bronze, 3*A Squad, 2*B Squad, 1*C Squad, and 3*Open Pas de Deux, 2*Pas de Deux, and 1* Pas de Deux, horses and lungers may be changed between sections of the event.
- 3. After the maximum number of vaulters allowed, additional vaulters will be disqualified.
- 4. Competitors may start on their own horse or another horse that is lent to them.
- 5. Horses may be substituted until one (1) hour before the start of the competition, or until a time specified by the management.
- 6. Before beginning the performance, the horse must be trotted on the circle until the Judge at A rings the bell.

VA106 Elimination of Horses

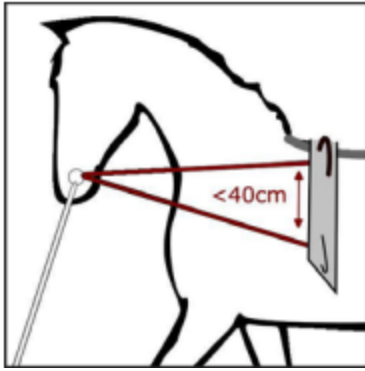
- 1. The Chief Judge (Judge at A) has the authority at any time during the competition to eliminate a horse which is uneven and/or unlevel, in bad condition, or which shows signs of discomfort or fatigue.
- 2. There may be no objection against this decision.
- 3. The Chief Judge must give a reason for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

VA107 Equipment

Required: All equipment must be used without changing the purpose of its manufactured state:

- 1.
 - a. Bridle with noseband or lungeing cavesson (which may be used instead of a bridle and may be used with or without a snaffle)
 - 1. Except for the buckles and padding, the headstall and noseband must be made entirely of leather or leather-like material.
 - 2. Padding is allowed on bridles.
 - b. Snaffle bit
 - 1. Bits must have a smooth surface. Twisted and wire bits are prohibited.
 - 2. Bits must be made of metal, rigid plastic, or durable synthetic material and may be covered with rubber/latex.
 - 3. Bits may have up to two (2) joints; unjointed bits must be made from flexible rubber or synthetic material.
 - 4. Rubber bit guards are permitted.
(See Annex 1 of the current FEI Rules for Vaulting for visuals on acceptable Bridles and Bits)
 - c. Two (2) side reins or two (2) draw reins.
 - 1. Side reins must be attached to the bit or cavesson and one (1) point of contact on the surcingle on the same side.
 - 2. Either two side reins, or Draw reins, are permitted. Draw reins are attached from the surcingle through the bit rings back to the surcingle on the same side. The distance between the two attached points (top and bottom) on each side of the surcingle must not be greater than 40 centimeters. The draw reins must be adjustable only as per manufacture and any homemade modification of the adjustments of the draw reins (for example making a knot) is not permitted. (Standing reins or auxiliary reins are not permitted). See the FEI Rules for Vaulting Article 719.2.5.

*below, a pictogram of allowed draw reins:



- d. Vaulting surcingle (preferably with wither and girth padding). The surcingle has two solid handles 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 handle. This strap may be wrapped with material suitable to provide protection from injury. (See the current FEI Rules for Vaulting Article 719.2.6 for visuals and additional information on acceptable Surcingle design and measurements). The back pad must be made out of materials which conforms itself to the horse's back (which may be checked by the Steward, Technical Delegate, and/or a Judge at any time). One gel pad is allowed in addition to the back pad. The back pad must adhere to the following dimensions:
 1. Max. 80 cm from the back edge of the surcingle to the back (Approximately 31.5") Note: For smaller horses pad may not extend beyond the point of the croup.
 2. Max. 30 cm from the front edge of the surcingle to the neck (Approximately 11.8")
 3. Max. 90 cm from side to side the lowest point to the lowest point (Approximately 35.4")
 4. Max. 4.0 cm thick including cover (Approximately 1.6")
 5. Max. total length 1.10 m, with no more than 30 cm in front of the surcingle (Approximately 3.6' and 11.8")
 6. If checked on the horse, the tolerance may not exceed 3 cm (Approximately 1.2")
 - e. Lunge line. Lunge line must be held in the lunger's hand and may not be wrapped, tied or attached to the lunger in any other way.
 - f. Lunge whip.
2. Optional:
 - a. Bandages, protection boots.
 - b. Ear plugs and Earhoods.
 - c. Breast collar or breast plate.
 3. No auxiliary equipment is allowed.
 - a. Standing reins or auxiliary reins are not permitted.
 - b. The use of any equipment other than described above will entail elimination.

VA108 Substitution

1. Squad Event:
 - a. One substitute is allowed in 3*A, 2*B, and 1*C Squad Events. In order for a substitute to vault, they must enter the ring with the squad as its 7th member at the start of the Compulsories.
 - b. The substitute must perform the compulsory exercises along with the six (6) squad members. (See VA116).
 - c. The substitute vaults in the seventh position.
 - d. Using a substitute other than stated is illegal and results in elimination.
2. Individual Event, Pas de Deux Event:
 - a. No substitution is allowed in Individual or Pas de Deux Events.
3. Lungers:
 - a. Substitution is permitted between sections for 3*A Squad, 2*B Squad, 1*C Squad, 3*Individual, 2* Young Vaultler Gold, 2*Silver, 1*Bronze, 3*Open Pas de Deux, 2*Pas de Deux, and 1* Pas de Deux.
4. Horses:

- a. Substitution is permitted between sections for 3*A Team, 2*B Team, 1*C Team, 3*Individual, 2* Young Vaulters Gold, 2*Silver, 1*Bronze, 3*Open Pas de Deux, 2*Pas de Deux, and 1* Pas de Deux.
5. Equipment:
- a. Substitution is permitted between sections in all events.

VA109 Facilities

1. The Vaulting arena must be at least 22 meters (73 feet) in diameter with suitable footing. If the competition is held indoors, the height must be at least 5 meters (16.6 feet).
2. The diameter of the lunging circle must be between 13 and 15 meters (42.5-50 feet). The center of the circle must be clearly marked.
3. If the entire vaulting arena is not suitable vaulting surface, then the suitable vaulting surface must extend from 2 meters (6.6 feet) from the center point of the circle to at least 11 meters (36 feet) from the center point of the circle.
4. The Judge's booth(s) should be at least 12 meters (40 feet) from the center of the vaulting arena, elevated at least one-half meter (1.5 feet) above the competition arena. Steps and protection from the elements must be provided.
5. Spectators must be located at a reasonable distance from the vaulting circle and Judge's booth.
6. A suitable warm-up arena must be provided. An additional area for horse warm-up only must also be provided.
7. A ring steward must be present at each competition arena at all times during the competition.
8. A countdown clock and one stop watch must be provided at the Chief Judge's (Judge A) stand in each arena, or an official timer must be appointed, who shall sit next to the Chief Judge in each arena. If an official timer is needed, two stop watches must be provided; one to be used to time the performance and the other for timing entry, falls, time-outs, etc.
9. A bell must be provided for the Chief Judge in each arena.
10. A Freestyle checker is required for squad event. The official clerk or timer may act as Freestyle checker.

VA110 Format

1. Competitors shall salute the Chief Judge upon entering and before exiting the arena.
2. In all events, sections of the event(s) must be scheduled with a break between sections.
3. Order of go for all Events must be determined by draw for each section and round. Management may draw for all entrants.
 - a. Time of draw must be at least 1 hour before the start of the competition.
 - b. Time and place of draw to be announced in the prize list.
 - c. If more than one competitor is sharing a horse, the coach must specify the order of Vaulters.
4. Each 3*A, 2*B, and 1*C Squad vaulter must wear a number from 1 through 7. Vaulters must vault in that order for the compulsories section. Numbers must be easily visible to the Judges.
5. Individual vaulters must wear a number, which has been assigned to them. Number may be worn on the right outside arm or outside leg and must be easily visible to the Judges. (Suggested dimensions and contrasts: Number band 2" - 2.5" (5-6.5cm) and numbers 1.5" - 2" high (4-5 cm); dark numbers on light band or light numbers on dark band.)
6. Music is recommended during all performances. Music with words and lyrics is allowed.
 - a. Music must be provided by the competitor in accordance with the specifications in the prize list.
 - b. Management must state in the prize list which system(s) will be available.
7. The dress of the vaulters must be suitable for equestrian sport. (See current FEI Rules for Vaulting)
8. Soft soled shoes are required.
9. Judging of the Horse Score begins with the entrance into the arena and ends when the Vaulters touches

The ground after the final dismount.

 - a. Quality of gait and thoroughness
 1. Rhythm
 2. Relaxation
 3. Connection
 4. Impulsion

5. Straightness
6. Collection
- b. Vaultability of Horse
 1. Willingness and obedience
 2. Balance in tempo
 3. Balance in circling
- c. Lunging
 1. Easy and effortless communication between lunger and horse
 2. Entry, salute and trot round
- d. For more information regarding Horse score, please refer to FEI Guidelines for Judges.

VA111 Timing

1. The time allowed for each event begins the moment the first vaulter touches the surcingle, the pad, or the horse and ends with the time limit (the bell). Only exercises (static or dynamic, including dismounts) already in progress when the bell rings will be included in the evaluation for degree of difficulty, performance, and Artistic. All following exercises and dismounts starting after the bell will be considered in the performance score (deductions only), but not in degree of difficulty nor Artistic scores. For timing requirements of specific events (Squad, Individual, Pas de Deux), please refer to the chapter for that event.
2. A bell is used by the Chief Judge to signal the competitors on the following occasions:
 - a. To give the signal to enter the arena. Within one minute after the bell, the vaulter(s) must salute the Chief Judge.
 - b. To give the signal to start the Compulsory test and the Freestyle. Within thirty seconds after the bell, the vaulter(s) must start the performance.
 - c. To signal the end of time.
 - d. To signal the competitor(s) to stop in case of unforeseen circumstances. The clock will be stopped and judging will cease.
 - e. To signal that time is stopped after a fall when the vaulter has lost contact with the horse or surcingle in individual Freestyle.
 - f. To signal that time is stopped after a fall where the vaulter(s) is unable to continue immediately or return to the line in squad Freestyle.
 - g. To signal the competitor(s) to continue after an interruption. The clock is started and judging begins when the vaulter touches the surcingle, the pad, or the horse. The test must be continued within thirty (30) seconds after the signal to resume.
 - h. To signal time out in all events.
3. Time-out in all events:
 - a. In case of an injury or illness, the event and the clock will be stopped. The judge will indicate when the event and the clock will resume.
 - b. In the event of a horse casting a shoe or the breakage of equipment, the clock will be stopped for a maximum of seven (7) minutes.
 - c. The lunger may request one time out (to interrupt a performance to adjust equipment) per entrance into the arena. The clock will be stopped for a maximum of one (1) minute for this incident. The lunger may also adjust the equipment, if necessary, in between vaulters during Individual Freestyle, while the judge is scoring the previous freestyle.
 - d. In the event that the freestyle music is not correct or malfunctions, the lunger may request a time out. The clock will be stopped for a maximum of one (1) minute.
 - e. In the case of unforeseen circumstances, the bell will be sounded to indicate to the squad, pas de deux, or individual to stop. The clock will be stopped and judging will cease. A bell will sound to indicate that the squad, pas de deux, or individual is to recommence their performance. The clock will resume when the vaulter(s) touch the surcingle, the pad, or the horse.
4. See section on Scoring for penalties and deductions.

VA112 Unauthorized Assistance

1. No one other than the lunger may give any directive to the horse.
2. Spotting vaulters is not permitted.
3. In 3*A, 2*B, and 1*C Squad Events, no one other than a lunger, a squad of six (6) vaulters and one (1) substitute may be in the arena.
4. In Individual Event, no one other than a lunger and individual(s) who are scheduled to compete at that specific time may be in the arena.
 - a. Only one vaulter may be in the vaulting circle at a time.
 - b. Other competitors shall line-up outside the vaulting circle.
 - c. The next competitor may enter the vaulting circle when the previous vaulter begins the vault-off. An earlier entry entails elimination of the incoming vaulter.
5. In the Pas de Deux Event, no one other than a lunger and the competitors who are scheduled to compete at that specific time may be in the arena.
6. See section on Scoring for penalties and deductions.

VA113 Officials

1. Ground Jury. The invited judges comprise the ground jury and must be selected from the current roster of Federation Licensed Vaulting Judges.
 - a. At least two judges are required for each event.
 - b. The distribution of judges per class will be as follows:

Number of Judges	Compulsories		Freestyle	Technical (3* Individual, 2* Young Vaulter/Gold)
2 judges	Both judges evaluate horse and compulsories		Judge A: Horse (25%) and Artistic (25%) Judge B: Technique 50%	Judge A: Horse (25%) and Artistic (25%) Judge B: Technique (50%)
3 judges (refer to 6 judge distribution in FEI Guidelines – use judge 1, 2, 3)	Judge A: Horse (25%) Judge B: Exercises (37.5%) Judge C: Exercises (37.5%)		Judge A: Horse (25%) Judge B: Technique (50%) Judge C: Artistic (25%)	Judge A: Horse (25%) Judge B: Technique (50%) Judge C: Artistic (25%)
4 judges (refer to 4 judge distribution in FEI Guidelines)	Judge A: Horse (25%) Judge B: Exercises (25%) Judge C: Exercises (25%) Judge D: Exercises (25%)			Judge A: Horse (25%) Judge B: Technique (25%) Judge C: Artistic (25%) Judge 4: Technique (25%)

- c. If more than one judge, the President of the Ground Jury determines the distribution of judges based on the distribution of judges chart (VA113.1.b)
 - d. The President of the Ground Jury will be appointed by the Organizing Committee from the officiating judges, except at Championships where the President of the Ground Jury must also be approved by the Federation Vaulting Sport Committee.
2. There must be a Federation licensed vaulting technical delegate at all competitions.
3. At National Championships there will be a vet check. The vet accompanied by one member of the ground jury, preferably the President, will inspect the horses.

SUBCHAPTER VA-2 TEAM EVENT

VA114 Team Event Requirements

3*A, 2*B, and 1*C Team events consist of one round of Compulsories and Freestyle performed in separate sections. A team of at least six (6) vaulters must start each section of the event.

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

VA115 Eligibility and Division

Squads may be divided into 3*A Squad, 2*B Squad and 1*C Squad. Squads are comprised of six (6) vaulters, a substitute, and a lunger and a horse. For purposes of 3*A, 2*B and 1*C Squad Event, vaulters shall carry the following classification.

1. Class A:
 - a. A vaulter who holds an EVUSA Gold medal
 - b. A vaulter who competes at or who has ever competed at 3*Individual and/or Gold level at either an EVUSA Recognized Competition or a USEF Licensed Competition
2. Class B:
 - a. A vaulter who holds an EVUSA Silver medal
 - b. A vaulter who competes at or who has ever competed at Individual 2* Young Vaulter or 2* Silver level at either an EVUSA Recognized Competition or a USEF Licensed Competition
3. Class C:
 - a. A vaulter who holds an EVUSA Bronze medal
 - b. A vaulter who is unrated (holds no EVUSA canter medal)
4. No more than three (3) Class A vaulters may compete on a 2*B Squad, including the substitute.
5. No more than three (3) Class B and one (1) Class A vaulters may compete on a 1*C Squad, including the substitute.
6. A vaulter's squad classification (A, B or C) is as of the closing date of entries of the competition entered.

VA116 Compulsories

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:
 1. Vault on
 2. Flag
 3. Mill
 4. Scissors Forward
 5. Scissors Backward
 6. Stand
 7. Flank 1st part (back to seat astride)
 8. 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:
 1. Vault On
 2. Basic Seat
 3. Flag
 4. Mill
 5. Scissors Forward
 6. Scissors Backward
 7. Stand

8. 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:
 1. Vault On
 2. Basic Seat
 3. Flag
 4. Stand
 5. Swing Forward
 6. Half Mill
 7. 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 Chief Judge 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.
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

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
 - 1. Divided into Performance (70%) and DOD (30%).
 - 2. 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 0.3 points. DOD Exercises count 0.1 points.
 - b. 2*B Squad
 - 1. Divided into Performance (70%) and DOD (30%).
 - 2. 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 0.3 points, DOD exercises count 0.1 points.
 - c. 1*C Squad
 - 1. Represents only the Performance of the Freestyle exercises.
 - d. Performance
 - 1. Mechanics, essence, form, scope, security, balance, continuity and harmony with the horse.
 - 2. The average of deductions for every exercise and transition is deducted from the maximum score of 10.0.
 - 3. Deductions for falls are deducted from the Performance Score at the end (not averaged).
 - e. Degree of Difficulty (DOD).
 - 1. 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.
 - 2. 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. Vaulters(s) may continue after a fall. The unsuccessful exercise may be repeated.
 - b. The clock may be stopped. It will be started when the first vaulter touches the grips.
- 11. See section on Scoring for penalties and deductions.

SUBCHAPTER VA-3 INDIVIDUAL EVENT

VA118 3*Individual, 2* Young Vaulters/Gold, 2*Silver, 1*Bronze, and Event Requirements

3* Individual and 2* Young Vaulters/Gold Events take place in one round, consisting of Compulsories, Technical Test, and Freestyle performed in separate sections. The 2* Silver and 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 Vaulters/Gold, 2*Silver and 1*Bronze levels.
 - a. Women's and Men's divisions must be offered at each level.
 - b. Vaulters who hold AVA Gold Medals may not compete in the 2*Silver or 1*Bronze Division. Vaulters who hold AVA 2*Silver Medals may not compete in the 1*Bronze Division.
2. In 3*Individual and 2* Young Vaulters/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 and 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.
4. 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. In this instance, the top 15 highest scoring 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.

VA119 Compulsories

1. For 3*Individual Event, all exercises are performed without interruption. Vaulters 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 Vaulters/Gold, and 2*Silver, all exercises are performed without interruption. Vaulters 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. Vaulters 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/GI —(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.

VA120 Freestyle

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. Vaulters must stay in contact with the horse, ground jumps and leaps above the horse are allowed.
 - c. At 3* Individual, 2* Young Vaulters/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
 1. Mechanics, essence, form, scope, security, balance, continuity and harmony with the horse.
 2. The average of deductions for every exercise and transition is deducted from the maximum score 10.0.
 3. Deductions for falls are deducted from the Performance Score at the end (not averaged).
 - b. Degree of Difficulty (DOD)
 1. 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).
 2. 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. Vaulters 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

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 Vaulters/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:
 1. Balance (coordination)
 2. Timing/Rhythm (coordination)
 3. Strength (condition)
 4. Jump Force (condition) May be shown as a mount or a ground jump.
 5. Suppleness
 - b. The exercises included in each category are described in the current FEI Guidelines for Judges.
 - c. One exercise from each category is designated by the FEI Vaulting Committee in the year before the World Championship, to be used during the two-year period following that World Championship. These five Technical Exercises will be announced on the FEI Website.
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.
 1. Exercise (x50%)
 - 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.

2. Artistic (x25%)
 3. 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 Vaultler/Gold Technical Test is Judged on:
- a. The maximum score is 10.0. Decimals are allowed.
 - b. The 2* Young Vaultler 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.
 1. Exercises (x50%)
The Exercises scores 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.
 2. Artistic (x25%)
 3. 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

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 (legs closed)
 5. Half Mill
 6. Swing Backwards (legs open) followed by dismount to inside

VA124 Freestyle

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)
 - 1. 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).
 - 2. See FEI Code of Points for additional information.
 - b. Performance
 - 1. Mechanics, essence, form, scope, security, balance, continuity and harmony with the horse.
 - 2. The average of deductions for every exercise and transition is deducted from the maximum score of 10.0.
 - 3. 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. Vaulters(s) may continue after a fall. They must remount within one (1) minute in order to continue. The unsuccessful exercise may be repeated.
 - b. The clock will be stopped for a maximum of one (1) minute for each fall. It will be restarted when the first vaulter touches the grips.

SUBCHAPTER VA-5 SCORING

VA125 Judging Code. (Listed in alphabetical order by term).

AL	Alignment
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

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

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

- Scoring may be in tenths for all events. The maximum score is 10.0.
- Results are calculated to the 3rd decimal.
- Tie breakers:
 - Squad and Individual Event.
 - 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 breaker begins with Flag.
 - Freestyle: Score for Artistic, then Technique.
 - Technical Test: Score for Artistic, then Technique.
 - Overall: Compulsory Score

- b. Pas de Deux Event.
 - 1. Freestyle: Score for Artistic, then Technique.
 - 2. Overall: Score for Artistic, then Technique.

VA127 Penalties and Deductions

1. Compulsories—Squad and Individual Events:
 - a. Up to one (1) point deducted for:
 1. Each landing other than on both feet only.
 - b. One (1) point deducted for:
 1. Each stride less than 4 (Basic Seat, Flag, Stand).
 2. Each passing of the leg out of a 4-count rhythm in the Mill and the Half Mill.
 3. Interfering with lunge line or side reins.
 4. Touching neck in Flag without loss of form.
 5. No kneel (both knees) before Flag or Stand.
 6. Arm and leg are not raised simultaneously in Flag.
 7. Legs not closed throughout flight in dismount Swing off from the seat astride to the outside
 - c. Up to two (2) points deducted for:
 1. Time wasted: between taking grips and vaulting on, before commencing an exercise, and between parts of an exercise.
 2. Landing heavily on horse's back.
 3. Buttocks leaving horse during Mill or Half Mill..
 - d. Two (2) points deducted for:
 1. Exercise fails, but vaulter stays on and repeats successfully.
 2. Retaking grips in Basic Seat, Flag or Stand.
 3. Touching horse with hand behind surcingle in Mill or Half Mill.
 4. In Senior Events, when Basic Seat is shown. Flag receives the deduction.
 5. In Squad Events, a compulsory exercise shown out of order in which the vaulter stays on and repeats the correct exercise before dismounting.
 6. Repeating mount (first attempt unsuccessful; second attempt successful).
 - e. Score of zero (0) for:
 1. Coming off horse during a compulsory exercise.
 2. Retaking grips twice.
 3. Repeating a compulsory exercise twice.
 4. After Swing Backward, performing dismount in wrong direction (to outside). Swing Backward receives the zero.
 5. Turning the wrong way in the Scissors Forward and/or Scissors Backward (not turning toward the lunge).
 6. A compulsory, no part of which is performed at the required gait.
 7. Each compulsory exercise not performed.
 8. In Individual Events, a compulsory exercise shown out of order. When two compulsories are transposed, the first exercise shown out of order receives the zero (0).
 9. Repeating mount (attempting to mount twice but not successful); third attempt is successful, but receives a zero.
 10. In Individual Events, after third unsuccessful attempt to mount, the vaulter is excused from the ring.
 11. In Squad Events after the third unsuccessful attempt to mount, the vaulter shall return to the line . They shall receive no scores.
 12. 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:
 1. 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:
 1. In all Events, any exercise (including the dismount) commenced after the time limit. (See VA111.1)

- 2. In 2*B and 1*C Squad Events, for performing more than six (6) static triple exercise.
- b. Up to two (2) points deducted for:
 - 1. In squad competition, over weighting and/or overloading the horse.
- c. Two (2) points deducted for:
 - 1. Each vaulter not performing at least one exercise in addition to the vault on in 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:
 - 1. 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.
 - 2. Approaching the horse without the intention of mounting. “Approach”, in this instance, means leaving the lunge 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:

- b. In 3*A, 2*B, and 1*C Squad Event, entering ring with more than a lunge, team of 6 and 1 substitute for compulsories.
- c. In Squad Event, entering the ring with more than a lunge and 6 vaulters for Freestyle.
- d. In 3*A, 2*B, and 1*C Squad Event, if substitute enters the ring but does not perform the compulsories.
- e. In Squad Event, entering the ring with less than a lunge and six vaulters for the Compulsory or Freestyle sections.
- f. Assistance on to or off the horse from the ground in the Freestyle (boosting/spotting) (See VA112.3)
- g. 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.
- h. Abuse of the horse.
- i. An unforeseen circumstance.
- j. More than three (3) vaulters on the horse at any one time or in any exercise whether actually on the horse or not.
- k. After the maximum number of vaulters allowed to use the horse in any day, all additional vaulters will be disqualified.
- l. Use of non-allowable equipment.
- m. Squad or vaulter not saluting within one (1) minute of the Judge’s signal to enter.
- n. Squad or vaulter not commencing the performance within thirty (30) seconds of the judge’s signal to begin.
- o. Unauthorized assistance not specified elsewhere.
- p. Use of dress other than defined.
- q. 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.
- r. In the event the individual is eliminated, the judge should state their reason on the score sheet.

8. Squad Event Scoring:

- a. Compulsory Section

1. The Scores of the six (6) vaulters for each compulsory exercise are added and divided by 6 (averaged). (In 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.)
2. 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.
3. 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%)
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)

1. The eight (8) Compulsory scores added and divided by eight (8) (averaged).
2. The eight (8) averaged scores for Compulsory exercises are (x75%) are added to the Horse Score (x25%).
3. This is the score for the Compulsory Section.

b. Technical Test Section (Score 2)

1. Exercise (x50%)
2. Artistic (x25%)
3. Horse (x25%)
4. The three (3) scores are added together. This is the final score for the Technical Test section.

c. Freestyle Section (Score 3)

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

d. Final Score

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

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)
 - 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.
- b. 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.