



GUIDELINES FOR JUDGES

TO THE FEI RULES FOR VAULTING
7th edition, effective 1st January 2009

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CODE OF CONDUCT

The Fédération Equestre Internationale (FEI) expects all those involved in international equestrian sport to adhere to the FEI's Code of Conduct and to acknowledge and accept that at all times the welfare of the horse must be paramount and must never be subordinated to competitive or commercial influences.

1. At all stages during the preparation and training of competition horses, welfare must take precedence over all other demands. This includes good horse management, training methods, farriery and tack, and transportation.
2. Horses and competitors must be fit, competent and in good health before they are allowed to compete. This encompasses medication use, surgical procedures that threaten welfare or safety, pregnancy in mares and the misuse of aids.
3. Events must not prejudice horse welfare. This involves paying careful attention to the competition areas, ground surfaces, weather conditions, stabling, site safety and fitness of the horse for onward travel after the event.
4. Every effort must be made to ensure that horses receive proper attention after they have competed and that they are treated humanely when their competition careers are over. This covers proper veterinary care, competition injuries, euthanasia and retirement.
5. The FEI urges all involved with the sport to attain the highest levels of education in their areas of expertise.

A full copy of this Code can be obtained from the Fédération Equestre Internationale, Avenue Mon-Repos 24, CH-1005 Lausanne, Switzerland. Telephone: +41 2131 04747. The Code is available in English and French. The Code is also available on the FEI's website: www.fei.org.

PREAMBLE

1. Definition

The Guidelines for Judges are to be understood as a Memorandum to the FEI Rules for Vaulting. The aim of the Guidelines is to obtain from the judges a uniform and objective judging standard. The sketches shown are to be understood as explanatory aids to the written text.

2. Validity

These Guidelines, in conjunction with the Rules for Vaulting events, must be taken into consideration by all judges officiating at FEI Vaulting events.

I. GENERAL PRINCIPLES OF JUDGING

It is the responsibility of the international judges to comprehend the following points as an overall picture:

- consideration of the horse
- the harmony of the movements with the horse
- security and balance

And for the freestyle exercises:

- the harmony of the movements with the music
- the sequence of exercises as a whole
- the degree of difficulty of execution of the elements and of the transitions
- the combination of movements

1. The optimal quality of an exercise

The points of an optimal quality of an exercise include:

- optimal essence and mechanics
- optimal performance

2. Deviations from the optimal quality of an exercise

Deviations from the optimal quality of an exercise will receive deductions. The deduction of points depends on whether the fault was evaluated as a mechanical fault or a performance fault only.

2.1. Deviations from the optimal mechanics

The achievement of an optimal technique is the most important criteria of an exercise. The mechanical faults of the compulsory exercises receive deductions and they are stated in some examples as a basic score from which further deductions may be taken.

2.2. Deviations from the optimal performance

All faults in performance are penalised according to their degree and are subtracted from the basic score of the respective exercise.

Performance faults include:

- lack of scope
- delay between elements of exercises, lack of continuity
- lack of form and posture
- lack of body control and tension
- movements against the movements of the horse

	Minor faults	Medium faults	Major faults
	Up to 1 Point	Up to 2 Points	Up to 3 Points
Scope	satisfactory	poor	not performed
Continuity	with small interruptions	with delays	many interruptions
Optimal form and stretch + tension	minor deviations	obvious deviations	without form and stretch
Essence and body control	slight deviations	poor posture	absence of control
Harmony of vaulter with horse	lack of suppleness	movements against the rhythm of the canter strides	avoiding a fall on the horse, hitting the horse
Loss of balance	slight deviations	correcting of position	changing of position

II. HORSE SCORE

The maximum score is 10 points. Decimals are allowed.

The scoring of the horse begins with entry to the arena in Team competition and as of the first touching of the grips in Individual and Pas-de-Deux competition. The scoring of the horse ends at the exit of the arena in Team Competition and at the last vault-off in Individual competition.

The working canter is a pace between a collected canter and a medium canter, in which a horse is ready for collected movement, showing natural balance while remaining "on the bit", going forward with even, light and active strides and good hock action. The expression "good hock action" underlines the importance of the impulsion originating from the activity of the hindquarters.

Aims of the working canter:

To demonstrate the natural balance in the canter in all movements.

Essence of the working canter:

- The regularity of the three beat rhythm with a clear moment of suspension
- The light and steady contact with the line of the nose in front of the vertical and the "poll" as the highest point.
- The suppleness throughout the body and the elasticity.
- The energy, activity, self- carriage, natural balance and uphill tendency.

Score	3	5	7	10
Regularity	Not in 3 beats throughout the entire performance. Lateral strides	Not always regular, some strides not in clear three beats. Flat canter, no clear moment of suspension (earthbound strides)	Regular strides in clear three beats with a clear moment of suspension but some loss of Rhythm	Absolutely regular strides in clear three beats throughout the entire performance with a clear moment of suspension
Suppleness, Looseness	No suppleness shown most of the time with a high degree of tension and resistance	Not supple enough. Lacks elasticity. Moments of tension.	Fairly good elasticity	Excellent elasticity throughout the body during entire performance
Contact	Not accepting the bit. Extremely heavy on the side reins and/or longe line	Very heavy on the side reins and/or longe line. Consistently behind the vertical. Not steady on the bit and in head carriage.	Light contact but head carriage is not always quiet. A bit tight in the neck for a moment.	Light and steady. Line of the nose in front of the vertical. Showing excellent natural self carriage with the "poll" as the highest point.
Impulsion	Without any energy and the desire to move forward	Lacking energy, engagement behind and ground cover	Fairly good energy, activity and engagement of the hindquarters	Very energetic and active strides with well engaged hind legs.
Straightness	Always very crooked. Clear outside bend in the neck	Often crooked and lacks bend	Fairly straight	Completely straight
Gathering*	Horse is very unbalanced, extremely down hill	Tempo is very fast. Engagement, activity, self- carriage and natural balance are very limited. Canter looks tired, flat or croup is high	Should show better natural balance, carry more weight behind and show more uphill tendency.	Active hind legs landing clearly in front of the prints of the front feet and carry weight. Giving the impression of an excellent natural balance with freedom in the shoulders and lightness of the forehand and an uphill tendency
Submission	A lot of resistance and not enough under the longer's control	There is some resistance	Without resistance	Without resistance

* Shortening the frame on the way to collection.

Deductions:**Up to 1 point:**

- bad behaviour by the horse (buck - kicks)
- lungeing on a circle less than 15 m diameter
- incorrect lungeing (walking out of the centre of the circle, loose lunge line, twisted lunge line, lunge tension, inappropriate aids, etc.)
- inappropriate dress of the lunger
- inappropriate equipment of the horse
- taking time out in order to adjust the equipment

General Impression: Team competition

The General Impression of the Team will be considered in the Horse Score in an amount of 10%.

Entry and Exit

- correct leading of the horse
- correct manner of holding the lunge line
- entry of the lunger in step with the horse; at the horse's shoulder
- entering the circle on a straight line to the middle of the circle facing judge A for the salute
- natural approach, all vaulters in step with each other and in rhythm with the music
- proper spacing between the vaulters
- without show effect

Salute

- good behaviour of the horse; quiet straight stand on all four legs up to and including the moment when the whip is handed over to the lunger and all the vaulters have left the circle
- leading the horse to the circle line with a tight and untwisted lunge line
- without show effect

Presentation and Equipment

- turn-out of the horse: clean tail, braided mane etc.
- correctly adjusted bridle
- correct length of the side reins, poll is the highest point, nose of the horse in front of the vertical
- correct position of the surcingle and the padding / pad
- all straps attached or hidden

III. GENERAL PERFORMANCE FAULTS AND DEDUCTIONS FOR COMPULSORY EXERCISES

	Minor faults	Medium faults	Major faults
	Up to 1 Point	Up to 2 Points	Up to 3 Points
Scope	satisfactory	poor	not performed
Continuity	with small interruptions	with delays	many interruptions
Optimal form and stretch + tension	minor deviations	obvious deviations	without form and stretch
Essence and body control	slight deviations	poor posture	absence of control
Harmony of vaulter with horse	lack of suppleness	movements against the rhythm of the canter strides	avoiding a fall on the horse, hitting the horse
Loss of balance	slight deviations	correcting of position	changing of position

Specific faults with penalties and deductions

Deductions:

1 point:

- for each stride less than four in the Compulsory exercises: Basic Seat, Flag, Stand; the strides are not counted before the exercise is set up or displayed (Letter C)
- for each rhythm failure in the Mill (Letter T)
- for failure to kneel before the Flag and Stand (Letter K)
- for leaning upon the horse's neck with the hand without loss of form in Flag (Letter N)
- for each landing (Dismount, Flank) other than on both feet only (Letter D)

2 points:

- for repeating a Compulsory exercise without leaving the horse (Letter R)
- for retaking the grips once in Basic Seat, Flag and Stand (Letter R)
- for incorrect order of an exercises followed by the correct repetition without leaving the horse
- for repeating only one phase of a compulsory exercise (Letter R)
- for a fall between two exercises (the deduction will be scored for the previous exercise)
- if part of the exercise is not performed in canter

Score of 0:

- for coming off the horse during a Compulsory exercise without the prescribed dismount
- for each compulsory exercise shown by a vaulter in the wrong order and not corrected
- for repeating a compulsory exercise twice
- for repeating only one phase of a Compulsory exercise twice
- for retaking grips twice
- for each exercise performed other than in canter
- for turning one part of the Scissors in the wrong direction
- In Team competition for each compulsory exercise performed after the time limit (an exercise or part of exercise having been started just before the time limit will still be scored)

IV. COMPULSORY EXERCISES

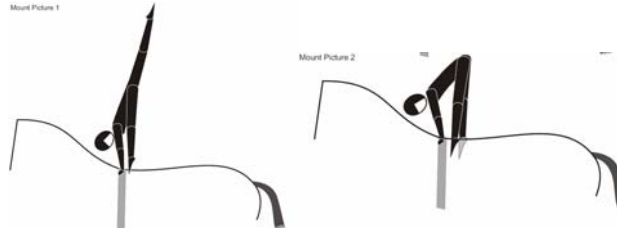
Team 2* and Individual 1* and 2*

1. Vault-on

Mechanics:

The vault-on leads to the frontways seat on the horse. It comprises 4 phases:

1. Jump phase
2. Swing phase
3. Stem phase
4. Lowering phase



After jump onto both feet, the right leg is immediately swung up as high as possible, lifting the pelvis higher than the head, while the left leg remains stretched down. When the pelvis is at the highest possible point, the vaulter lowers the stretched right leg and lands softly, erect and centred in seat astride with the upper body vertical.

Essence:

Harmony with the horse
Height and position of the centre of gravity

Basic Scores:

Basic score 10:

A handstand position with a straight axis of the body which nearly reaches the vertical. Legs are split on the vertical line with the left leg down.

Basic score 8:

A straight body axis which reaches about 70° but arms are not extended. Legs are split on the vertical line with the left leg down. Support is on the hands, only.

Basic score 6:

A straight body axis which reaches less than 30° but arms are not extended. Legs are split on the vertical line with the left leg down. Centre of gravity is not above the grips.

Basic score 4:

Shoulders are below the grips, on the inside of the surcingle at the highest point of the vault-on.

Deductions:

Up to 1 point:

- hips and shoulders are not parallel to those of the horse when the vaulter springs up
- left leg is not stretched down and the hip is not bent
- right leg is not stretched in the hip
- off centre: vaulter hanging to one side upon landing
- landing too far back and having to correct his sitting position

2 points:

- Shoulders are higher than the hips at the highest point of the vault-on.

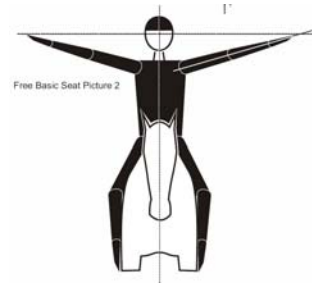
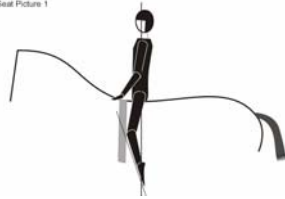
2. Basic Seat

Mechanics:

The vaulter sits astride, erect and centred immediately behind the surcingle, with legs down and in contact with the horse, forming a straight vertical line through the shoulder, hip and heel.

The vaulter's shoulders are parallel to the grips. The arms are extended and stretched outward along the frontal plane with the tips of the fingers at eye level. Legs are down and the front of the knees, ankles and toes form a straight line facing nearly forward. Upon completion of the static exercise, the vaulter takes the grips with both hands simultaneously.

Free Basic Seat Picture 1



Essence:

Harmony with the horse
Seat, Balance and Posture

Basic Scores:

Basic score 5

Extreme legs forward or "Chair Seat".

Basic score 4

Extreme arched back or "Fork Seat".

Deductions:

1 point:

- for each stride less than four, strides are not counted before the exercise is set up or displayed (Letter C)

Up to 1 point:

- raised shoulders

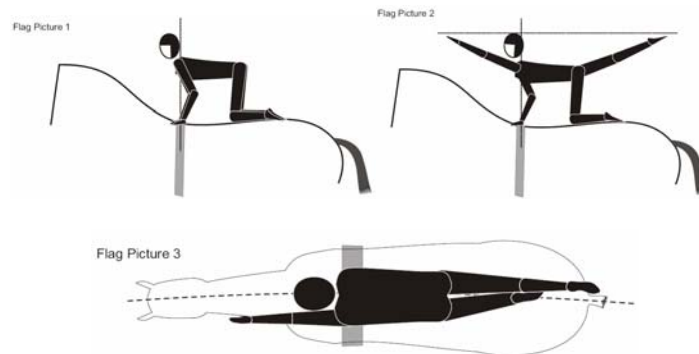
2 points:

- For retaking the grips once (Letter R)

3. Flag

Mechanics:

From seat astride the vaulter comes to kneel with both legs simultaneously and diagonally across the horse's back. The weight is equally spread over the lower leg. The lower leg, from knee to toe, remains in permanent contact with the horse's back. Head remains up facing forward. The right leg and left arm are raised simultaneously and stretched to an even horizontal line (at least above the Vaulter's shoulder and hip, ideally a horizontal from fingertip to head level and toes). Right hand holds the grip. The shoulders are directly above the grips and hips and shoulders are parallel to the ground. There is an even arc in the vaulter's body from the hand through the foot. Upon completion of the static exercise, the vaulter simultaneously takes his right leg and left arm down, takes the grip, pushes the weight on his arms, then stretches the left leg down and slides softly into seat astride.



Essence:

Harmony with the horse

Balance and Suppleness (particularly shoulder and hip)

Basic Scores:

Basic Score 10

Correct mechanics with elevation and without broken arc of the top line, totally absorbing the canter in the joints.

Basic score 7

Correct mechanics but with poor elevation.

Basic score 5

Right hip extremely turned throughout

Extremely broken arc of the top line (kink).

Deductions:

1 point:

- arm and leg are not raised simultaneously
- right leg is stretched down before it is raised
- for each stride less than four, strides are not counted before the exercise is set up or displayed (Letter C)
- for failure to kneel before the flag (Letter K)
- for leaning upon the horse's neck with the hand without loss of form in Flag (Letter N)

2 points:

- right hand not on top of the grip (only in contact with the surcingle)
- for retaking the grips once (Letter R)

Up to 2 points:

- supporting lower leg is not entirely in contact with the horse (knee to toes)

4. Mill

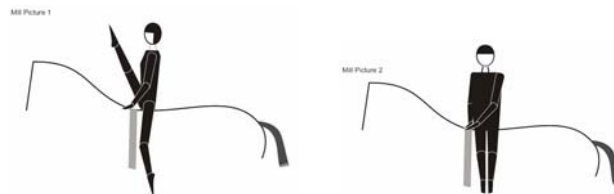
Mechanics:

The mill is an exercise in which the vaulter in no phase may abandon his seat position. From seat astride the vaulter makes a complete rotation on the horse's back in four evenly-timed phases. Each leg is stretched and carried over the horse in a high, wide arc (like a semi-circle). The opposite leg remains stationary, down and in contact with the horse. The upper body stays erect, centered, and nearly vertical in each phase. Head and body rotate with each pass of the leg.

In Individual competition, the Mill has 4 phases and is performed in a four stride count. In Team 2* competition, the Mill has 5 phases and is performed in a four stride count (see Team 2* Fifth Phase of Mill below)"

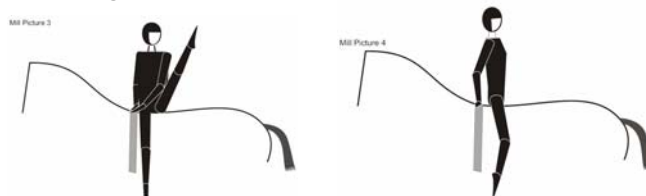
First Phase of Mill

The right leg is carried over the horse's neck. Each grip is released and retaken in turn as the leg passes. Phase 1 ends with the vaulter sitting in a sideways seat inside position, facing at a right angle to the shoulder axis, legs together and in contact with the horse.



Second Phase of Mill

The left leg is carried over the horse's croup. Phase 2 ends with the vaulter sitting rearways. The hands change position on the grips.



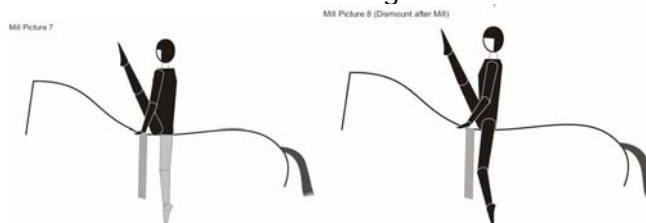
Third Phase of Mill

The right leg is carried over the croup. Phase 3 ends with the vaulter sitting in a sideways seat outside position facing at a right angle to the shoulder axis, legs together and in contact with the horse. The hands change position on the grips.



Fourth Phase of Mill

The left leg is carried over the horse's neck. Each grip is released and retaken as the leg passes. Phase 4 ends with the vaulter facing forward in astride position.



Team 2* :**Dismount to inside:**

From seat astride the vaulter carries the stretched right/left leg over the horse's neck in a high, wide arc (like a semi-circle). The upper body remains erect and nearly vertical, while the left/right leg remains down and in contact with the horse with no change in position. Each grip is released and retaken as the leg passes. When the right/left leg is pointing to where the leading foreleg of the horse touches the ground, the left/right leg is stretched and brought together with the right/left leg. With closed legs and stretched hips the vaulter then pushes immediately slightly upwards as he releases the grips. He lands with nearly closed legs and continues in the same direction as the horse.

The four stride count determines the beginning of the leg movement. The time of landing changes by the speed of the leg movements.

An earlier release and delayed retaking of the grips will not be penalised.

Essence:

Harmony with the horse

Seat, Posture, Suppleness, Scope and Timing

Basic Scores:**Basic score 10**

Upper body and leg nearly vertical.

Basic score 8

Upper body nearly vertical, leg approximately 45°.

Basic score 5

Leaning too far back with upper body or round back (more than 45° behind the vertical).

Deductions:**1 point:**

- for each rhythm failure in the Mill (Letter T)
- Team 2*: for each landing other than on both feet only (Letter D)

Up to 2 points:

- inside or outside seat incorrect
- upper body does not turn simultaneously with the leg
- buttocks leaving the horse before or after the backward seat
- resting leg unstable
- insufficient elevation of the raised leg (the average of all leg passes)

5. Scissors

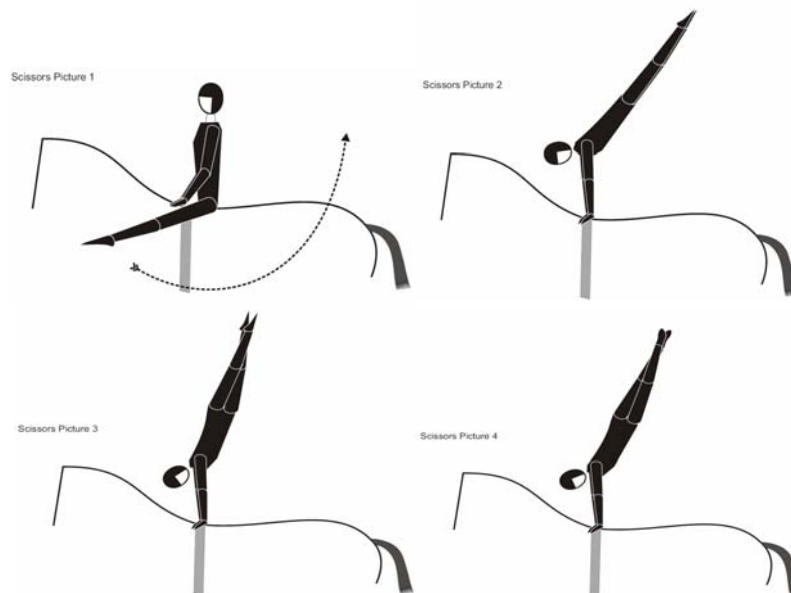
Mechanics:

The movement of the Scissors is a rotation around the vertical body axis with a simultaneous reciprocal stretched movement of legs. The Scissors has two phases and in both phases the rotation of the body is finished before the vaulter lands softly, erect and centered in seat astride.

Both parts of the "Scissors" are judged separately and then the score is averaged.

First Part of the Scissors

From seat astride, the stretched legs are swung upward to reach nearly a handstand position with the arms extended to attain maximum elevation. Without interruption in this movement, the hips turn to the left by a quarter of a turn so the legs pass closely at an equal distance from the ground at nearly the point of maximum elevation. The first phase is fulfilled by landing softly, erect and centered in seat rearways.



Essence:

Harmony with the horse
Coordination of the scissor movement and height

Basic Scores:

Basic score 10

Correct technique (the hips are turned by a quarter of turn at the point of maximum elevation) and nearly a handstand position.

Basic score 7

Straight axis of the body by 45° and correct technique (the hips are turned by a quarter of turn at the point of maximum elevation).

Basic score 5

Without an active forward and backward movement of each leg ("Propeller Scissors"); the legs don't pass near each other at the apex.

Deductions:

2 points:

- for repeating only one phase (Letter R)

- if one part of the exercise is not performed in canter

Up to 2 points:

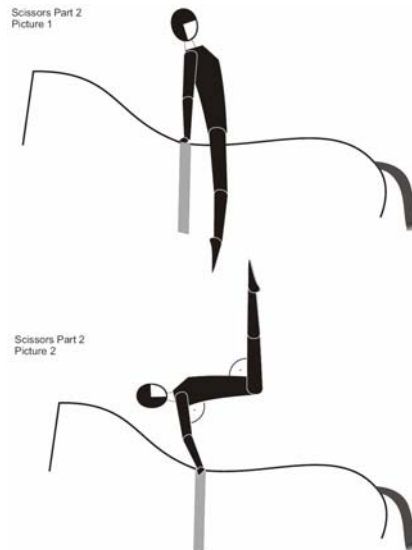
- landing to incorrect position
- Interruption in the movement

Up to 3 points:

- collapse onto horse's neck
- lack of arm extension

Second Part of Scissors

From seat rearways on the horse, the vaulter swings the stretched legs upward, with the hips and feet reaching the highest possible point at the same time. The arms are extended to attain maximum elevation and the angle between arms and torso is as great as possible. Without interruption in this movement the hips turn to the right so the legs pass closely and cross at nearly the point of maximum elevation. The vaulter's legs describe a high arc with both feet an equal distance from the ground. The second phase is fulfilled by landing softly, erect and centered in seat frontways.



Essence:

Harmony with the horse

Coordination of the scissor movement and height

Basic Scores:

Basic score 10

Angle of vertical line to upper body around 90° and with an angle of legs to upper body less than 90°.

Basic score 9

Angle of vertical line to upper body around 90° and with an angle of legs to upper body more than 90°.

Basic score 8

Angle of vertical line to upper body around 45° and with an angle of legs to upper body less than 90°.

Basic score 7

Angle of vertical line to upper body around 45° and with an angle of legs to upper body more than 90°.

Basic score 5

Angle of vertical line to upper body less 20° and with an angle of legs to upper body more than 90°.

Deductions:

2 points:

- for repeating only one phase (Letter R)
- if one part of the exercise is not performed in canter

Up to 2 points:

- landing into incorrect position

Up to 3 points:

- collapse onto elbows

6. Stand

Mechanics:

From seat astride, the vaulter comes softly to kneel simultaneously with both legs and immediately hops softly to both feet. Head remains up, looking forward. The feet remain stationary with the weight evenly distributed over the entire sole of the foot throughout the exercise. Feet are close at hip width and point forward. The grips are simultaneously released as the vaulter rises into a high standing position, forming a straight line through the shoulder, hip and heel. Immediately the arms are extended and stretched outward along the frontal plane with the tips of the fingers at eye level. Upon completion of the static exercise the arms are lowered alongside the body and the vaulter takes the grips simultaneously with both hands. Head remains up, looking forward, while the vaulter slides smoothly with straight legs into an astride position.



Essence:

Harmony with the horse
Balance and Posture

The essence of the stand is the ability to maintain the balance in an unstable equilibrium on the horse. Loss of balance is judged depending on whether the fault is a minor, medium or major one.

Basic Scores:

Basic score 10

Erect upper body forming a vertical line through shoulders, hips and ankle with knees in optimum extension.

Basic score 5

Upper body about 45° in front of the vertical.

Deductions:

1 point:

- For each stride less than four, strides are not counted before the exercise is set up or displayed (Letter C)
- For failure to kneel before the stand (Letter K)

Up to 1 point:

- feet and/or knees not facing forward
- feet wider than hips
- feet in step position

2 points:

- for retaking the grips once (Letter R)

7. Flank

Mechanics:

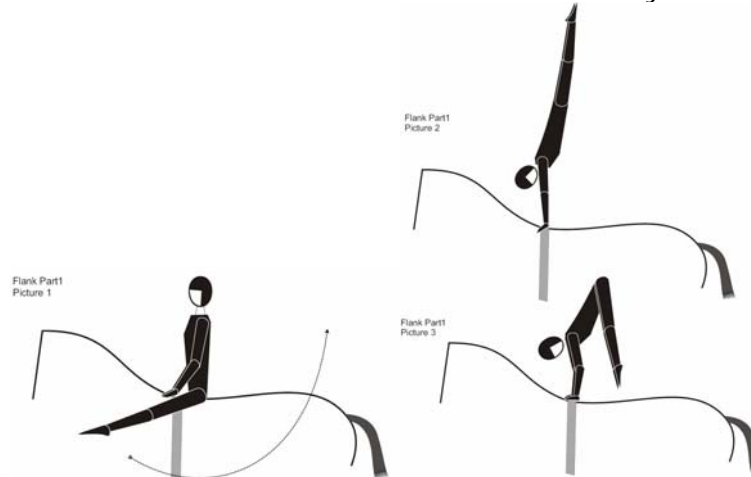
Both parts of the Flank are judged separately and the score is averaged.

A straight axis of the body which nearly reaches the vertical is the essence of the optimal mechanics of the Flank. A straight line continues throughout the body from the arms to the feet. A straight body axis is the main criteria for judging (an arched back can be deceiving and can simulate a higher elevation).

Both parts of the "Flank" are judged separately and then the score is averaged.

First Part of the Flank

From seat astride, the stretched legs are swung upward to reach a handstand position with the arms extended to attain maximum elevation. Without interruption in movement, at the point of maximum elevation the hips are bent sharply so the legs come down to a near vertical position, creating a "pike" during which the hips are momentarily over the surcingle. The vaulter slides softly into an erect sideways seat inside position, making contact with the horse first with the outside of the lower right leg. Between the two phases of the exercise, the vaulter sits erect in a sideways seat position, immediately behind the surcingle and on both buttocks, with legs closed and in contact with the horse. The head and shoulders face nearly frontways.



Essence:

Harmony with the horse
Height and Position of Center of Gravity

Basic Scores:

Basic Score 10

Straight axis from arms to closed feet with an angle of 90° to the upper line of the horse. With a maximum arm extension; soft and correct landing to the sideways seat.

Basic Score 7

Straight axis from arms to closed feet with an angle of 45° to the upper line of the horse. Arms are only stretched after reaching the highest point; soft and correct landing to the sideways seat.

Basic Score 5

Straight axis from arms to closed feet with an angle of 30° to the upper line of the horse. Arms are bent throughout the movement.

Deductions:**2 points:**

- for repeating only one phase (Letter R)
- if one part of the exercise is not performed in canter

Up to 2 points:

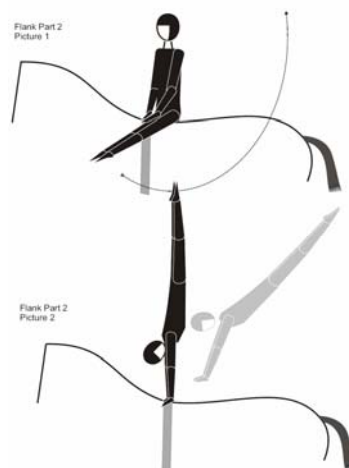
- an arched back depending on its degree of performance: arched or sagging waistline during extension; broken back line
- lack of arm extension
- hips turn before the shoulders and hips are in a horizontal line as the vaulter comes to side seat
- Interruption in the movement

Up to 3 points

- collapse onto horse neck

Second Part of the Flank

From the inside of the seat the vaulter swings the stretched, closed legs upward to reach a handstand position with the arms extended to attain maximum elevation. At maximum arm extension, the vaulter pushes against the grips and as a result of shoulder repulsion attains additional elevation and maximum flight, landing to the outside, facing forward, on both feet.

**Essence:**

Harmony with the horse
Height and Position of Centre of Gravity

Basic Scores:**Basic score 10**

Straight axis from arms to closed feet with an angle of 90° to the upper line of the horse, with additional elevation and a maximum arm extension in the flight phase.

Basic score 8

Straight axis from arms to closed feet with an angle of 90° to the upper line of the horse.

Basic score 7

Straight axis from arms to closed feet with an angle below 45° to the upper line of the horse.

Basic score 4

Straight axis from arms to closed feet with an angle below 15° to the upper line of the horse.

Deductions:

1 point:

- in the inside side seat, swinging forward with one leg only to get elevation for the second part
- for each landing other than on both feet only (Letter D)

2 points:

- for repeating only one phase (Letter R)
- if one part of the exercise is not performed in canter

Up to 2 points:

- an arched back depending on its degree of performance: arched or sagging waistline during extension; broken back line
- lack of arm extension

V. COMPULSORY EXERCISES

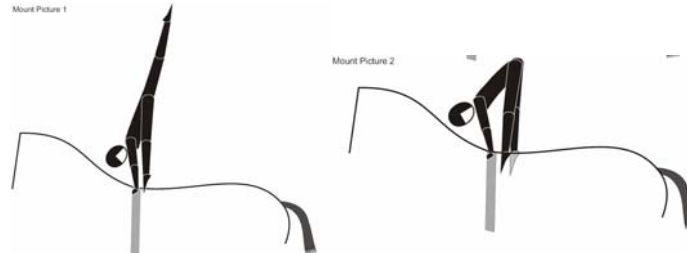
Team 1 *

1. Vault on

Mechanics:

The vault-on leads to the frontways seat on the horse. It comprises 4 phases:

1. Jump phase
2. Swing phase
3. Stem phase
4. Lowering phase



After jump onto both feet, the right leg is immediately swung up as high as possible, lifting the pelvis higher than the head, while the left leg remains stretched down. When the pelvis is at the highest possible point, the vaulter lowers the stretched right leg and lands softly, erect and centred in seat astride with the upper body vertical.

Essence:

Harmony with the horse
Height and position of the centre of gravity

Basic Scores:

Basic score 10:

A handstand position with a straight axis of the body which nearly reaches the vertical. Legs are split on the vertical line with the left leg down.

Basic score 8:

A straight body axis which reaches about 70° but arms are not extended. Legs are split on the vertical line with the left leg down. Support is on the hands, only.

Basic score 6:

A straight body axis which reaches less than 30° but arms are not extended. Legs are split on the vertical line with the left leg down. Centre of gravity is not above the grips.

Basic score 4:

Shoulders are below the grips, on the inside of the surcingle at the highest point of the vault-on.

Deductions:

Up to 1 point:

- hips and shoulders are not parallel to those of the horse when the vaulter springs up
- left leg is not stretched down and the hip is not bent
- right leg is not stretched in the hip
- off centre: vaulter hanging to one side upon landing
- landing too far back and having to correct his sitting position

2 points:

- Shoulders are higher than the hips at the highest point of the vault-on.

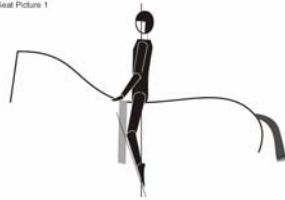
2. Basic Seat

Mechanics:

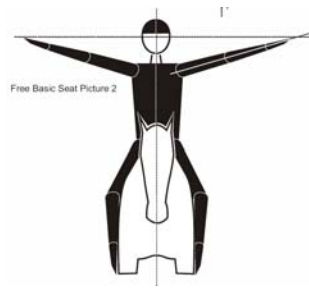
The vaulter sits astride, erect and centred immediately behind the surcingle, with legs down and in contact with the horse, forming a straight vertical line through the shoulder, hip and heel.

The vaulter's shoulders are parallel to the grips. The arms are extended and stretched outward along the frontal plane with the tips of the fingers at eye level. Legs are down and the front of the knees, ankles and toes form a straight line facing nearly forward. Upon completion of the static exercise, the vaulter takes the grips with both hands simultaneously.

Free Basic Seat Picture 1



Free Basic Seat Picture 2



Essence:

Harmony with the horse
Seat, Balance and Posture

Basic Scores:

Basic score 5

Extreme legs forward or "Chair Seat".

Basic score 4

Extreme arched back or "Fork Seat".

Deductions:

1 point:

- for each stride less than four, strides are not counted before the exercise is set up or displayed (Letter C)

Up to 1 point:

- raised shoulders

2 points:

- for retaking the grips once (Letter R)

3. Half-Mill:

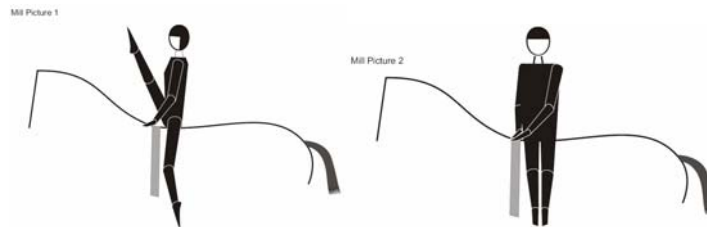
The ½ Mill has 2 phases. The first phase is performed in a four stride count, followed immediately by the second phase.

Mechanics:

The ½ Mill has 2 phases. The vaulter may not abandon his seat position during either phase. Each leg is stretched and carried over the horse in a high, wide arc (like a semi-circle). The opposite leg remains stationary, down and in contact with the horse. The upper body stays erect, centered and nearly vertical in each phase. Head and body rotate with each pass of the leg. The first phase is performed in a four stride count, followed immediately by the second phase.

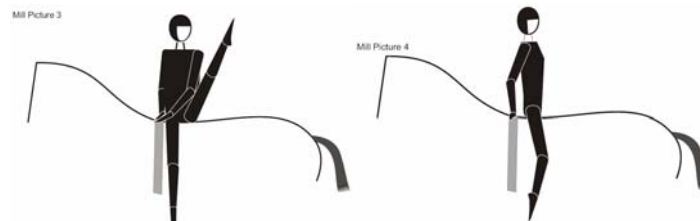
First Phase of Half Mill:

The right leg is carried over the horse neck. Each grip is released and retaken in turn as the leg passes. Phase 1 ends with the vaulter sitting in a sideways seat inside position, facing at a right angle to the shoulder axis, legs together and in contact with the horse.



Second Phase of Half Mill:

The left leg is carried over the horse's croup. Phase 2 ends with the vaulter sitting rearways. The hands change position on the grips.



Essence:

Harmony with the horse
Seat, Posture, Suppleness, Scope and Timing

Basic Scores:

Basic score 10

Upper body and leg nearly vertical.

Basic score 8

Upper body nearly vertical, leg approximately 45°.

Basic score 5

Leaning too far back with upper body or round back (more than 45° behind the vertical).

Deductions:

1 point:

- for each rhythm failure in the Mill (Letter T)
- Rhythm failure between the 1st and 2nd phase.

4. Swing Rearways (followed by dismount to inside):

Mechanics:

From seat rearways, the vaulter swings the stretched legs upward closing the legs at the highest point and returns softly to seat rearways. The vaulter then performs a reverse ¼ mill by carrying the left leg over the horse's croup, through the inside seat, and rotates to facing forward. Vaulter releases the grips and lands with nearly closed legs and continues in the same direction as the horse.



Essence:

Harmony with the horse
Coordination of swing movement and height

Basic Scores:

Basic score 10

Angle of vertical line to upper body around 90° and with an angle of legs to upper body less than 90°.

Basic score 7

Angle of vertical line to upper body around 45° and with an angle of legs to upper body more than 90°.

Basic score 5

Angle of vertical line to upper body less 20° and with an angle of legs to upper body more than 90°.

Deductions:

1 point:

- Legs not closed at the highest point of swing.

Up to 2 points:

- Pushing the stomach up to show an imaginary height

Up to 3 points

- collapse onto horse's neck

Note:

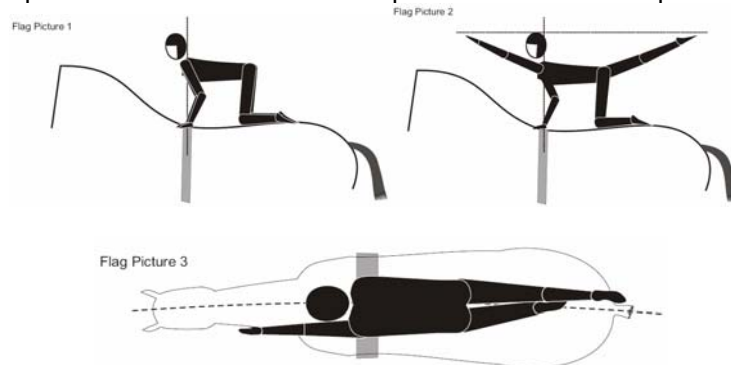
There is no separate score for the dismount. Faults in the dismount shall be deducted from the swing rearways.

There is no score for the second vault on that precedes the second section of Team 1* Compulsories. The second vault on is followed by the following four exercises:

5. Flag

Mechanics:

From seat astride the vaulter comes to kneel with both legs simultaneously and diagonally across the horse's back. The weight is equally spread over the lower leg. The lower leg, from knee to toe, remains in permanent contact with the horse's back. Head remains up facing forward. The right leg and left arm are raised simultaneously and stretched to an even horizontal line (at least above the vaulter's shoulder and hip, ideally a horizontal line from fingertip to head level and toes). Right hand holds the grip. The shoulders are directly above the grips and hips and shoulders are parallel to the ground. There is an even arc in the vaulter's body from the hand through the foot. Upon completion of the static exercise, the vaulter lowers the right leg to a bench position. The exercise completes in the bench position.



Essence:

Harmony with the horse

Balance and suppleness (particularly shoulder and hip).

Basic Scores:

Basic Score 10:

Correct mechanics with elevation, without broken arc of the top line.

Basic score of 7

Correct mechanics but with poor elevation.

Basic score 5

Right hip extremely turned throughout

Extremely broken arc of the top line (kink)

Deductions:

1 point

- Arm and leg are not raised simultaneously
- Right leg is stretched down before it is raised
- For each stride less than four, strides are not counted before the exercise is set up or displayed (Letter C)
- For failure to kneel before the flag (Letter K)
- For leaning upon the horse's neck with the hand without loss of form in Flag (Letter N)
- Vaulter does not complete exercise in a bench position

2 points

- right hand not in contact with the grip (but only in contact with the surcingle)
- for retaking the grips once (Letter R)

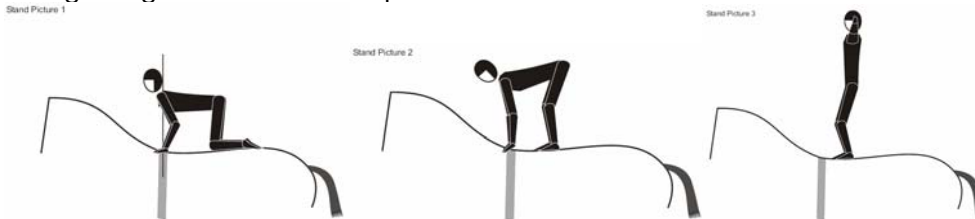
Up to 2 points

- Supporting lower leg is not entirely in contact with the horse (knees to feet)

6. Stand

Mechanics:

From bench position, the vaulter immediately hops to both feet. Head remains up, looking forward. The feet remain stationary with the weight evenly distributed over the entire sole of the foot throughout the exercise. Feet are close at hip width and point forward. The grips are simultaneously released as the vaulter rises into a high standing position, forming a straight line through the shoulder, hip and heel. Immediately the arms are extended and stretched outward along the frontal plane with the tips of the fingers at eye level. Upon completion of the static exercise the arms are lowered alongside the body and the vaulter takes the grips simultaneously with both hands. Head remains up, looking forward, while the vaulter slides smoothly with straight legs into an astride position.



Essence:

Harmony with the horse
Balance and posture

The essence of the stand is the ability to maintain the balance in an unstable equilibrium on the horse. Loss of balance is judged depending on whether the fault is a minor, medium or major one.

Basic Scores:

Basic score 10:

Erect upper body forming a vertical line through shoulders, hips and ankle with knees in optimum extension

Basic score 5:

Upper body about 45 degrees in front of the vertical.

Deductions:

1 point:

- For each stride less than four, strides are not counted before the exercise is set up or displayed (Letter C)
- For failure to kneel before the stand (Letter K)

Up to 1 point:

- Feet and/or knees not facing forward
- Feet wider than hips
- Feet in step position

2 points:

- For retaking the grips once (Letter R)

7. Swing forward upwards

Mechanics:

From seat astride the stretched legs are swung upward to reach a handstand position, with arms extended to attain maximum elevation. The legs remain open and stretched. Legs should be shoulder width apart. Without interruption in the movement, at the point of maximum elevation, the vaulter returns softly to seat astride.

Note: A straight axis of the body which reaches the vertical is the essence of the optimal mechanics of this exercise. A straight line continues throughout the body from the arms to the feet. A straight body axis is the main criteria for judging, as an arched back can be deceiving and can simulate a higher elevation.

Essence:

Harmony with the horse
Height and Position of Centre of Gravity

Basic Scores:

Basic Score 10

Straight body axis from arms to shoulder width, open legs with an angle of 90° to the upper line of the horse (handstand position). Arms in maximum extension. Soft and centered landing to seat astride.

Basic Score 7

Straight body axis from arms to shoulder width, open legs with an angle of 45° to the upper line of the horse (handstand position). Arms in maximum extension. Soft and centered landing to seat astride.

Basic Score 5

Straight body axis from arms to shoulder width, open legs with an angle of 30° to the upper line of the horse (handstand position). Arms in maximum extension. Soft and centered landing to seat astride.

Deductions:

1 point:

- Legs are closed; not shoulder width apart during any part of the flight

Up to 2 points:

- An arched back depending on its degree of performance; arched to sagging waistline during extension; broken back line
- Lack of arm extension

Up to 3 points

- collapse onto horse's neck

8. Dismount, swing with closed legs to outside

Mechanics:

From seat astride, the vaulter swings to handstand position with closed legs, arms extended to attain maximum elevation. At maximum arm extension, the vaulter pushes against the grips, and as a result of shoulder repulsion, attains additional elevation and maximum flight, landing to the outside of the horse, facing forward, on both feet.

Essence:

- Harmony with the horse
- Height and position of center of gravity

Basic Scores:

Basic score 10

Straight axis from arms to closed feet with an angle of 90° to the upper line of the horse, with additional elevation and a maximum arm extension in the flight phase; soft and correct landing.

Basic score 7

Straight axis of the head, body and closed stretched legs, but below 45 degrees

Basic score 4

Straight axis of the head, body and closed stretched legs, but below 15 degrees

Deductions:

1 point

- Legs are not closed throughout

Up to 2 points

- An arched back depending on its degree of performance; arched or sagging waistline during extension; broken back line
- Lack of arm extension

VI. FREE STYLE EXERCISES

1. Structure of the free style exercises

The free style exercises listed in the guidelines are divided into groups, all having a common biomechanical structure. For an optimal technique, it is necessary to fulfill the corresponding biomechanical requirements for the exercises.

1.1 Static exercises

A static exercise is one in which the vaulter's body is not displaced 'relative to another system' - the horse. Body can be more exactly expressed by Centre of Gravity Mass, and even more exactly by entire number, or at least the vast majority of points of mass.

Requirements of a Static Exercise:

- Vaulter's body is not displaced
- Equilibrium is maintained for 3 canter strides
- Harmony with the horse's movement is maintained

Junior Team

Definition of Triple Static Exercise :

The Center of Gravity of all 3 Vaulters doesn't move in relation to the horse for a minimum of 3 canter strides.

1.1.1 Sitting exercises

Elements, where at least the seat has to provide the support for the centre of gravity.

1.1.2 Kneeling exercises

Elements, where one or both lower legs form the support for the centre of gravity.

1.1.3 Standing exercises

The essence of the stand is the ability to maintain the balance in an unstable equilibrium on the horse. The body load is transferred via the lower or upper limbs to the support area, whereas pressure is exerted on them.

1.1.4 Supported exercises

Elements where the shoulder axis is above the support area. The body load is transferred via the upper limbs to the support area, whereas pressure is exerted on them. The centre of gravity is below the shoulder axis.

1.1.5 Hanging exercises

Elements where the shoulder axis is below the holding point. The body load is transferred via the upper or the lower limbs to the holding points, whereas pressure is exerted on them by pulling.

1.1.6 Flying exercises

Elements where the person is supported and has neither contact with the horse nor is he supporting himself.

1.1.7 Lying exercises

Elements where the supporting area is at least the trunk in an almost horizontal position. The position of the person is determined by him/herself.

1.2 Dynamic Exercises

A dynamic exercise is one in which the/a Body, or Centre of Gravity, or the Vast Majority of Points of Mass is/are displaced relative to another system – the horse.

The impulse for a displacement (movement) comes from:

- Muscle power
- Kinetic (movement) Energy

Requirements of dynamic exercises:

- Body is displaced
- Vaulters must remain perpendicular above a line defined by the initial to the final supporting contact of the exercise. Otherwise the movement is out of control. The best examples are in the above mentioned sense badly performed cartwheels.
- Control is determined by the relative length of time that the exercise or movement is perpendicular to the area of support.

1.2.1 Jumps

Elements where the body lifts off the support by quickly stretching the supporting limbs, i.e. the centre of gravity gains height against the force of gravitation.

1.2.2 Swinging exercises

Elements where through quick swinging movements of individual parts of the body enough kinetic energy is generated to move the entire body.

1.2.3 Turns

Turns are movements around one of the three body axes. Combined turns are turns around more than one axis, they usually have corresponding names (such as twist turns). They are in an order corresponding to the three axes.

1.2.3.1 Twists

Twists are turns around the vertical body axis.

1.2.3.2 Cartwheels

Cartwheels are handsprings around the sagittal axis.

1.2.3.3 Turns around the lateral axis

1.2.3.3.1 Rolls

Rolls are turns around the lateral axis where constant contact with the support is kept.

1.2.3.3.2 Handsprings

Handsprings are turns around the lateral axis where there is contact with the support only after 180 degrees.

1.2.3.3.3 Somersaults

Somersaults are free turns around the lateral axis where contact with the support is only made after a turn of at least 360 degrees.

VII. JUDGING OF FREETESTS

Freestyle exercises are judged according to:

- Degree of Difficulty
- Composition
- Performance

1. Degree of Difficulty

The maximum score is 10 points. Scoring may be in tenths.

The Degree of Difficulty of an exercise depends on the demands on the following conditions:

- flexibility
- strength
- balance
- co-ordination
- harmony with the horse

The higher the demand on all of the above, the higher the Degree of Difficulty.

No points are awarded for:

- each static exercise held for less than three canter strides
- each Free Test exercise started after the time limit
- exercises from the Compulsory test
- each exercise not performed in canter
- repetitions of any exercises

Individual 1* and 2*

Scoring of the exercises:

Risk exercise	R-exercises	1,3 points
Difficult exercises	D-exercises	0,9 points
Medium exercises	M-exercises	0,4 points
Easy exercises	E-exercises	0,0 points

Only the 10 most difficult exercises will be considered.

Risk Exercises:

D-Exercises will become Risk-Exercises (R):

- if the shown exercise is a variation of an existing D-Exercise, but performed with much more difficulty (higher conditions). e.g.: A somersault is a D-Exercise, but a somersault with two turns becomes a R-Exercise.
- variations of existing D-Exercises, the difficulty of which could not be increased e.g.: handstand with one arm.
- if there is a very difficult built-up
- if a series of D-Exercises is performed in immediate succession without interruption

**Degree of Difficulty in Individual Vaulting
With no R-Exercise**

	0 D	1 D	2 D	3 D	4 D	5 D	6 D	7 D	8 D	9 D	10 D
0 M	0,0	0,9	1,8	2,7	3,6	4,5	5,4	6,3	7,2	8,1	9,0
1 M	0,4	1,3	2,2	3,1	4,0	4,9	5,8	6,7	7,6	8,5	
2 M	0,8	1,7	2,6	3,5	4,4	5,3	6,2	7,1	8,0		
3 M	1,2	2,1	3,0	3,9	4,8	5,7	6,6	7,5			
4 M	1,6	2,5	3,4	4,3	5,2	6,1	7,0				
5 M	2,0	2,9	3,8	4,7	5,6	6,5					
6 M	2,4	3,3	4,2	5,1	6,0						
7 M	2,8	3,7	4,6	5,5							
8 M	3,2	4,1	5,0								
9 M	3,6	4,5									
10 M	4,0										

**Degree of Difficulty in Individual Vaulting
With one R-Exercise**

		1 R + 0 D	1 R + 1 D	1 R + 2 D	1 R + 3 D	1 R + 4 D	1 R + 5 D	1 R + 6 D	1 R + 7 D	1 R + 8 D	1 R + 9 D
0 M		1,3	2,2	3,1	4,0	4,9	5,8	6,7	7,6	8,5	9,4
1 M		1,7	2,6	3,5	4,4	5,3	6,2	7,1	8,0	8,9	
2 M		2,1	3,0	3,9	4,8	5,7	6,6	7,5	8,4		
3 M		2,5	3,4	4,3	5,2	6,1	7,0	7,9			
4 M		2,9	3,8	4,7	5,6	6,5	7,4				
5 M		3,3	4,2	5,1	6,0	6,9					
6 M		3,7	4,6	5,5	6,4						
7 M		4,1	5,0	5,9							
8 M		4,5	5,4								
9 M		4,9									

**Degree of Difficulty in Individual Vaulting
With two R-Exercises**

			2 R + 0 D	2 R + 1 D	2 R + 2 D	2 R + 3 D	2 R + 4 D	2 R + 5 D	2 R + 6 D	2 R + 7 D	2 R + 8 D
0 M			2,6	3,5	4,4	5,3	6,2	7,1	8,0	8,9	9,8
1 M			3,0	3,9	4,8	5,7	6,6	7,5	8,4	9,3	
2 M			3,4	4,3	5,2	6,1	7,0	7,9	8,8		
3 M			3,8	4,7	5,6	6,5	7,4	8,3			
4 M			4,2	5,1	6,0	6,9	7,8				
5 M			4,6	5,5	6,4	7,3					
6 M			5,0	5,9	6,8						
7 M			5,4	6,3							
8 M			5,8								

**Degree of Difficulty in Individual Vaulting
With three R-Exercises**

				3 R + 0 D	3 R + 1 D	3 R + 2 D	3 R + 3 D	3 R + 4 D	3 R + 5 D	3 R + 6 D	3 R + 7 D
0 M				3,9	4,8	5,7	6,6	7,5	8,4	9,3	10,0
1 M				4,3	5,2	6,1	7,0	7,9	8,8	9,7	
2 M				4,7	5,6	6,5	7,4	8,3	9,2		
3 M				5,1	6,0	6,9	7,8	8,7			
4 M				5,5	6,4	7,3	8,2				
5 M				5,9	6,8	7,7					
6 M				6,3	7,2						
7 M				6,7							

Team 2*

Only the 25 most difficult exercises will be considered.

Scoring of the exercises:

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

D-Exercises		M-Exercises		Total
Nr.	Score	Nr.	Score	Score
25	10,0	0	0,0	10,0
24	9,6	1	0,3	9,9
23	9,2	2	0,6	9,8
22	8,8	3	0,9	9,7
21	8,4	4	1,2	9,6
20	8,0	5	1,5	9,5
19	7,6	6	1,8	9,4
18	7,2	7	2,1	9,3
17	6,8	8	2,4	9,2
16	6,4	9	2,7	9,1
15	6,0	10	3,0	9,0
14	5,6	11	3,3	8,9
13	5,2	12	3,6	8,8
12	4,8	13	3,9	8,7
11	4,4	14	4,2	8,6
10	4,0	15	4,5	8,5
9	3,6	16	4,8	8,4
8	3,2	17	5,1	8,3
7	2,8	18	5,4	8,2
6	2,4	19	5,7	8,1
5	2,0	20	6,0	8,0
4	1,6	21	6,3	7,9
3	1,2	22	6,6	7,8
2	0,8	23	6,9	7,7
1	0,4	24	7,2	7,6
0	0,0	25	7,5	7,5

E-Excercises	
Nr.	Score
0	0,0
1	0,2
2	0,4
3	0,6
4	0,8
5	1,0
6	1,2
7	1,4
8	1,6
9	1,8
10	2,0
11	2,2
12	2,4
13	2,6
14	2,8
15	3,0
16	3,2
17	3,4
18	3,6
19	3,8
20	4,0
21	4,2
22	4,4
23	4,6
24	4,8
25	5,0

Team 1*

Only the 20 most difficult exercises will be considered.
A maximum of 6 static triple exercises is allowed.

Free 1* Test may include single, double and triple exercises, with a maximum of 6 static triple exercises.

Scoring of the exercises:

Difficult exercises	D - exercise	0.5 points
Medium exercises	M - exercise	0.4 points
Easy exercises	E - exercise	0.3 points

D-Exercises		M-Exercises		Total
Nr.	Score	Nr.	Score	Score
20	10,0	0	0,0	10,0
19	9,5	1	0,4	9,9
18	9,0	2	0,8	9,8
17	8,5	3	1,2	9,7
16	8,0	4	1,6	9,6
15	7,5	5	2,0	9,5
14	7,0	6	2,4	9,4
13	6,5	7	2,8	9,3
12	6,0	8	3,2	9,2
11	5,5	9	3,6	9,1
10	5,0	10	4,0	9,0
9	4,5	11	4,4	8,9
8	4,0	12	4,8	8,8
7	3,5	13	5,2	8,7
6	3,0	14	5,6	8,6
5	2,5	15	6,0	8,5
4	2,0	16	6,4	8,4
3	1,5	17	6,8	8,3
2	1,0	18	7,2	8,2
1	0,5	19	7,6	8,1
0	0,0	20	8,0	8,0

E-Excercises	
Nr.	Score
0	0,0
1	0,3
2	0,6
3	0,9
4	1,2
5	1,5
6	1,8
7	2,1
8	2,4
9	2,7
10	3,0
11	3,3
12	3,6
13	3,9
14	4,2
15	4,5
16	4,8
17	5,1
18	5,4
19	5,7
20	6,0

Pas de Deux

Pas de Deux is judged according to

- Degree of Difficulty
- Composition
- Performance
- Horse Score

The **Pas de Deux Free Test** may include single and double exercises. The maximum score for degree of difficulty is 10 points and scoring may be in tenths. Only the 10 most difficult exercises will be considered.

Scoring of the exercises:

Difficult exercises	D - exercise	1.0 points
Medium exercises	M - exercise	0.5 points
Easy exercises	E - exercise	0.0 points

D-Exercises		M-Exercises		Total
Nr.	Score	Nr.	Score	Score
10	10,0	0	0,0	10,0
9	9,0	1	0,5	9,5
8	8,0	2	1,0	9,0
7	7,0	3	1,5	8,5
6	6,0	4	2,0	8,0
5	5,0	5	2,5	7,5
4	4,0	6	3,0	7,0
3	3,0	7	3,5	6,5
2	2,0	8	4,0	6,0
1	1,0	9	4,5	5,5
0	0,0	10	5,0	5,0

2. Composition

The maximum score is 10 points. Scoring may be in tenths.

The composition score is judged on the following criteria:

See Annexe 2

Value for Variety	Up to 4.0 points
a) Relation of Static to Dynamic exercises out of different structure groups	2.0
b) Variety in the position of the exercises in relation to the horse and in the direction of the movements	2.0

Artistic Value	Up to 3.0 points
a) Harmony with the horse and Consideration to the horse	1.5
b) Continuity and Transitions	0.5
c) Originality and Highlights	1.0

Expression Value	Up to 3.0 points
a) Music Interpretation	2.0
b) Charisma of Vaulters	1.0

Deductions:**1 point:**

- **In individual vaulting and Pas de Deux:** If the dismount is not commenced within **3** strides after the final bell. (See performance score page 48)
- **In team vaulting and Pas de Deux:** If other exercises or combinations other than the final dismounts are commenced after the bell, the exercise or combination in progress at the time of the bell. (See performance score page 48)
- the absence of a number on any vaulter
- use of dress other than defined in the Rules
- **In Team 1* Test:** More than 6 static triple exercises

2 points:

- **In Team 2* and Team 1* competition:** for each vaulter not performing at least one exercise in addition to the Vault-on in the Free Test

3. Performance

The maximum Score is 10 points. Scoring may be in tenths.

The interaction between movements of the horse and the perfect performance of the vaulter with optimal effectiveness is to be scored:

- mechanics
- exact and correct form of movement,
- security and balance of all elements of exercises,
- form and body control, posture and stretch of the body,
- continuity, flow of movements,
- scope: elevation, extension, width, amplitude of movement,
- consideration of the horse

Deductions:**Up to 0.5 point**

- for minor faults

0.6 to 0.9 point

- for medium faults

1 point

- for major faults from the total possible score of 10 for each exercise and transition.

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 (in individual vaulting within 3 canter strides) without further intermediate exercises, the dismounts will be included in the evaluation for Difficulty, Composition and Performance without penalty.

No more static exercises may be performed after the bell.

Falls

Falls in vaulting occur in 3 categories:

- falls on the horse (collapse of an exercise)
- falls off the horse
- falls on landing

A fall is a movement out of control. Falls can be considered in two categories:

- biomechanical: refers to the definition of "fall" (a "movement out of control"),
- judicial: refers to the way the rules address or define "fall", and the manner of dealing with it according to the rules.

Deductions – Team Free Test:

0,1 point:

- for falls after landing on the ground caused by bad landings or bad mechanics

0,3 point:

- for each fall from the horse, regardless of the number of vaulters who fall from the horse

0,5 to 2 points:

- in the case of severe falls or falls which affect the comfort and well-being of the horse (also falls on the horse)

Deductions – Individual Free Test, Pas-de-Deux Free Test:

0.5 to 1.0 points:

- Fall on the ground after the final dismount

Up to 2 points:

- Falls during the performance when the vaulter does not lose contact with the horse and for which the clock is not stopped
- Falls onto the horse which affect its comfort and for falls landing on the ground, depending upon the severity and cause
- Performing a ground jump and touching the ground more than once.

2 points:

- For each fall when the vaulter loses contact with the horse and for which the clock must be stopped

Elimination:

- Third fall (before dismount)

If an exercise has begun just before the time limit, the exercise or combination in progress may be finished.

If the dismount is commenced immediately without further intermediate exercises, the dismount will be included in the evaluation for Difficulty, Composition and Performance without penalty.

No more static exercises may be performed after the bell.

VIII. TECHNICAL TEST

The five required Technical exercises may be found on the FEI Website.

A. General performance faults and deductions for Technical Exercises

	Minor faults	Medium faults	Major faults
	Up to 1 Point	Up to 2 Points	Up to 3 Points
Scope	satisfactory	poor	not performed
Continuity	with small interruptions	with delays	many interruptions
Optimal form and stretch + tension	minor deviations	obvious deviations	without form and stretch
Essence and body control	little deviations	poor posture	without control
Harmony of vaulter with horse	lack of suppleness	movements against the rhythm of the canter strides	avoiding a fall on the horse, hit the horse
Loss of balance	small deviations	corrections of the position	changing of position

Specific faults with penalties and deductions

Deductions:

1 point:

- for each stride less than the defined one in a static technical exercise; the strides are not counted before the exercise is set up or displayed

2 points:

- a collapse on the horse
- for repeating a technical exercise immediately after the first trial

Score of 0:

- for each technical exercise which is not performed
- for coming off the horse during a technical exercise without the prescribed dismount

B. Technical Exercises**1. JUMP FORCE****Roll-up-Mount**

Roll-up Mount from the inside or outside to seat backwards on the horse's neck. May be shown as a mount or as a ground jump.

Mechanics

The roll-up mount is a shoot-up movement of the body around the horizontal axis. During the first part of the rotation, the centre of gravity approaches the highest point with bent hips. After powerful stretching movements of the hip and shoulder joints, the center of gravity will lead away from the rotation point.

From the jump, the body is turned and the roll movement is initiated immediately, lifting the center of gravity as high as possible over the surcingle. Following the impulsion the axis of the roll movement is nearly horizontal and nearly parallel to the shoulder axis of the horse.

During the entire roll movement, the vaulter's shoulders, hips and the roll axis are parallel.

Throughout the entire movement, the legs must be stretched. The landing after the roll is in an upright seat backwards on the horse's neck with both legs in front of the surcingle.

Essence

Harmony with the horse
Coordination of roll movement and landing
Height and position of the centre of gravity

Basic Scores:**Basic score 10**

The centre of gravity is at the highest point over the (nearly) stretched arms, with stretched legs, uninterrupted movement and soft landing rearways on the neck.

Basic score 7

The hips do not touch the horse or the surcingle but the legs are not stretched throughout the whole movement.

Basic score 5

- The hips touch the horse or the surcingle.
- A vertical roll axis which entails dislocation towards either the inside or the outside of the horse

Score of 0

If the roll movement has not been initiated before the center of gravity reaches the level of the horse's back.

Deductions:**1 point:**

- steps in ground jump
- landing with inside or outside leg in front of the surcingle
- Lack of stretch of the legs.

2. TIMING/COORDINATION

Cartwheel

Mechanics:

Starting from the horses neck, both hands are on top of the grips or alternatively one hand may be on the pad. The arms are stretched. The stretched first leg is swung upwards in a vertical line, followed by the second leg (supporting leg), clearly later in time, and is to remain stretched throughout the rotation. The centre of gravity moves with stretched hips vertically over the supporting hands. At the highest point, the vaulters' hip axis is parallel to the longitudinal axis of the horse. Both legs move fluently, and remain stretched throughout. Landing: The 1st leg landing almost straight onto the sole of the foot absorbing the movement.

The 2nd leg **may land** in any position **in harmony with the horse.**

Deviations from the optimal quality

One hand or both hands take(s) the side(s) of a/the grips(s). Using one or both elbows for support. Lack of straightness of legs. Not reaching the vertical line. Hip axis not parallel to the longitudinal axis of the horse. Interruption in movement fluency and/or insufficient leg stretching. Hard landing. Simultaneous landing on both feet.

Essence:

Harmony with the horse
Coordination of wheel movement and landing
Height of the centre of gravity

Basic Scores:

Basic score 10

Cartwheel movement is fluid, uninterrupted and legs do not hinder the movement of the horse. Centre of gravity remains over the supporting area and landing is soft onto horses back.

Basic score 7

Cartwheel movement is interrupted (one or both legs stop the movement).
Center of gravity is not above the supporting area.

Basic score 4

Cartwheel with piked hips, legs horizontal.

Deductions :

2 points:

- landing other than on one foot
- collapsed on elbows

Score of 0:

- elbow(s) used throughout.

Hard landings will be penalised.

3. SUPPLENESS

Stand Split

Stand Split sideways on the horse's back facing inside or outside on the back of the horse, one hand on top of a grip, other hand flat on top of the back/pad.

Mechanics

Entire sole of supporting foot is on the top of the horse's back. Other leg stretched as high as possible. The line of the upper body and the raised leg should come as close to the vertical as possible. The shoulder and hip axis of the vaulter is parallel to the longitudinal axis of the horse.

To be held for 4 canter strides

Essence:

Harmony with the horse
Suppleness
Posture
Stretch

Basic Scores:

Basic score 10

The angle between the legs is 180°.

Basic score 7

The angle between the legs is 150° or less.

Basic score 4

The angle between the legs is 90° or less.

Deductions

1 point:

- the line of the upper body and the raised leg is broken (at 180°)

2 points:

- position of hands other than described

4. BALANCE

4.1 Reverse Stand with free arm movement

Reverse Stand with free arm movement – Stand on horse's back, facing rearwards; arms may be in any position. (See description of Team 2*, Individual 2* stand for mechanics.

Must be held for 4 canter strides.

Essence:

Harmony with the horse
Balance and posture

4.2 Sideways Stand

Sideways Stand facing outside with static arm position

Mechanics:

The feet remain stationary with the weight evenly distributed over the entire sole of the foot throughout the exercise. The hip axis of the vaulter is parallel to the longitudinal axis of the horse. Feet are close at hip width and point sideways. The vaulter rises into a high standing position forming a straight line through the shoulder, hip and heel. The head/face is showing sideways and the vaulter is standing on the back pad.

To be held for 4 canter strides.

Essence:

Harmony with the horse
Balance and Posture

The essence of the sideways stand is the ability to maintain the balance in an unstable equilibrium on the horse.

Loss of balance is judged depending on whether the fault is a minor, medium or major one.

Basic Scores:

Basic score 10

Erect upper body forming a vertical line through shoulders, hips and ankle with knees in optimum extension.

Basic score 5

Upper body about 45° in front of the vertical.

Deductions:

1 point:

- feet and/or knees not facing sideways
- feet wider than hips
- Head/face not looking sideways

2 points:

- arms are not static
- one foot is on the croup (not on the pad)

5. STRENGTH

5.1 Shoulders stand rearways with closed legs

Mechanics:

Both hands are on the grips of the surcingle. Vaulters' left or right shoulder rests on the horse's back/pad. The vaulter's centre of gravity lies vertically over the shoulder that is resting on the horse's back/pad. The vaulter's shoulder axis and hip axis are parallel to the horse's shoulder axis and the vaulter's hips and legs are stretched, with the legs closed and parallel to each other.

The exercise is to be held for 4 canter strides.

Basic Scores:

Basic Score 5

If the supporting area is someplace other than the shoulder (i.e. upper arm or chest).

Deductions:

Up to 1 point:

- Minor deviations

Up to 3 points:

- Major deviations

5.2 Push up rearways

Mechanics:

The exercise is supported by both arms and one leg. Hands are on the top of the grips. The vaulter's body is facing upwards and forms a straight line from the supporting leg to the head. The **head is the extension of the longitudinal body axis**. The other leg is raised at a right angle to the vaulters body.

To be held for 4 canter strides.

Essence:

Harmony with the horse
Balance and Posture

Basic Scores:

Basic score 10

Straight longitudinal axis of the head, body, and supporting leg. The angle between the upper body and the supporting leg is 180 degrees. Angle between head, upper body and raised leg is 90 degrees. Arms are stretched.

Basic Score 7

Straight longitudinal axis of the head, body, and supporting leg. The angle between the upper body and the supporting leg is 180 degrees. Angle between head, upper body and raised leg is 45° degrees. Arms are stretched.

Basic Score 5

Straight longitudinal axis of the head, body, and supporting leg. The angle between the upper body and the supporting leg is 180 degrees. Arms are stretched.

Basic Score 4

Broken longitudinal axis of the head, body, and supporting leg. The angle between the upper body and the supporting leg is less than 180 degrees. Arms are stretched.

Deductions:

Up to 1 point:

- Head in other position than in the longitudinal axis of the body and supporting leg.

2 points:

- position of hands other than described

C. Composition Score

The maximum score is 10 points. Scoring may be in tenths.

The composition score is judged on the following criteria:

See Annexe 2

Value for Variety	Up to 4.0 points
a) High demand on build up and down of the technical exercises	2.0
b) Selection of the additional static and dynamic exercises	2.0

Artistic Value	Up to 3.0 points
a) Harmony with the horse	0.5
b) Continuity and Transitions	1.5
c) Originality	1.0

Expression Value	Up to 3.0 points
a) Music Interpretation	2.0
b) Charisma of Vaulters	1.0

Deductions:

1 point:

- if the vault-off is not commenced within 3 strides after the final bell
- the absence of a number on any vaulter
- use of dress other than defined in the Rules

D. Performance Score

The maximum Score is 10 points. Scoring may be in tenths.

The interaction between movements of the horse and the perfect performance of the vaulter with optimal effectiveness is to be scored:

- mechanics
- exact and correct form of movement,
- security and balance of all elements of exercises,
- form and body control, posture and stretch of the body,
- continuity, flow of movements,
- scope: elevation, extension, width, amplitude of movement,
- consideration of the horse

Falls

Falls in vaulting occur in 3 categories:

- falls on the horse (collapse of an exercise)
- falls off the horse
- falls on landing

Deductions:**1.5 points:**

- fall after dismount

up to 2 points:

- fall without loss of contact with horse

3 points:

- for each fall when the vaulter loses contact with the horse and for which the clock must be stopped.

Elimination:

- Third fall (before dismount)

It is strongly recommended to use the "deduction-system" which is also used in the Free Test in order to give more information to the vaulters on their performance.

Annex 1

FEI OFFICIALS FOR INTERNATIONAL VAULTING EVENTS

The categories of Vaulting Judge are:

International Candidate Judge (C), International Judge (I), Official International Judge (O).

1. Judges must be professional in their interaction with competitors, owners, and organisers; acting respectfully and professionally at all times and maintaining a neutral and independent position.

1.1 Judges are expected to co-operate fully with fellow officials and FEI delegates.

1.2 Judges must avoid any actual or perceived conflict of interest.

1.3 Judges must be well prepared for the tests he/she is judging, have appropriate knowledge of the Vaulting Rules & Guidelines and be familiar with both the FEI General and Veterinary Regulations.

1.4 Judges must be dressed appropriately and must always be aware they are representing the FEI.

1.5 Judges may not officiate at events where athletes they are actively training are competing.

1.6 Judges must attend one seminar annually and must not be in-active for over a 12 month period or they will be obliged to re-sit the relevant exam in order to maintain their status.

1.7 The status of Judges no longer performing to the above criteria may be reviewed by the FEI and the FEI Vaulting Committee.

1.8 Any judge inactive for three years will be automatically removed from the FEI lists of officials.

EFFECTIVE AS OF 2010

2. National Judges wishing to qualify for promotion to (C) status must:

2.1 Read, write and speak English.

2.2 Be under 55 years of age.

2.3 Have attended and passed an FEI Level 1 Course **and to** have sat with an Official or International Judge at two CVIs 1*/2* confirmed by signed Assistance Form.

2.4 Attend an FEI Level 2 Course for International Candidate Judges and pass the exam.

2.5 Have Shadow Judged at two CVIs, to be approved by an O Judge completing an Assistance Form after the Course.

2.6 Be put forward and supported by his NF and accepted by the Vaulting Committee.

3. International Candidate Judges wishing to qualify for promotion to (I) status must:

3.1 Have served as Candidate Judge for at least two years or two complete seasons.

3.2 Be under 60 years of age.

3.3 Have acted as a member of at least 3 Ground Juries at CVI 1*/2* where the judging comprised both Team and Individual competitions to be approved by an O Judge completing an Assistance Form after the Course.

3.4 Have Shadow Judged at two CVIs 1*/2*, to be approved by an O Judge completing an Assistance Form after the Course.

3.5 Attend an FEI Level 3 Course for International Judges and pass the exam.

3.6 Be put forward and supported by his NF and accepted by the Vaulting Committee.

4. International Judges wishing to qualify for promotion to (O) status must:

4.1 Have judged a minimum of 12 CVI 2* and 2 FEI Championships as an "I" Judge.

4.2 Attend an FEI Level 4 Course for International Judges and pass the exam.

4.3 Be recommended by the Vaulting Committee and accepted by the Bureau.

Note: A CVI may be replaced by 2 full periods of Shadow Judging. (A full period is defined as scoring 50% of the number of starters at a CVI in all Tests.)

Annex 2

Composition Score

Value for variety

Relation of Static to Dynamic exercises out of different structure groups. Team Free Style also equal participation of vaulters, relation of single to double and triple	1	2	3	4	5	6	7	8	9	10
	0,2	0,4	0,6	0,8	1,0	1,2	1,4	1,6	1,8	2,0

Variety in the position of the exercises in relation to the horse and in the direction of the movements	1	2	3	4	5	6	7	8	9	10
	0,2	0,4	0,6	0,8	1,0	1,2	1,4	1,6	1,8	2,0

Artistic Value

Harmony with the horse and Consideration to the horse	1	2	3	4	5	6	7	8	9	10
	0,2	0,3	0,5	0,6	0,8	0,9	1,1	1,2	1,4	1,5

Continuity and Transitions	1	2	3	4	5	6	7	8	9	10
		0,1		0,2		0,3		0,4		0,5

Originality and Highlights	1	2	3	4	5	6	7	8	9	10
	0,1	0,2	0,3	0,4	0,5	0,6	0,7	0,8	0,9	1,0

Expression Value

Music Interpretation	1	2	3	4	5	6	7	8	9	10
	0,2	0,4	0,6	0,8	1,0	1,2	1,4	1,6	1,8	2,0

Charisma of Vaulters	1	2	3	4	5	6	7	8	9	10
	0,1	0,2	0,3	0,4	0,5	0,6	0,7	0,8	0,9	1,0