

# AVA RULES FOR VAULTING

Rules for Vaulting are the rules for the performance of the sport of vaulting. Rules for Vaulting are developed by the Technical Committee and presented to the Board of Directors for consideration and, upon concurrence, adoption.

## CHAPTER I. GENERAL

### Article 101. 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 and free-style programs by the vaulters in sympathy and harmony with the horse working on the longe line.
2. For a description of the compulsory exercises and an explanation of the Degree of Difficulty of freestyle exercises, consult the current FEI Guidelines for Judges. A description of the compulsory exercises is also in Appendix D of this Rule Book.

### Article 102. Recognition.

1. All AVA Recognized Competitions must have completed procedures for recognition as per Standing Rules. (See Standing Rules, Section VIII – Recognized Competitions).
2. All AVA Recognized Competitions must be held according to current AVA rules. If a competition is USEF and AVA recognized, USEF rules shall take precedence.
3. Recognition may be granted to any competition offering at least one AVA Recognized National Event. However, all recognized national events, if offered, must be held according to current AVA rules.
4. Recognized National Events:
  - a) Team Canter (A, B or C)
  - b) Team Trot
  - c) Individual Gold
  - d) Individual Silver
  - e) Individual Bronze
  - f) Individual Copper
  - g) Individual Trot
  - h) Pas de Deux
  - i) Team Two-Phase
5. See Chapters II through V for description of recognized national events and their format.

**Article 103. Eligibility.**

1. All clubs, vaulters, coaches and longeurs must be registered members of the AVA in good standing in order to compete in an AVA Recognized Competition. For purposes of competition, a member in good standing is one who:
  - a) Who has paid his current AVA dues
  - b) Who has paid the club registration fee
  - c) Who meets eligibility requirements per AVA By-laws and Standing Rules
  - d) Who has no outstanding debts to the AVA, an examiner, judge or competition
2. At National Championships, foreign individual competitors are allowed to compete but are ineligible for National Championship titles.
  - a) A foreign individual competitor may compete for scores and may be awarded ribbons and placings (See Standing Rules, Section VIII.C.3 and 4).
  - b) A team may have up to two foreign vaulters as members and be eligible for awards provided that each of the foreign competitors has complied with United States Equestrian Federation (USEF) membership requirements. Foreign competitors and longeurs who desire to compete in National Championships must have proof, in English, of membership in good standing from their National Federation or must be members in good standing of the American Vaulting Association and the United States Equestrian Federation. These documents must be made available to Competition Management prior to the start of the first day of competition for any USEF competition. (See Standing Rules, Section VIII.C.4.)
  - c) A team with more than two foreign vaulters as members, whether or not they have met the above requirements, or a team with any number of foreign vaulters who have not met the above requirements may compete for scores only. (See Article 103.2.b.)

**Article 104. Competitors.**

1. A vaulter may enter the same event only once at any competition.
2. There are no age limits.
3. Amateurs and professionals may compete in all events.
4. A vaulter's team classification is determined as of the closing date of entries of the competition
5. A vaulter's individual classification is as of the closing date of entries of the competition.
6. Vaulters who hold a canter medal may vault in a higher division than their medal level in individual competition.

**Article 105. Horses.**

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

**Article 106. Horse Use.**

1. Canter: Horses may be used for a maximum of ~~3236~~ units each day.
  - a) Team Canter Event – 6 member team:
    - 1 Team Compulsories = 8 units
    - 1 Team Freestyle = 8 units
  - b) Individual Canter Event:
    - 1 Compulsories = 1 unit
    - 1 Freestyle = 1 unit
    - 1 Technical Test = 1 unit
  - c) Pas de Deux Events:
    - 1 Freestyle = 2 units
  - d) Team Two-Phase Event:
    - 1 Team Compulsories = 5 units
2. Trot: Horses may be used for a maximum of 48 units each day.
  - a) Team Trot Event (6 member team):
    - 1 Team Compulsories = 8 units
    - 1 Team Freestyle = 8 units
  - b) Individual Trot Event:
    - 1 Compulsories = 1 unit
    - 1 Freestyle = 1 unit
  - c) Pas de Deux Events:
    - 1 Freestyle = 2 units
  - d) Team Two-Phase Event:
    - 1 Team Compulsories = 5 units

Exceptions:

If a horse is used at BOTH trot and canter on the same day, a maximum of ~~3236~~ units is allowed.

3. In all events, horses may be changed between sections of the event.
4. After the maximum number of units allowed, additional vaulters will be disqualified. The club which entered the horse in violation will be fined \$50.00 per violation.
5. Competitors may start on their own horse or another horse that is loaned to them.
6. Horses may be substituted until one (1) hour before the start of the competition, or until a time specified by the management.
7. All competition at the canter must be performed on the correct lead, not in counter canter.
8. Before beginning the performance, the horse must be trotted on the circle at least one round.
9. Judging of the General Impression begins with entry into the ring and ends with the exit from the ring. Judging of the horse begins when the vault-

er(s) touches the grips or the horse and ends when the vaulter(s) touches the ground in the final dismount, or at the end of the time limit.

**Article 107. Inspection of Horses.**

1. At National Championships, before the start of competition, there will be a vet check. The veterinarian, accompanied by at least two members of the Ground Jury, will inspect the horses. (See Article 114.2 for definition of Ground Jury).

- a) The horses will be presented in hand in a bridle with an easily visible number on the right side of the bridle. The veterinarian has the right to eliminate a horse for being lame or in bad condition. In case of disagreement, the Ground Jury will make the final decision, which will be announced immediately.
- b) There may be no objection against the decision of the Ground Jury. A reason for elimination must be given.

2. In addition, the Chief Judge in each arena has the authority at any time during a competition to eliminate a horse which is uneven and/or un-level, in bad condition, or which shows signs of discomfort or fatigue.

**Article 108. Substitution.**

1. Team Event:

- a) One substitute is allowed. In order for a substitute to vault, he must enter the ring with the team as its seventh member at the start of Compulsories. The substitute must be a member of that club.
- b) The substitute vaults in the seventh position.
- c) A vaulter may not be entered as the substitute in more than one division of Team Canter Event.
- d) Using a substitute other than is stated is illegal and results in elimination .

2. Team 2-Phase Event:

- a) One substitute is allowed. In order for a substitute to vault, he must enter the ring with the team as its fifth member at the start of Compulsories. The substitute must be a member of that club.
- b) The substitute vaults in the fifth position.
- c) A vaulter may not be entered as the substitute in more than one division of Team Two-Phase Event.
- d) Using a substitute other than is stated is illegal and results in elimination .

3. Individual Event, Pas de Deux Event: No substitution is allowed in Individual or Pas de Deux Events.

- 4. Longeurs: Substitution is permitted between sections in all events.
- 5. Horses: Substitution is permitted between sections in all events.
- 6. Equipment: Substitution is permitted between sections in all events.

### **Article 109. Equipment.**

1. Required:
  - a) Bridle with smooth snaffle bit, with no more than 2 joints
    - Rubber bit guards are permitted. A longeing cavesson is allowed.
  - b) Two side reins with or without rubber rings
  - c) Vaulting surcingle (preferably with wither and girth padding)
    - No more than two grips
    - No more than one cossack strap/loop on each side below the girth padding
    - No hand or foot holds may be attached to the surcingle wither/girth padding.
    - The surcingle may have one loop between grips.
  - d) Longe line
  - e) Longe whip
2. Optional:
  - a) Bandages, protection boots
  - b) One back pad, with or without a cover, maximum 2 inches thick
    - No hand or foot holds may be attached to the pad.
    - Pad may not extend more than 8 inches in front of the surcingle nor past the point of the croup.
  - c) Breast collar or breast plate
  - d) Earmuffs and plugs
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.

### **Article 110. Facilities.**

1. For Level I Recognized Competitions: The vaulting arena must be at least 22 meters (72.5 feet) in diameter with suitable footing. If the competition is held indoors or under cover, the ceiling height must be at least 5 meters (16.5 feet).
2. For Level II Recognized Competitions: The vaulting arena must be at least 20.5 meters (67.5 feet) in diameter with suitable footing. If the competition is held indoors or under cover, the ceiling height must be at least 4.7 meters (15.5 feet).
3. The diameter of the longeing circle must be between 13 and 15 meters (42.5 to 50 feet). The center of the circle must be clearly marked.
4. 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 ft) from the center point of the circle for Level I Recognized Competitions and to at least 10.28 meters (33.75 feet) from the center point of the circle for Level II Recognized Competitions.

5. The judge's booth(s) should be at least 12 meters (40 feet) from the center of the vaulting arena elevated at least .5 meter (1.5 feet) above the competition arena. Steps and protection from the elements must be provided.
6. Spectators must be located at a reasonable distance from the vaulting circle and judge's booth(s).
7. A suitable warm-up arena must be provided. An additional area for horse warm up must also be provided.
8. A ring steward must be present at each competition arena at all times during the competition.
9. For Team Two-Phase Event, an AVA regulation barrel is required. The handles are placed to the judge's left. The footing in the barrel arena must be suitable for vaulting. (See Standing Rules, Section VIII.D.4).
10. 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 (2) stop watches must be provided; one to be used to time the performance and the other for timing entry, falls, time-outs, etc.
11. A Freestyle checker is required for Team Event. The official timer may act in that capacity to ascertain that each member of the team performs in the Freestyle.
12. A bell must be provided for the Chief Judge.

**Article 111. Format.**

1. Competitors are to salute the Chief Judge upon entering and before exiting the arena.
2. Before beginning the performance, the horse must be trotted on the circle until the judge rings the bell to proceed. At this time, one minute is allowed for horse and/or vaulter warm-up. Vaulters may begin immediately or wait for the bell to indicate the end of one minute at which time vaulters MUST begin the performance.
3. In all events, sections of the event(s) must be scheduled with a break between sections.
4. Order of go for team events must be determined by draw for each section. Management may draw for all entrants.
  - a) Time of draw must be at least one hour before the start of the competition.
  - b) Time and place of draw shall be announced in the prize list.
5. Order of go for individual events must be determined by draw, by club, for each section of the event. Management may draw for all clubs. The coach must specify order of vaulters.
  - a) Time of draw must be at least 1 hour before the start of the competition.
  - b) Time and place of draw shall be announced in the prize list.
6. Each team member must wear a number from 1 through 7, and must

vault in that order for the compulsory section. Numbers must be easily visible to the judge(s)

7. Individual vaulters must wear a number which has been assigned to them by the AVA National Office. Number may be worn on the right arm or right leg and must be easily visible to the judge(s). [Suggested dimensions and contrasts: number band 2"-2.5" \(5-6.5 cm.\) and numbers 1.5" -2" high \(4-5cm.\); dark numbers on light band or light numbers on dark band.](#)

8. Music is recommended during all performances. Music with words and lyrics is allowed only at the Gold, Silver, A-Team and Open Pas de Deux levels. It is recommended that music be continuous for all competitors on the same horse during Individual Compulsories.

- a) Cassette tapes, mini disks and/or compact discs must be provided by the competitor, according to the equipment available.
- b) Management must state in the prize list which system(s) will be available.

9. The dress of the vaulters must be suitable for equestrian sport. (See FEI Rules for Vaulting).

#### **Article 112. Timing.**

1. For timing requirements of specific events, 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 at the end of the trot requirement to start the Compulsory test, the Freestyle test, and the Technical Program.
  - Within thirty (30) 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 or Individual Technical Program.
- f) To signal that time is stopped after a fall where the vaulter(s) is unable to continue immediately or return to the line in Team Freestyle.
- g) To signal the competitor(s) to continue after an interruption
  - The clock is started and judging begins when the vaulter touches the grip.
  - The test must be continued within 30 seconds after the signal to resume.

- h) To signal time-out in all events
- 3. Time-out in all events:
  - a) In case of an injury or illness, the event and the clock will be stopped. The judge will indicate when the event and the clock will resume.
  - b) In the event of a horse casting a shoe or the breakage of equipment, the clock will be stopped for a maximum of seven (7) minutes.
  - c) The longeur may request one time-out per performance to adjust equipment. The clock will be stopped for a maximum of one (1) minute. At the longeur's request, the judge may give permission for outside assistance. The longeur may also adjust the equipment if necessary in between vaulters during individual freestyle, while the judge is scoring the previous freestyle.
  - d) In the event that the freestyle music is not correct or malfunctions, the longeur may request a time out. The clock will be stopped for a maximum of two (2) minutes. If the malfunction occurs during the performance, and the clock is stopped, the vaulter(s) begin where they left off.
  - e) In the case of unforeseen circumstances, the bell will be sounded to indicate to the team or individual to stop. The clock will be stopped and judging will cease. A bell will sound to indicate that the individual or team is to recommence their performance. The clock will resume when the vaulter(s) retake the grips.
- 4. See AVA Rules Chapter VI. Scoring for penalties and deductions.

**Article 113. Unauthorized Assistance.** (See also Article 603.7)

- 1. No one other than the longeur may give any directive to the horse.
- 2. No one is permitted to approach the horse without the intention of mounting.
- 3. Spotting/boosting vaulters is not permitted.
- 4. In Team Event, no one other than a longeur, a team of six (6) members and one substitute may be in the arena for Team Compulsories. The substitute as declared by the team coach may not enter the arena for Team Freestyle.
- 5. In Individual Event, no one other than a longeur and individual(s) who are scheduled to compete at that specific time may be in the arena.
  - a) Only one vaulter may be in the vaulting circle at a time.
  - b) Other competitors shall line-up outside the vaulting circle.
  - c) The next competitor may enter the vaulting circle when the previous vaulter begins the vault-off. An earlier entry entails elimination of the incoming vaulter.
- 6. See AVA Rules Chapter VI. Scoring for penalties and deductions.

**Article 114. Officials.**

- 1. Judges:



- a) At least one AVA Recognized Judge is required at each recognized national event, except at National Championships where at least two AVA Recognized Judges are required for each recognized national event.
2. Ground Jury:
  - a) The invited judge(s) comprise the Ground Jury and must be selected from the current roster of AVA Recognized Vaulting Judges.
  - b) The President of the Ground Jury will be appointed by the organizing committee from the officiating judges.
3. Steward/Technical Delegate:
  - a) At National Championships, there must be a USEF licensed steward or technical delegate selected by the organizing committee.
  - b) At AVA Recognized Competitions where there is no technical delegate, the Chief Judge acts as the technical delegate.

## **CHAPTER II. TEAM EVENT**

### **Article 201. Team Event Requirements.**

Consists of one round of Compulsories and Freestyle performed in separate sections

1. Team Canter Event:
  - a) For A and B Teams the Compulsory section is performed at canter to the left. For C Team, the compulsory section is performed at canter to either the left or to the right.
  - b) The Freestyle section is performed at canter to the left.
2. Team Trot Event:
  - a) The Compulsory section is performed at trot to either the left or to the right.
  - b) The Freestyle section is performed at trot to the left.

### **Article 202. Eligibility.**

1. Teams are comprised of six (6) vaulters, a substitute, and a longeur. All vaulters, including the substitute, must be members of registered AVA clubs in good standing. Longeurs must be registered members of the AVA in good standing.
2. **Canter Divisions:** May be divided into A, B and C divisions. A vaulter may not compete at the same competition at more than one level of Team Event.
  - a) For purposes of Team Canter Event, vaulters shall carry the following classification:
    - Class A
    - 1) A vaulter who holds a Gold medal
    - 2) A vaulter who competes at or who has ever competed at Individual Gold level at an AVA Recognized Competition

Class B

- 1) A vaulter who holds a Silver medal
- 2) A vaulter who competes at or who has ever competed at Individual Silver level at an AVA Recognized Competition

Class C

- 1) A vaulter who holds a Bronze medal
  - 2) A vaulter who is unrated
  - b) No Class A vaulter may compete on a C Team nor be the substitute.
  - c) No more than two Class A vaulters may compete on a B Team, including the substitute.
  - d) No more than two Class B vaulters may compete on a C Team including the substitute.
  - e) A vaulter's team classification (A, B or C) is as of the closing date of entries of the competition.
3. **Trot Division:** No vaulter may hold a medal higher than a Trot medal, including the substitute. Vaulters may not compete elsewhere in the same competition at the canter.

**Article 203. Team Compulsories.**

1. A Team Compulsories are performed as follows:
  - a) Each vaulter, including the substitute, must perform the compulsories together as follows:
    - 1) Mount
    - 2) Basic Seat
    - 3) Flag
    - 4) Mill
    - 5) Scissors 1st Part
    - 6) Scissors 2nd Part
    - 7) Stand
    - 8) First Part of Flank (back to seat astride)
    - 9) Swing Off to the Outside from seat astride
2. B Team Compulsories are performed as follows:
  - a) Each vaulter, including the substitute, must perform the compulsories together as follows:
    - 1) Mount
    - 2) Basic Seat
    - 3) Flag
    - 4) Mill
    - 5) Scissors 1st Part
    - 6) Scissors 2nd Part
    - 7) Stand
    - 8) Swing Off to the Inside from seat astride
3. C Team and Trot Team Compulsories are performed as follows:
  - a) Each vaulter, including the substitute, must perform the compulso-

ries together as follows:

- 1) Mount
- 2) Basic Seat
- 3) Flag
- 4) Stand
- 5) Swing Frontways legs closed
- 6) 1/2 Mill
- 7) Swing Rearways legs open, followed by dismount to inside (quarter mill around to inside off)

Time allowed:

**In Team Canter Events**, if an Aa team does not include a substitute, the maximum time allowed for the performance of the Compulsory Test is six (6) minutes. If a substitute enters the arena with the team, he must perform the Compulsory Test and the maximum time allowed for the performance is seven (7) minutes If a B or C team 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 the B or C team he must perform the compulsory test and the maximum time allowed for the performance is six (6) minutes. The Chief Judge will ring a bell signifying the end of time allowed. Compulsory exercises begunperformed after the time limit will receive a score of zero (0).

**In Team Trot Events**, if a team does not include a substitute, the maximum time allowed for the performance of the Compulsory Test is eight (8) minutes. If a substitute enters the arena with the team, he must perform the Compulsory Test and the maximum time allowed for the performance is nine (9) minutes. The Chief Judge will ring a bell signifying the end of time allowed. Compulsory exercises performed after the time limit will receive a score of zero (0).

3. 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 at the end of the time limit.
4. Each of the six (6) team members plus the substitute must perform all compulsory exercises.
5. Each vaulter must vault in order, according to his number.
6. Each static compulsory exercise must be held for four full strides.
7. All compulsory exercises for all team members must be scored in one section before that team's Freestyle may begin.
8. Time wasted will incur point deductions. (See Article 603.1.c.)
9. Judged on:
  - a) Performance:
    - 1) Mechanics
    - 2) Essence
    - 3) Form
    - 4) Scope
    - 5) Security

- 6) Balance
- 7) Continuity
- 8) Harmony with the horse
- b) Horse/General Impression:
  - Horse (90%)
    - 1) Quality of the gait
    - 2) Submission
    - 3) Behavior
    - 4) Way of going
    - 5) Circle size
  - General Impression (10%)
    - 1) Entry
    - 2) Exit
    - 3) Salute
    - 4) Circle Size
    - 5) Longeing and presentation
    - 6) Comportment
    - 7) Turn out of team and lunges
- 10. See AVA Rules Chapter VI. Scoring for penalties and deductions.

**Article 204. Team Freestyle.**

1. A free-style routine of four (4) minutes maximum is performed by the team of six (6) vaulters. Only six (6) vaulters are allowed to enter the arena for Team Freestyle.
2. The team coach must declare to competition management, by the time specified by competition management, which members of the team will perform in Freestyle. The vaulters team numbers for Freestyle must remain the same as their numbers used for Compulsories.
3. All team members as declared by the coach must perform in the Freestyle or the team will be penalized under General Impression. (See Article 603.5.e.)
4. Freestyle time begins when the first vaulter touches the grips and ends when the bell rings to indicate the end of time allowed, or when the last vaulter touches the ground.
5. Over weighting or overloading the horse will be penalized under Composition. (See Article 603.3.b.)
6. 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. (See Article 603.7. m)
7. In C Team and Trot Team, a maximum of six (6) static triples are allowed. (See Article 603.3.a.4.)
8. There must be at least two (2) vaulters in contact with the horse during any triple exercise for the exercise to be counted.
9. Each static Freestyle exercise must be held for three (3) full strides in order to be counted in Degree of Difficulty. A static exercise is one where contact, support or holding points do not change. The count for each exercise

commences when the final position is attained.

10. A and B Teams: Only the twenty-five exercises with the highest Degree of Difficulty (DOD) will be scored. Value is as follows:

D — exercises count 0.4 points

M — exercises count 0.3 points

E — exercises count 0.1 points

11. Judged on:

a) Degree of Difficulty (x 15%):

- 1) Height off horse
- 2) Complication of the movements
- 3) Demands of suppleness, stretch, and timing
- 4) Number and security of holding points
- 5) Changes in direction (forward, backward, across)
- 6) Changes in relation to the horse (on neck, on croup, inside, outside)

b) Composition (x 25%):

- 1) Use of space
- 2) Pace
- 3) Variety
- 4) Development
- 5) Artistic merit
- 6) Consideration for the horse

c) Performance (x 40%) — Evaluation of each exercise and the performance in its entirety shall include:

- 1) Mechanics
- 2) Essence
- 3) Form
- 4) Scope
- 5) Security
- 6) Balance
- 7) Continuity
- 8) Harmony with the horse

d) Horse/General Impression (x 20%) (See also Art. 106.9):

Horse (90%)

- 1) Quality of the gait
- 2) Submission
- 3) Behavior
- 4) Way of going
- 5) Circle size

General Impression (10%)

- 1) Entry
- 2) Exit
- 3) Salute
- 4) Circle Size
- 5) Longeing and presentation

- 6) Comportment
  - 7) Turn-out of team and longeur
12. 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.
13. See AVA Rules Chapter VI. Scoring for penalties and deductions.

### **CHAPTER III. INDIVIDUAL EVENT**

#### **Article 301. Gold/Silver Individual Event Requirements.**

1. Gold Level consists of two rounds. Round 1 consists of Compulsories and Freestyle performed in separate sections. Round 2 consists of the Technical Test and Freestyle performed in separate sections. Silver Level consists of two rounds, each round consisting of Compulsories and Freestyle performed in separate sections.
2. Competition may be offered at Gold and Silver levels.
  - a) Women's and Men's divisions must be offered at each level.
  - b) Vaulters who hold AVA Gold medals may not compete in the Silver division.
3. In Round 1, competition is at the canter to the left for Compulsory and Freestyle sections.
4. In Round 2, competition is at the canter to the right for the Compulsory section and to the left for the Technical Test and Freestyle section.
5. The fifteen (15) highest scoring women will compete in Round II of the Women's Event.
6. The fifteen (15) highest scoring men will compete in Round II of the Men's Event.

#### **Article 302. Gold/Silver Compulsories.**

1. Gold Compulsories - All nine (9) compulsory exercises are performed together as a unit.
  - 1) Mount
  - 2) Basic Seat
  - 3) Flag
  - 4) Mill
  - 5) Scissors 1st Part
  - 6) Scissors 2nd Part
  - 7) Stand
  - 8) First Part of Flank (back to seat astride)
  - 9) Swing Off to the Outside from seat astride
2. Silver Compulsories - All eight (8) compulsory exercises are performed

together as a unit.

- 1) Mount
  - 2) Basic Seat
  - 3) Flag
  - 4) Mill
  - 5) Scissors 1st Part
  - 6) Scissors 2nd Part
  - 7) Stand
  - 8) Swing Off to the Inside from seat astride
3. All vaulters performing on the same horse should follow one another immediately without waiting for the bell.
  4. No time limit
  5. Judged on:
    - a) Performance:
      - 1) Mechanics
      - 2) Essence
      - 3) Form
      - 4) Scope
      - 5) Security
      - 6) Balance
      - 7) Continuity
      - 8) Harmony with the horse
    - b) Horse/General Impression:
      - Horse (90%)
        - 1) Quality of the gait
        - 2) Submission
        - 3) Behavior
        - 4) Way of going
        - 5) Circle size
      - General Impression (10%)
        - 1) Entry
        - 2) Exit
        - 3) Salute
        - 4) Circle Size
        - 5) Longeing and presentation
        - 6) Comportment
        - 7) Turn out of vaulter and lunger
  6. Falls:
    - a) The vaulter may continue after a fall. He must remount within one (1) minute in order to continue with the next exercise.
    - b) The unsuccessful exercise receives a zero (0) and may not be repeated.
  7. See AVA Rules Chapter VI. Scoring for penalties and deductions.

**Article 303. Gold/Silver Freestyle.**

1. Freestyle is a one (1) minute (maximum) routine of static and dynamic exercises. To receive a score, it must consist of a minimum of seven (7) exercises of any level of difficulty.

- a) Static exercises must be held for three (3) full canter strides in order to be counted in Degree of Difficulty. A static exercise is one where contact, support or holding points do not change.
- b) Vaulters must stay in contact with the horse or surcingle. Ground jumps and leaps above the horse are allowed.
- c) Only the ten most difficult exercises with a Degree of Difficulty R, D or M (DOD R, D, M) will be counted in the Degree of Difficulty score. The maximum score for DOD is 10.0.
- d) DOD R exercises count one and three tenths (1.3) points toward the DOD score.
- e) DOD D exercises count nine-tenths (0.9) of a point toward the DOD score.
- f) DOD M exercises count four-tenths (0.4) of a point toward the DOD score.
- g) Repetitions of exercises and compulsory exercises will not be counted.

*Note:* It is strongly recommended that judges write down the degree of difficulty and their marks for each exercise on the score sheet to give more information to the vaulters on their performance.

2. Judged on:

- a) Degree of Difficulty (x 15%):
  - 1) Height off horse
  - 2) Complication of movements
  - 3) Demands of suppleness, stretch and timing
  - 4) Number and security of holding points
  - 5) Changes in direction (forward, backward, across)
  - 6) Changes in relation to the horse (on neck, on croup, inside and outside)
- b) Composition (x 25%):
  - 1) Use of space: Changes relative to the horse; on neck, on croup, inside, outside
  - 2) Pace: Use of static and dynamic exercises
  - 3) Variety: Use of varied structure groups of exercises
  - 4) Development: The choreographic progression between exercises and overall progression of the routine
  - 5) Artistic merit: Creativity, suitability of exercises to horse and vaulter and interpretation of music
  - 6) Consideration for the horse
- c) Performance (x 40%) — Evaluation of each exercise and the performance in its entirety shall include:
  - 1) Mechanics
  - 2) Essence



- 3) Form
- 4) Scope (elevation, width, amplitude of movement)
- 5) Security
- 6) Balance
- 7) Continuity
- 8) Harmony with the horse
- d) Horse (x 20%):
  - Horse (90%):
    - 1) Quality of the gait
    - 2) Submission
    - 3) Behavior
    - 4) Way of going
    - 5) Circle size
  - General Impression (10%)
    - 1) Entry
    - 2) Exit
    - 3) Salute
    - 4) Circle Size
    - 5) Longeing and presentation
    - 6) Comportment
    - 7) Turn out of vaulter and lunger
3. Falls:
  - a) Vaulter may continue after a fall. He must remount within one (1) minute in order to continue. The unsuccessful exercise may be repeated.
  - b) The clock may be stopped for a maximum of one (1) minute for each fall. It will be restarted when the vaulter touches the grips.
4. See AVA Rules Chapter VI. Scoring for final score, penalties and deductions.

**Article 304. Gold Technical Test.**

1. The Technical Test is a one (1) minute (maximum) routine consisting of five technical exercises and additional freestyle exercises chosen by the vaulter.
  - a) The technical exercises are from the following categories of motor skills:
    - Balance
    - Timing/Rhythm
    - Strength
    - Jump Force
    - 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 Championships, to be used

during the two-year period following that World Championship.

The five Technical Exercises will be announced on the FEI website.

- d) The static exercises chosen as technical exercises must be held four (4) canter strides or will receive a deduction of one point for each stride held less than four (4).

*Note:* It is strongly recommended that the judges write down their marks on the scoresheet for the additional freestyle exercises performed to give the vaulters more information on their performance.

2. Judged on:
  - a) The maximum score is 10.0. Decimals are allowed.
  - b) The Technical Test receives 10 scores:
    - Five separate performance scores for the designated Technical exercises (5 scores) are averaged and then (x 50%).
    - Composition x 25%
    - Performance x 10%
    - Horse/General Impression Score x 15%
  - c) The four (4) scores are totaled.
  - d) For deductions and scoring of the Technical test, see the current FEI Guidelines for Judges.

#### **Article 305. Bronze Individual Event Requirements.**

1. Consists of two rounds: First round consisting of Compulsories and Freestyle performed in separate sections, second round consisting of Compulsories only
  - a) Women's and Men's divisions must be offered.
  - b) Vaulters who hold AVA Gold or Silver medals may not compete in the Bronze division.
2. In Round I, competition is at the canter to the left for Compulsory and Freestyle sections. In Round II, competition is to the right for Compulsories.
3. The fifteen (15) highest scoring women will compete in Round II of the Women's Event.
4. The fifteen (15) highest scoring men will compete in Round II of the Men's Event.

#### **Article 306. Bronze Compulsories.**

1. All eight (8) compulsory exercises are performed together as a unit.
  - 1) Mount
  - 2) Basic Seat
  - 3) Flag
  - 4) Mill
  - 5) Scissors 1st Part
  - 6) Scissors 2nd Part
  - 7) Stand
  - 8) Swing Off to the Inside from seat astride
2. All vaulters performing on the same horse should follow one another

immediately without waiting for the bell.

3. No time limit
4. Judged on:
  - a) Performance:
    - 1) Mechanics
    - 2) Essence
    - 3) Form
    - 4) Scope
    - 5) Security
    - 6) Balance
    - 7) Continuity
    - 8) Harmony with the horse
  - b) Horse/General Impression:

Horse (90%):

    - 1) Quality of the gait
    - 2) Submission
    - 3) Behavior
    - 4) Way of going
    - 5) Circle size

General Impression (10%)

    - 1) Entry
    - 2) Exit
    - 3) Salute
    - 4) Circle Size
    - 5) Longeing and presentation
    - 6) Comportment
    - 7) Turn out of vaulter and lunges
5. Falls:
  - a) The vaulter may continue after a fall. He must remount within one (1) minute in order to continue with the next exercise.
  - b) The unsuccessful exercise receives a zero (0) and may not be repeated.
6. See AVA Rules Chapter VI. Scoring for penalties and deductions.

**Article 307. Bronze 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. A static exercise is one where contact, support or holding points do not change.
  - b) Vaulter must stay in contact with the horse. Ground jumps and leaps above the horse are allowed.
  - c) Only exercises with a Degree of Difficulty D, M, or E (DOD D, M, E) will be counted in the Degree of Difficulty.
  - d) DOD D exercises count nine-tenths (0.9) of a point toward the

content score.

- e) DOD M exercises count four-tenths (0.4) of a point toward the content score.
- f) DOD E exercises count three-tenths (0.3) of a point toward the content score.
- g) Maximum score for all DOD D, M and E exercises is 9.0.
- h) Repetitions of exercises and compulsory exercises will not be counted.

*Note:* It is strongly recommended that the judges write down the degree of difficulty and their marks for each exercise on the scoresheet to give more information to the vaulters on their performance.

2. Judged on:

- a) Degree of Difficulty (x 15%):
  - 1) Height off horse
  - 2) Complication of the movements
  - 3) Demands of suppleness, stretch and timing
  - 4) Number and security of holding points
  - 5) Changes in direction (forward, backward, across)
  - 6) Changes in relation to the horse (on neck, on croup, inside, outside)
- b) Composition (x 25%):
  - 1) Use of space: Changes relative to the horse; on neck, on croup, inside, outside
  - 2) Pace: Use of static and dynamic exercises
  - 3) Variety: Use of varied structure groups of exercises
  - 4) Development: The choreographic progression between exercises and overall progression of the routine
  - 5) Artistic merit: Creativity, suitability of exercises to horse and vaulter and interpretation of music
  - 6) Consideration for the horse
- c) Performance (x 40%) — Evaluation of each exercise and the performance in its entirety shall include:
  - 1) Mechanics
  - 2) Essence
  - 3) Form
  - 4) Scope (elevation, width, amplitude of movement)
  - 5) Security
  - 6) Balance
  - 7) Continuity
  - 8) Harmony with the horse
- d) Horse/General Impression (x 20%):
  - Horse (90%):
    - 1) Quality of the gait
    - 2) Submission
    - 3) Behavior

- 4) Way of going
  - 5) Circle size
- General Impression (10%)

- 1) Entry
- 2) Exit
- 3) Salute
- 4) Circle Size
- 5) Longeing and presentation
- 6) Comportment
- 7) Turn out of vaulter and lunger

3. Falls:
  - a) Vaulters may continue after a fall. He must remount within one (1) minute in order to continue. The unsuccessful exercise may be repeated.
  - b) The clock may be stopped for a maximum of one (1) minute for each fall. It will be restarted when the vaulter touches the grips.
4. See AVA Rules Chapter VI. Scoring, for final score, penalties and deductions.

**Article 308. Copper Individual Event Requirements**

1. Consists of one round: Compulsories and Freestyle performed in separate sections.
  - a) Women's and Men's divisions must be offered
  - b) Vaulters who hold AVA Gold, Silver or Bronze medals may not compete in the Copper division.
2. The competition is at the canter to the left for both Compulsory and Freestyle sections.

**Article 309. Copper Compulsories.**

1. All seven (7) compulsory exercises are performed together as a unit.
  - 1) Mount
  - 2) Basic Seat
  - 3) Flag
  - 4) Stand
  - 5) Swing Frontways legs closed
  - 6) 1/2 Mill
  - 7) Swing Rearways legs open, followed by dismount to inside (quarter mill around to inside off)
2. All vaulters performing on the same horse should follow one another immediately without waiting for the bell.
3. No time limit
4. Judged on:
  - a) Performance
    - 1) Mechanics
    - 2) Essence

- 3) Form
- 4) Scope
- 5) Security
- 6) Balance
- 7) Continuity
- 8) Harmony with the horse
- b) Horse/General Impression
  - Horse (90%):
    - 1) Quality of the gait
    - 2) Submission
    - 3) Behavior
    - 4) Way of going
    - 5) Circle size
  - General Impression (10%)
    - 1) Entry
    - 2) Exit
    - 3) Salute
    - 4) Circle Size
    - 5) Longeing and presentation
    - 6) Comportment
    - 7) Turn out of vaulter and lunger
5. Falls:
  - a) The vaulter may continue after a fall. He must remount within one (1) minute in order to continue with the next exercise.
  - b) The unsuccessful exercise receives a zero (0) and may not be repeated.
6. See AVA Rules Chapter VI. Scoring for penalties and deductions.

**Article 310. Copper 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. A static exercise is one where contact, support or holding points do not change.
  - b) Vaulter must stay in contact with the horse. Ground jumps and l e a p s above the horse are NOT allowed; hop from knees to feet is allowed.
  - c) Only dismounts chosen from the list of dismounts shown in Appendix D of this Rule Book are allowed.
2. Judged on:
  - a) Content (x2)
    - 1) Originality
    - 2) ~~Complication of movements~~
    - 3) ~~Demands of suppleness, stretch and timing~~

- ~~34~~) Appropriateness of exercises
- ~~45~~) Changes in direction (forward, backward, across)
- ~~56~~) Changes in relation to the horse (on neck, on croup, inside, outside)
- ~~67~~) Use of space
- ~~78~~) Pace
- ~~89~~) Variety
- ~~940~~) Development
- ~~1044~~) Artistic merit
- ~~1142~~) Consideration for the horse

b) Performance (x3) – Evaluation of each exercise and the performance in its entirety shall include:

- 1) Mechanics
- 2) Essence
- 3) Form
- 4) Scope
- 5) Security
- 6) Balance
- 7) Continuity
- 8) Harmony with the horse

c) Horse/General Impression (x1)

Horse (90%):

- 1) Quality of the gait
- 2) Submission
- 3) Behavior
- 4) Way of going
- 5) Circle size

General Impression (10%)

- 1) Entry
- 2) Exit
- 3) Salute
- 4) Circle Size
- 5) Longeing and presentation
- 6) Comportment
- 7) Turn-out of vaulter (s) and longeur

3. Falls:

a) The vaulter may continue after a fall. He must remount within one (1) minute in order to continue with the next exercise.

The unsuccessful exercise 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 or the horse.

4. See AVA Rules Chapter VI. Scoring, for penalties and deductions.

**Article 311. Trot Individual Event Requirements.**

1. Consists of one round: Compulsories and Freestyle performed in separate sections.
  - a) Women's and Men's divisions must be offered
  - b) Open to trot medal holder or below
2. The competition is at the trot to the left for both Compulsory and Freestyle section.

**Article 312. Trot Compulsories**

1. All seven (7) compulsory exercises are performed together as a unit.
  - 1) Mount
  - 2) Basic Seat
  - 3) Flag
  - 4) Stand
  - 5) Swing Frontways legs closed
  - 6) 1/2 Mill
  - 7) Swing Rearways legs open, followed by dismount to inside (quarter mill around to inside off)
2. All vaulters performing on the same horse should follow one another immediately without waiting for the bell.
3. No time limit
4. Judged on:
  - a) Performance
    - 1) Mechanics
    - 2) Essence
    - 3) Form
    - 4) Scope
    - 5) Security
    - 6) Balance
    - 7) Continuity
    - 8) Harmony with the horse
  - b) Horse/General Impression
    - Horse (90%):
      - 1) Quality of the gait
      - 2) Submission
      - 3) Behavior
      - 4) Way of going
      - 5) Circle size
    - General Impression (10%)
      - 1) Entry
      - 2) Exit
      - 3) Salute
      - 4) Circle Size
      - 5) Longeing and presentation
      - 6) Comportment



- 7) Turn out of vaulter and lunge
5. Falls:
  - a) The vaulter may continue after a fall. He must remount within one (1) minute in order to continue with the next exercise
  - b) The unsuccessful exercise receives a zero (0) and may not be repeated.
6. See AVA Rules Chapter VI. Scoring for penalties and deductions.

**Article 313. Trot 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 trot strides. A static exercise is one where contact, support or holding points do not change.
  - b) Vaulters must stay in contact with the horse. Ground jumps and leaps above the horse are NOT allowed; hop from knees to feet is allowed.
  - c) Only dismounts chosen from the listed dismounts in Appendix D of this Rule Book are allowed.
2. Judged on:
  - a) Content (x2)
    - 1) Use of space
    - 2) Use of pace
    - 3) Variety
    - 4) Originality
    - 5) Development
    - 6) Music Interpretation
    - 7) Artistic Merit
    - 8) Appropriateness of exercises
    - 9) Consideration of the horse
  - b) Performance (x3)
    - 1) Mechanics
    - 2) Essence
    - 3) Form
    - 4) Scope (elevation, width, amplitude of movement)
    - 5) Security
    - 6) Balance
    - 7) Continuity
    - 8) Harmony with the horse
  - c) Horse/General Impression (x1)
 

Horse (90%):

    - 1) Quality of the gait
    - 2) Submission
    - 3) Behavior

- 4) Way of going
- 5) Circle size
- General Impression (10%)
  - 1) Entry
  - 2) Exit
  - 3) Salute
  - 4) Circle Size
  - 5) Longeing and presentation
  - 6) Comportment
  - 7) Turn out of vaulter and lunger
- 3. Falls:
  - a) The vaulter may continue after a fall. He must remount within one (1) minute in order to continue with the next exercise. The unsuccessful exercise 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 or the horse.
- 4. See AVA Rules Chapter VI. Scoring, for penalties and deductions.

## **CHAPTER IV. PAS DE DEUX EVENT**

### **Article 401. Pas de Deux Event Requirements.**

- 1. Pairs event is composed of two vaulters.
- 2. Consists of one or two rounds of Freestyle performed at canter to the left, with a time limit of two (2) minutes each.
- 3. Divisions:
  - a) Open division
    - 1) Any canter medal vaulter/Any canter medal vaulter
  - b) Preliminary division
    - 1) Neither vaulter may hold a Gold medal nor compete at or ever have competed at Individual Gold level at any AVA Recognized Competition.
    - 2) No more than one vaulter may hold a Silver medal nor compete at or ever have competed at Individual Silver level at any AVA Recognized Competition.

### **Article 402. Pas de Deux Freestyle.**

- 1. Freestyle is a two (2) minute (maximum) routine of static and dynamic exercises with no requirements or limitations.
  - a) Static exercises must be held for three (3) full canter strides. A static exercise is one where contact, support or holding points do not change.
  - b) Both vaulters must stay in contact with the horse, surcingle or each other.

other. Ground jumps, leaps and exercises above the horse are allowed.

2. Judged on:

a) Content (x2):

- 1) Height off horse
- 2) Complication of the movements
- 3) Demands of suppleness, stretch and timing
- 4) Number and security of holding points
- 5) Changes in direction (forward, backward, across).
- 6) Changes in relation to the horse (on neck, on croup, inside, outside)
- 7) Use of space
- 8) Pace
- 9) Variety
- 10) Development
- 11) Artistic merit
- 12) Consideration for the horse

b) Performance (x3) — Evaluation of each exercise and the performance in its entirety shall include:

- 1) Mechanics
- 2) Essence
- 3) Form
- 4) Scope
- 5) Security
- 6) Balance
- 7) Continuity
- 8) Harmony with the horse

c) Horse/General Impression (x1):

Horse (90%):

- 1) Quality of the gait
- 2) Submission
- 3) Behavior
- 4) Way of going
- 5) Circle size

General Impression (10%)

- 1) Entry
- 2) Exit
- 3) Salute
- 4) Circle Size
- 5) Longeing and presentation
- 6) Comportment
- 7) Turn out of team and lunge

3. Falls:

- a) Vaulters may continue after a fall. They must remount within one (1) minute in order to continue. The unsuccessful exercise may be

r e p e a t e d .

- b) The clock may be stopped for a maximum of one (1) minute for each fall. It will be restarted when the first vaulter touches the grips.
4. See AVA Rules Chapter VI. Scoring for final score and penalties and deductions. Penalties and deductions are as for Individual Event.

## **CHAPTER V. TWO-PHASE EVENT**

### **Article 501. Team Two-Phase Event Requirements.**

This event is performed in two separate sections.

1. Two-Phase: Phase 1 is performed on the horse and Phase 2 is performed on the barrel.
2. Teams shall consist of four (4) vaulters plus a substitute and longeur.
3. Divisions:
  - a) Open Canter
    - 1) No restrictions apply.
  - b) Preliminary Canter
    - 1) No vaulter may hold a Gold or Silver medal nor compete at or ever have competed at Individual Gold or Individual Silver level at any AVA Recognized Competition.

### **Article 502. Phase 1 — Horse.**

1. Each vaulter, including the substitute, must perform all compulsory exercises at canter to the right. There is no time limit.
2. Each exercise is performed as in Team Canter Event except that the exercises are mirror images of the exercises to the left.
  - a) For Open Canter Division, the compulsory exercises are as in Team B division.
  - b) For Preliminary Canter Division, the compulsory exercises are as in Team C division.
3. All rules which apply to the Compulsory section of Team Canter Event also apply to this phase.
4. Judged on:
  - a) Performance:
    - 1) Mechanics
    - 2) Essence
    - 3) Form
    - 4) Scope
    - 5) Security
    - 6) Balance
    - 7) Continuity
    - 8) Harmony with the horse
  - b) Horse/General Impression:  
Horse (90%):

- 1) Quality of the gait
  - 2) Submission
  - 3) Behavior
  - 4) Way of going
  - 5) Circle size
- General Impression (10%)
- 1) Entry
  - 2) Exit
  - 3) Salute
  - 4) Circle Size
  - 5) Longeing and presentation
  - 6) Comportment
  - 7) Turn out of team and lunge

**Article 503. Phase 2 — Barrel.**

1. Three (3) minute free-style routine. Only four (4) vaulters are allowed to enter the arena for the freestyle. (See Article 603.7.e.) The team coach must declare to competition management, by the time specified by competition management, which members of the team will perform in Free-style. All team members, as declared by the coach, must perform in the free-style or the team will be penalized under General Impression.
2. All applicable rules for Team Freestyle will apply. No other equipment or attachments to the barrel are allowed. No more than three (3) vaulters may be in an exercise at any time.
3. Time:
  - a) Begins when the first vaulter(s) touches the barrel
  - b) Judging ends after three (3) minutes at which time a bell will sound.
4. Judged on:
  - a) Content (x1):
    - 1) Use of space/direction
    - 2) Variety of exercises
    - 3) Development/Composition
    - 4) Artistic Merit/Originality
    - 5) Difficulty
    - 6) Appropriateness of exercises/Use of static, dynamic, stretch and balance exercises
    - 7) Time used
    - 8) Use of barrel
  - b) Performance (x1) — Evaluation of each exercise and the performance in its entirety shall include:
    - 1) Form
    - 2) Balance
    - 3) Security
    - 4) Stretch and scope
    - 5) Falls and failures

- c) General Impression (x1):
  - 1) Turnout
  - 2) Entry
  - 3) Exit
  - 4) Salute
  - 5) Comportment
  - 6) ~~Style~~
  - 7) ~~Presentation~~
  - 8) ~~Flow of program~~
  - 9) ~~Suitability of music~~
  - 10) ~~Appropriateness of exercises~~
- 5. See AVA Rules Chapter VI. Scoring, for final score and penalties and deductions.

**NOTES** \_\_\_\_\_

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**CHAPTER VI. SCORING**

- Article 601. Judging Code.** (Listed in alphabetical order by term).
- AL - Alignment
  - AB - Arched Back
  - A - Arms
  - B - Balance
  - C - Collapse
  - CD - Come Down
  - CT - Control
  - D - Dismount
  - DL - Down Leg
  - E - Elevation
  - X - Extension
  - O - Fall

OD - Fall on Dismount  
FT - Feet  
FL - Flight  
F - Form  
FK - Frog Kick  
FH - Front High  
G - Ground Jump  
H - Head  
HH - Hit Horse  
HM - Harmony  
HZ - Hands  
K - Kneel  
KZ - Knees  
LH - Lands Heavily  
LD - Late Dismount  
L - Legs  
LA - Legs Apart  
LF - Legs Forward  
LT - Late Turn  
MX - Mechanics  
M - Mount  
NC - Not Clear of Horse  
NH - Not Held  
OC - Off Center  
OH - Off Horse  
[PB Push Back](#)  
PD - Pad  
PK - Pike  
P - Posture  
Q - Quick  
R - Repeat  
SC - Scope  
1H - First Half  
2H - Second Half  
SK - Security  
SH - Shoulders  
SS - Side Seat  
SL - Slow  
ST - Stiff  
SX - Stretch  
SP - Suppleness  
TW - Time Wasted  
T - Timing  
TZ - Toes  
TG - Touched Ground

TH - Touched Horse  
TR - Transition  
TI - Turned In  
UE - Uneven Elevation  
UR - Uneven Rhythm  
UW - Uneven Width  
W - Wrap

GENERAL  
REMARKS

Excellent

Very Good

Good

Satisfactory

Marginal

Poor

**Article 602. Points and Values.**

10 - Excellent

9 - Very good

8 - Good

7 - Fairly good

6 - Satisfactory

5 - Marginal

4 - Insufficient

3 - Fairly Poor

2 - Poor

1 - Very Poor

0 - Not Performed (or as a result of deductions)

1. Scoring may be in tenths for all events including medal examinations.

The maximum score is 10.0.

2. Scores are rounded to the third decimal. (For further information about scoring particular events, see Section 604 through Section 610 of this chapter.)

See also Standing Rules, Section VIII Recognized Competitions – D Scoring.

3. Tie breakers:

a) Individual Gold, Silver and Bronze Events:



- 1) Compulsory: Score for Basic Seat, Flag, etc. The Mount and Horse scores are not used.
- 2) Freestyle: Score for Composition/Content then Performance;
- 3) Technical Test: Score for Composition, then Performance;
- 4) Overall: Compulsory score
- b) Individual Copper and Trot Events:
  - 1) Compulsory: Score for Basic Seat, Flag, etc. The Mount and Horse scores are not used.
- c) Team Event (A and B)
  - 1) Compulsory: Sum of the 6 vaulters' scores for Basic Seat, then the sum for the Flag, etc. The mount and horse scores are not used.
  - 2) Freestyle: Score for Composition then score for Performance;
  - 3) Overall: Compulsory score.
- d) Team Event (C and Trot)
  - 1) Compulsory: Sum of the 6 vaulters' scores for Basic Seat, then the sum for the Flag, etc. The mount and horse scores are not used.
  - 2) Freestyle: Score for Composition then score for Performance;
  - 3) Overall: Compulsory score.
- e) Pas de Deux Event:
  - 1) Freestyle: Score for Content, then score for Performance;
  - 2) Overall: Score for Content, then score for Performance.
- f) Two Phase Team Event:
  - 1) Open Canter Compulsory: Sum of the 4 vaulters' scores for Basic Seat, then the sum for Flag, etc. The mount and horse scores are not used.
  - 2) Preliminary Canter Compulsory: Sum of the 4 vaulters' scores for Basic Seat, then the sum for Flag, etc. The mount and horse scores are not used.
  - 3) Barrel: Score for Content and then score for Performance.
- e) Ties that cannot be broken as stated, remain ties.

For all events with two or more judges, each judge's scores shall be carried forward per the above.

**Article 603. Penalties and Deductions.**

1. Compulsories — Team and Individual Events:
  - a) Up to one (1) point deducted for:
    - 1) Each landing other than on both feet
  - 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, including dismount
    - 3) Rhythm failure between the first and second leg pass in  
H a l f - M i l l

- 4) Interfering with lunge line or side reins
  - 5) Touching neck in Flag without loss of form
  - 6) No kneel (both knees) before Flag or Stand
  - 7) Legs not open in Swing Rearways
  - 8) Legs not closed in the Swing frontways.
  - 9) Legs not closed throughout flight phase in Swing Dismount to Inside and Swing Dismount to Outside.
- c) Up to two (2) points deducted for:
- 1) Time wasted: more than two (2) strides 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 before or after backward seat in Mill
  - 4) Buttocks leaving horse before or after backward seat in Half-Mill
- 5) Not pushing back on swing dismounts in compulsories
- 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) Repeating an exercise or part of an exercise
  - 5) Repeating Mount (first attempt unsuccessful, second attempt successful)
- e) Score of zero (0) for:
- 1) Coming off horse during a compulsory exercise
  - 2) Retaking grips twice
  - 3) Repeating a compulsory exercise twice
  - 4) Turning the wrong way in the Scissors 1st part or Scissors 2nd part.
  - 5) Performing Mill in wrong direction (to outside) after Swing Rearways, (Swing Rearways receives the zero)
  - 6) A compulsory exercise, no part of which is performed at the required gait
  - 7) Each compulsory exercise not performed
  - 8) 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 zero)
    - In Individual Events, after third unsuccessful attempt to mount, the vaulter is excused from the ring.
  - 10) In Team Events, each compulsory exercise shown out of order
    - When the error is noticed, a bell will be rung and the team will be advised of the error.
    - Incorrect exercises may not be repeated.

- 11) In Team Events, exercises begun after the time limit
2. Freestyle and Technical Test Performance score — Team, Pas de Deux and Individual Events:
- a) Up to one (1) point deducted for:
    - 1) In Team Events, for each landing other than on both feet
  - b) One (1) point deducted for:
    - 1) In Individual Gold Technical Test, each stride held less than four (4) (required exercises: sideways stand, push-up rearways, and stand split).
  - c) Up to two (2) points deducted for:
    - 1) Falls
3. Freestyle and Technical Test Composition/Content score – Team, Pas de Deux and Individual Events:
- a) One (1) point deducted for:
    - 1) In Individual Events, after the final bell, the vaulter must commence the final vault-off within three (3) strides or incur a deduction of one (1) point from the score for Composition/ Content. Vault-offs which are not commenced within three strides, and all other exercises commenced after the final bell will not be scored in the Degree of Difficulty or in the Performance.
    - 2) In Team Events, after the final bell, vaulters must finish the exercise or combination in progress and must proceed immediately to commence the vault-offs or incur a deduction of 1.0 point from Composition. Exercises, or combinations other than the final vault-off, commenced after the final bell will not be considered in the Degree of Difficulty or in the Performance.
    - 3) In Individual Copper and Individual Trot for performing a DOD R, D or M dismount (see exception on List of Dismounts, Appendix D of this Rule Book)
    - 4) In C Team and Trot Team Event for performing more than six (6) static triple exercises.
  - b) Up to two (2) points deducted for:
    - 1) In Team Event, over weighting and/or overloading the horse
  - c) Two (2) points deducted for:
    - 1) Each vaulter not performing at least one exercise in addition to the vault-on in Team Freestyle
    - 2) Ground jumps and leaps in Individual Copper and Individual Trot Event.
4. Not scored in Freestyle and Technical Test – Team, Pas de Deux and Individual Events:
- a) Each static exercise held for less than three (3) strides at the required gait

- b) Compulsory exercises
- c) An exercise no part of which is performed at the required gait
- d) Repetition of any exercise
- e) A triple exercise in which two (2) vaulters are not in contact with the horse

5. Freestyle Horse/General Impression score — Team, Individual & Pas de Deux:

In Team, Individual & Pas de Deux Events, the score for the Horse and General Impression is divided approximately as follows: 90% for Horse; 10% for General Impression.

Horse:

- a) Deductions at the discretion of the judge for:
  - 1) Lack of balance
  - 2) Not straight on the circle
  - 3) Impure gaits
  - 4) Uneven and/or un-level
  - 5) Poor condition
  - 6) Overloading, laboring, signs of discomfort
  - 7) Circle size

General Impression:

- a) Up to one (1) point deducted for:
    - 1) Audible instruction to vaulters
    - 2) Longeing and presentation
  - b) One (1) point deducted for:
    - 1) Each team member not wearing a number
  - c) Up to two (2) points deducted for:
    - 1) Longeing on a circle significantly deviant from 13 to 15 meters (circle size)
  - d) Up to four (4) points deducted for:
    - 1) Vaulters, longeur or horse inappropriately turned out
    - 2) Side reins forcing a horse's head behind the vertical
    - 3) All six (6) vaulters on a team not performing in the Freestyle
    - 4) Manes not braided or roached
6. Elimination — Team, Individual Events & Pas de Deux Events:
- a) In Team Event, entering the ring with more than a longeur, team of six and one substitute for the compulsory section (a team must have a minimum of six vaulters to begin).
  - b) In Team Event, entering the ring with more than or less than a longeur and a team of six for the freestyle section.
  - c) In Team Event, the substitute enters the ring but does not perform the compulsories.
  - d) In Team 2-Phase Event, entering the ring with more than a longeur, team of four and one substitute for the compulsory section (a team must have a minimum of four vaulters to begin)
  - e) In Team 2-Phase Event, entering the ring with more than or less

than a team of four for the barrel freestyle section.

- f) In Team 2-Phase Event, the substitute enters the ring but does not perform the compulsories.
  - g) In Team Event, approaching the horse without the purpose of mounting
  - h) In Individual Event, if vaulter enters circle before previous vaulter begins vault off, entering vaulter will be eliminated.
  - i) Illegal use of substitute
  - j) Horse that is uneven and/or un-level, in bad condition or which shows signs of discomfort or fatigue
  - k) Abuse of the horse
  - l) An unforeseen circumstance
  - m) More than three (3) vaulters on the horse at any one time or in any exercise whether actually on the horse or not
  - n) After the maximum number of vaulters allowed to use the horse in any day, all additional vaulters who performed on the horse will be disqualified from the class(es) in which the violation occurred.
  - o) Use of non-allowable equipment
  - p) Team or vaulter not saluting the Chief Judge within one (1) minute of the judge's signal to enter
  - q) Team or vaulter not commencing the performance within thirty (30) seconds of the judge's signal to begin
  - r) Unauthorized assistance not specified elsewhere
  - s) Use of dress other than defined
  - t) Use of music with words and lyrics, in all events except Gold & Silver Individual, A Team and Open Pas de Deux.
  - u) In the event the team/individual is eliminated, the judge should state his reason on the score sheet.
- \* If a team or individual vaulter is eliminated for an infraction of the rules during the compulsory section, that team or individual(s) may compete in the Freestyle section and receive awards and placings in the Freestyle section. However, they may not receive overall awards or placings.
- \* Individuals who are eliminated in Round I of the compulsory or Freestyle section may participate in Round II, but may not receive overall awards and/or placings.
- \* In individual competition, if a horse is excused for misbehavior, and a vaulter has touched the horse or grips to begin his performance, the vaulter is eliminated. Vaulters also in the arena waiting to perform on that horse may be allowed to compete at a later time, on a different horse, at the discretion of the competition management and in accordance with the rules. The horse is excused from that class only, and may return if entered in later classes.

#### **Article 604. Team Canter and Team Trot Event Scoring**

1. Compulsory section:
  - a) The compulsory score of the six (6) vaulters are added creating a

single score for each of the compulsory exercises. The vaulters whose scores are included are those declared by the team coach to perform in the Freestyle. The score for the vaulter who does not perform in the Freestyle is dropped.

- b) The compulsory score sums are averaged for the six vaulters by adding each of the scores together and dividing by 6. The Horse/GI score is added to the resultant value and then the sum is divided by 7. This is the team's score for the compulsory section.
2. Freestyle section:
    - a) Degree of Difficulty (x 15%)
    - b) Composition (x 25%)
    - c) Performance (x 40%)
    - d) Horse/General Impression (x 20%)
    - e) The four (4) Freestyle scores are totaled. This is the team's score for the Freestyle section.
  3. Final score:
    - a) The team's Compulsory score and Freestyle score are added and divided by two (2). This is the team's final score for the event.

**Article 605. Individual Gold, Silver, Bronze Event Scoring.**

1. Compulsory section (Score 1):
  - a) The Compulsory scores and the Horse/General Impression score are added and divided by the sum of the number of compulsories plus one (1) for the Horse/General Impression score.
2. Freestyle section (Score 2):
  - a) Degree of Difficulty (x 15%)
  - b) Composition (x 25%)
  - c) Performance (x 40%)
  - d) Horse/General Impression (x 20%)
  - e) The four (4) Freestyle scores are totaled.
3. Technical Test Section (Score 1 in Round II Gold Individual)
  - a) The five (5) performance scores are added together and divided by five (5). This number is (x 50%)
  - b) Composition (x 25)
  - c) Performance (x 10)
  - d) Horse score/General Impression (x 15)
  - e) The four (4) scores are totaled.
4. Final score:
  - a) In each round, scores 1 and 2 are added and divided by 2 to produce the score for that round.
  - b) For Silver and Gold Events, the scores for each of the two rounds are added and divided by 2 to produce the final score for the event.
  - c) For Bronze Event, score 1 and score 2 of Round I are added to score 1 of Round II. The total is divided by 3 to produce the final score for the event.

**Article 606. Individual Copper and Individual Trot Event Scoring**

1. Compulsory section (Score 1)
  - a) The seven (7) Compulsory scores and the Horse/General Impression score are added. Total is divided by eight (8).
2. Freestyle section (Score 2)
  - a) Content (x2)
  - b) Performance (x3)
  - c) Horse (x1)
  - d) Total is divided by 6.
3. Final score:
  - a) Scores 1 and 2 are added and divided by 2 to produce the final score for the event.

**Article 607. Pas de Deux Event Scoring.**

1. Freestyle I (Score 1):
  - a) Content (x2)
  - b) Performance (x3)
  - c) Horse (x1)
  - d) Total is divided by 6.
2. Freestyle II (Score 2):
  - a) Content (x2)
  - b) Performance (x3)
  - c) Horse (x1)
  - d) Total is divided by 6.
3. Final score:
  - a) Scores 1 and 2 are added and divided by 2 to produce the final score for the event if two rounds are offered.
  - b) If only one round is offered the final score is the score for Freestyle I

**Article 608. Team Two-Phase Event Scoring.**

1. Compulsory section (Score 1):
  - a) The compulsory scores of the four (4) vaulters are added creating a single score for each of the compulsory exercises.
  - b) Open Team: the eight (8) compulsory score sums are averaged for the four (4) vaulters by adding each of the 8 scores together and dividing by 4. The Horse/General Impression score is added to the resultant value and then the sum is divided by 9. This is the team's score for the compulsory section.
  - c) Preliminary Team: the seven (7) compulsory score sums are averaged for the four (4) vaulters by adding each of the 7 scores together and dividing by 4. The Horse/General Impression score is added to the resultant value and then the sum is divided by nine (8). This is the team's score for the compulsory section.

2. Barrel section (Score 2):
  - a) Content (x1)
  - b) Performance (x1)
  - c) General Impression (x1)
  - d) Total is divided by 3.
3. Final score
  - a) Scores 1 and 2 are added and divided by 2 to produce the final score for the Event.

## **CHAPTER VII. MEDALS**

### **Article 701. General Rules.** (See also Standing Rules, Section IX.)

1. Eligibility:
  - a) Only registered vaulters of AVA and Individual Members in good standing may take medal exams.
  - b) Affiliate members may take the Novice award only.
  - c) All medal exam fees for each examinee must be paid prior to the start of the medal exam. No vaulter will be tested whose fee has not been received by the Medal Test Secretary or the examiner.
2. Examiner:
  - a) All medal exams, must be given by an AVA Recognized Judge.
  - b) The Gold medal exam must be given by an International (I) Judge.
3. Format:
  - a) Exams may be taken in any order.
  - b) Full requirements for each exam must be taken regardless of how many exams are taken in one day.
  - c) Only the medal for the exam that was applied for may be awarded. (For example, Novice pins may not be awarded in lieu of failed Trot exams).
  - d) When exams are taken to the right, all Freestyle moves must also be performed to the right.
  - e) Horses may be changed at the discretion of the examiner. If a horse misbehaves or is uneven and/or un-level, in bad condition, or shows signs of discomfort or fatigue the examiner may stop the exam.
  - f) Horses and/or longeurs may be substituted between Compulsories and Freestyle, but not at any other time.
  - g) Scoring, penalties and deductions are the same as in competitive events. The maximum score of each exercise is 10. Decimals are allowed.
  - h) A vaulter may have two repeats to receive a passing or higher score. For all repeats except Swing off to Inside or Swing off to Outside, a simple dismount (leg over neck to inside) is the proper dismount to use.
  - i) If a vaulter passes an exam, the exam may not be retaken for a



higher score. If a vaulter fails an exam, the exam may be retaken only once in the next 30-day period.

- j) Compulsories are performed in the same format as in Team Event.
- k) The Mount is not scored in any medal exams. Assisted Mounts are allowed only in Novice exams.
- l) In Bronze, Silver and Gold exams, not more than two Freestyle exercises may be performed together without dismounting.
- m) Freestyle exercises and their assigned Degree of Difficulty are listed in the current *U.S. Catalog of Exercises*. If the exercise to be performed is not listed, contact the Medal Test Secretary for approval of the exercise.
- n) A list of Freestyle exercises to be performed for Bronze, Silver and Gold exams must be enclosed in the envelope with the application submitted to the Medal Test Secretary. (See Standing Rules, Section IX.B.1.c & e)

**Article 702. Novice Award Requirements.** Performed at walk, trot or canter to the left.

- 1. May be taken at three gaits: Walk, trot and canter
- 2. The compulsory exercises to be performed are as in Trot Team (see Art. 203.2).
- 3. The Mount is not scored for Novice award. An assisted mount is allowed for Novice award at all gaits. Vaulter must then perform the remaining six (6) compulsories with a minimum score of 3 for each exercise.  
Judged on:
  - a) Correct mechanics: Half-Mill performed in the correct direction with attempted rhythm; Basic Seat, Flag and Stand held four (4) strides with arms out
  - b) Demonstrate awareness of safety
- 4. Two repeats allowed as for other medal exams.
- 5. Spotters are allowed, but if the spotter assists the vaulter in any way, except for the Mount, the exercise will fail. Exercise may be repeated as in (3) above.
- 6. If the form is so bad as to affect the basic mechanics, the exercise will fail.
- 7. Award may not be given commended or with honors.
- 8. Minimum passing score: 30%.
- 9. All other rules for medal exams apply.

**Article 703. Trot Medal Requirements.** Performed at trot to the left or to the right.

- 1. Trot medal may be taken in both directions.
- 2. The compulsory exercises to be performed are as in Trot Individual Event. (See Article 312.1)

3. The Mount is not scored for Trot exam. Vaulters must perform the six (6) remaining compulsory exercises. The minimum score for all exercises is 5.0.
4. No spotters allowed.
5. Minimum Passing Score: 50.00%
6. Award may not be given commended or with honors.

**Article 704. Bronze Medal Requirements.** Performed at canter to the left or to the right.

1. Bronze medal may be taken in both directions.
2. The compulsory exercises to be performed are as in Bronze Individual Event (See Article 306.1).
3. The Mount is not scored for Bronze exam. Vaulters must perform the seven (7) remaining compulsory exercises and any four (4) Freestyle exercises having an assigned Degree of Difficulty M or E. (No Degree of Difficulty D's are allowed.)
4. The minimum score for all exercises is 5.0.
5. Final score: Satisfactory: 50.0% — 59.9%  
Commended: 60.0% — 69.9%  
With Honors: 70.0% — 100.0%

**Article 705. Silver Medal Requirements.** Performed at canter to the left or to the right.

1. Silver medal may be taken in both directions.
2. The compulsory exercises to be performed are as in Silver Individual Event (See Article 302.2)
3. The Mount is not scored for Silver exam. Vaulters must perform the remaining seven (7) compulsory exercises, and any six (6) Freestyle exercises having an assigned Degree of Difficulty R, D or M.
4. The total score of all exercises must average 65.0% with no exercise receiving less than a 6.0.
5. Final score: Satisfactory: 65.0% — 69.9%  
Commended: 70.0% — 79.9%  
With Honors: 80.0% — 100.0%

**Article 706. Gold Medal Requirements.** Performed at canter to the left or to the right.

1. Gold medal may be taken in both directions.
2. The compulsory exercises to be performed are as in Gold Individual Event (See Article 302.1).
3. The Mount is not scored for Gold exam. Vaulters must perform the remaining eight (8) compulsory exercises and any eight (8) Freestyle exercises having an assigned Degree of Difficulty R or D.
4. The total score of all exercises must average 80.0%, with no exercise

scoring less than 7.5.

5. Final score: Satisfactory: 80.0% — 82.9%  
Commended: 83.0% — 85.9%  
With Honors: 86.0% — 100.0%

## **CHAPTER VIII. JUDGES**

### **Article 801. Recognized Judges.**

1. International Judge (I):
  - a) International Judges (I) may judge all levels of medal exams.
  - b) International Judges may judge all recognized competitions.
2. Registered Judges (R):
  - a) Registered (R) Judges may judge all levels of medal exams except Gold.
  - b) Registered (R) Judges may judge all recognized competitions.
3. Recorded Judges (r):
  - a) Recorded (r) Judges may judge all levels of medal exams except Gold.
  - b) Recorded (r) Judges may judge all recognized competitions.

### **Article 802. Rules for Recognized Judges.**

1. Active status:
  - a) Recognized Judges must maintain Individual Membership in good standing throughout the calendar year.
  - b) Judges must attend the AVA Judges Forum each year or the equivalent as determined by the Technical Committee.
  - c) A judge may not have outstanding debts to the AVA.
2. Inactive status:
  - a) A judge who does not fulfill the above requirements will be placed on inactive status and may not judge until reinstated.
  - b) A notice will be sent to the judge placed on inactive status.
  - c) A judge placed on inactive status may be required to take a written test before reinstatement.
  - d) The judge may be reinstated upon fulfillment of the above requirements.

### **Article 803. Promotion to International Judge (I).**

1. Eligibility:
  - a) Advancement to International Judge (I) requires the approval of the AVA Technical Committee.

### **Article 804. Promotion to Registered Judge (R).**

1. Applicant must attend a minimum of eight (8) judges' general training sessions, two of which must be the AVA Judges Forums. In addition,

special training sessions may be assigned to any or all applicants depending on experience.

2. Applicant must have judged a minimum of six (6) AVA Recognized Competitions, four (4) of which he/she must have served as Chief Judge for the entire competition;
3. Applicant must have judged a minimum of four (4) USEF Recognized Competitions, two (2) of which he/she must have served as Chief Judge for all USEF Recognized Events offered.
4. Advancement to Registered Judge (R) requires approval of Technical Committee.
5. Applicant must pass a written and or practical exam, generally given at Annual Judges Forum.
6. A fee is required on promotion to Registered Judge (R).

**Article 805. Certification as an AVA Recorded Judge (r).**

1. Applicant must attend a minimum of eight (8) judges general training sessions, two of which must be AVA Judges Forums. In addition, special training sessions may be assigned to any or all applicants depending on experience.
2. Applicant must clerk or time with a Recognized Judge for all types of recognized events (applicant must fulfill this requirement with a minimum of three (3) different Recognized Judges).
  - a) Recognized Team Events: Canter, Two-Phase, Trot
  - b) Recognized Individual Events: Gold, Silver, Bronze, Copper, Trot, Pas de Deux
3. Applicant must have experience as a clerk during medal exams.
4. Applicant must pass a written and/or practical exam.
5. A fee is required on promotion to Recorded Judge (r).

**Article 806. Apprentice Program.**

1. Eligibility:
  - a) Applicant must be at least 21 years of age.
  - b) Applicant must have been an active Individual Member, in good standing for at least two (2) years.
  - c) Applicant must have attended at least one National Championships, two Annual Meetings, and one designated Open Judges Forum, approved by Technical Committee prior to application. Technical Committee shall make every attempt to offer an Open Judges Forum at the AVA Annual Meeting each year. Additional Open Forums may also be offered by the Technical Committee during the year.
  - d) Applicant must have experience as a clerk at a vaulting competition.
  - e) Applicant must have experience as a timer at a vaulting competition.
2. Application:

- a) Applicants must submit a completed application form to the Chairman of the Technical Committee along with the required fee. This application must be on the official form and must be submitted by mailing or hand delivery.
  - b) The following information is requested of the applicants:
    - 1) Reason for wanting to be a judge
    - 2) Opinion of a judge's responsibilities
    - 3) Length of time involved in the sport and in what capacities
    - 4) Basic experience:
      - As a vaulter
      - As a coach or instructor
      - As a judge
      - As a worker/administrator at competitions, fests, medal exams, annual meetings (committee work) and judges forums
      - Judging experience in any other field
      - Experience as a vaulting clerk or timer
    - 5) Names and addresses of three character references, three Registered (R) or (I) Judges, and three other AVA Individual Members who are not affiliated with the applicant's club (if applicable)
  - c) If candidate is unknown to any Registered (R) Judge (for reasons such as residence in an inactive region), his/her application will be given special consideration by the screening panel.
  - d) A nonrefundable filing fee must accompany the application.
3. Procedure:
- a) Applications will be accepted October 1st through December 31st of each year.
  - b) A screening panel appointed by the Technical Committee will review applications.
  - c) Applicants will be notified of the decision of the panel by March 1st. Applicants must then pass a written exam. The exam must be taken by June 30th of the year their application is approved by the screening panel. Applicants who are not accepted into the program may reapply the following year.
  - d) A nonrefundable fee will be required from the applicants accepted into the Apprentice Judge's Program.
4. Rules for Apprentice Judges:
- a) Apprentices must maintain Individual Membership in good standing throughout the calendar year. A member in good standing is one:
    - 1) Who has paid current AVA dues by February 1st
      - Failure to do so will result in dismissal from the Apprentice Program.
    - 2) Who has no outstanding debts to the AVA
  - b) Must attend training sessions

- c) Must complete the Apprentice Judge Program in three (3) years
- d) May not judge any medal exams
- e) May not judge any recognized national events

## **CHAPTER IX. PROTESTS AND GRIEVANCES**

### **Article 901. Protests.**

1. Rules:
  - a) May be concerned only with infractions of the rules as published in the AVA Rule Book
  - b) May not be made against the judge's scoring or judging
    - The judge's decision, representing his individual preference, is final.
  - c) May be submitted only by members of the AVA in good standing
    - If the protesting party is other than a team coach, and is affiliated with a team, the protest must be co-signed by the coach of that team.
  - d) The protest must be submitted prior to the close of the competition.
2. Procedures:
  - a) Must be submitted on an official AVA Protest form, available from the show manager
  - b) Must be completely filled out, signed and returned to the show manager in a sealed envelope
  - c) Must be accompanied by a fee, refundable only if the protest is upheld
  - d) The protest will be submitted (sealed) to the President of the Ground Jury, who is the Chief Judge.
  - e) The Ground Jury shall make an on-the-spot ruling. In the absence of a Ground Jury, the Chief Judge may, in his/her best judgment, do one of the following:
    - Make an on-the-spot ruling
    - Refer the protest to the Technical Committee within 72 hours for a ruling
  - f) On-the-spot decisions by the Ground Jury or the Chief Judge are final and may not be protested.
  - g) On-the-spot decisions will not be negated by later rules; however, these decisions do not establish a precedent for later rulings.
  - h) The decision of the Ground Jury or Chief Judge will be recorded on the AVA Official Protest form, signed and the show manager will be notified of the decision.
  - i) All protests will be mailed by the Chief Judge or the President of the Ground Jury to the Chairman of the AVA Technical Committee.
  - j) The protesting party will be notified of the decision.
  - k) All protests will be kept on file.

**Article 902. Grievances.**

1. Rules:
  - a) May be concerned only with a complaint which is not governed by a rule
  - b) May be submitted only by a Individual Member of the AVA in good standing
  - c) May pertain only to incidents which occur during an AVA activity
  - d) May not be made against the judge's scoring or judging
    - The judge's decision, representing his/her individual preference, is final.
2. Procedures:
  - a) Must be submitted on an official AVA Grievance form, available from the Show Manager
  - b) Must be completely filled out, signed, and filed with the President of the AVA within 72 hours of the alleged incident
  - c) Must be accompanied by the required fee; half of which will be refunded if the grievance is upheld
  - d) Within 15 days of the receipt of the official grievance, the President shall:
    - Notify, in writing, the parties accused in the alleged incident
    - Submit the grievance to the Chairman of Grievance Committee for investigation
  - e) The Grievance Committee shall have prepared within 60 days or by the next Board of Directors meeting, whichever comes first, a written review of the alleged incident which shall include:
    - Signed statements of witnesses
    - Any written documentation
    - All facts garnered
  - f) The written review, including all statements and documents, and the recommendation of the Grievance Committee, shall be submitted to the President of the AVA for presentation to the Board of Directors for a decision.
  - g) The parties accused of the alleged incident shall be notified in writing at least 30 days prior to the Board of Directors meeting that the Board will be reviewing the matter of the Grievance in a closed session, and that they may be present and be heard by the Board during the Board's review. The parties accused may also submit a written statement to the Board via the President of the AVA, if they so choose.
  - h) If the grievance lacks sufficient merit, or the Grievance Committee is unable to garner sufficient supporting evidence, the Board may move to dismiss the allegation and take no action.
  - i) The accused parties and the parties filing the grievance shall receive written notification of the decision of the Board within 10 days after

- the Board of Directors meeting.
- j) The matter of the grievance and the decision of the Board may be published in *Equestrian Vaulting Magazine* within 90 days.
  - k) All written documents, statements, reports of the Grievance Committee, and the decision of the Board of Directors shall remain on file with the President of the AVA and shall be kept confidential.

## **CHAPTER X. AMENDMENTS TO THE RULE BOOK**

### **Article 1001. Procedures.**

1. Any registered member of the AVA in good standing may submit recommendations for amendments to the AVA Rule Book to the Chairman of the Technical Committee.
2. All recommendations must be submitted in writing and include the following information:
  - a) Page and section(s) to be amended
  - b) Suggestions for recommended wording
  - c) Specific reason for the requested amendment, including examples, if possible
3. All recommendations will be reviewed by the Technical Committee.
4. Action taken by the Technical Committee to amend the AVA Rule Book will be submitted to the Board of Directors for review and approval.
5. All rule changes will be published in *Equestrian Vaulting Magazine* and will become effective on the date specified.

# **APPENDIX A**

## **CHAPTER XI.**

Unless otherwise specified, all applicable rules (including Horse Use), point deductions and penalties from the rules for AVA National Recognized Events apply.

### **Article 1101. Eligibility.**

1. At AVA Recognized Competitions, vaulters, coaches and longeurs must be registered members of the AVA in good standing.

### **Article 1102. Awards.**

1. Appendix A classes may be offered at AVA National Championships.
2. All Appendix A classes must be judged by an AVA Recognized Judge in order for scores to count towards high point or other Association Awards.

## **CHAPTER XII. BARREL EVENT**



**Article 1201. Individual Barrel Event Requirements.**

1. Must be divided into Open and Preliminary
  - a) Open — Must hold canter medal
  - b) Preliminary — Bronze medalist only
2. Must be divided into Men's and Women's divisions

**Article 1202. Barrel Freestyle.**

1. Sixty (60) second free-style routine, after which time judging ceases
2. Judged on:
  - a) Content (x1) — Variety, composition, originality, difficulty; use of static, dynamic and stretch exercises; time used and use of barrel
  - b) Performance (x1) — Form, balance, security, stretch and scope, falls and failures
  - c) General Impression (x1) — Turnout, entry, exit, salute, comportment, style, presentation, flow of program, suitability of music and appropriateness of exercises
3. Scored as follows:
  - Content (x1)
  - Performance (x1)
  - General Impression (x1)
4. Total is divided by 3 for final score.
5. See AVA Rules, Chapter VI, Scoring, for additional penalties and deductions.

**CHAPTER XIII. INDIVIDUAL PRELIMINARY TROT EVENT**

**Article 1301. Requirements.**

1. Consists of one round of compulsories and a Freestyle performed in separate sections at the trot to the left.
2. Women's and Men's divisions shall be offered
3. Open to non-medaled vaulters. Novice pin holders allowed.

**Article 1302. Preliminary Trot Compulsories.**

1. All compulsory exercises are performed without dismounts.
  - 1) Mount
  - 2) Basic Seat
  - 3) Flag
  - 4) Stand
  - 5) Swing Frontways legs closed
  - 6) 1/2 Mill
  - 7) Swing Rearways legs open, followed by dismount to inside (quarter mill around to inside off)

2. All vaulters performing on the same horse should follow one another immediately without waiting for the bell.
  3. No time limit
  4. Judged on:
    - a) Performance
      - 1) Mechanics
      - 2) Essence
      - 3) Form
      - 4) Scope
      - 5) Security
      - 6) Balance
      - 7) Continuity
      - 8) Harmony with the horse
    - b) Horse/General Impression
- Horse (90%):
- 1) Quality of the gait
  - 2) Submission
  - 3) Behavior
  - 4) Way of going
  - 5) Circle size
- General Impression (10%)
- 1) Entry
  - 2) Exit
  - 3) Salute
  - 4) Circle Size
  - 5) Longeing and presentation
  - 6) Comportment
  - 7) Turn out of vaulter and lunger
5. Falls:
    - a) The vaulter may continue after a fall. He must remount within one (1) minute in order to continue with the next exercise.
    - b) The unsuccessful exercise receives a zero (0) and may not be repeated.
  6. See AVA Rules Chapter VI. Scoring, for penalties and deductions.

**Article 1303. Preliminary Trot Freestyle.**

1. Freestyle is a one (1) minute (maximum) routine of static and dynamic exercises.
  - a) A static exercise is one where contact, support or holding points do not change.
  - b) Static exercises must be held for three (3) full trot strides.
  - c) Vaulter must stay in contact with the horse. Ground jumps and leaps above the horse (including hop from knees to feet) are NOT allowed.
  - d) Two points are deducted from the Composition score for ground

- e) jumps or leaps above the horse.
  - e) Only dismounts chosen from the List of Dismounts shown in Appendix D of this Rule Book are allowed.
  - e) Repetitions of Freestyle exercises and compulsory exercises will not be counted.
2. Judged on:
    - a) Content (x1) - Use of space, pace, variety, originality, development, music interpretation, artistic merit, appropriateness of exercises and consideration for the horse.
    - b) Performance (x2) – Evaluation of each exercise and the performance in its entirety shall include: Mechanics, essence, form, scope (elevation, width, amplitude of movement), security, balance, continuity and harmony with the horse.
    - c) Horse/General Impression (x1) – Quality of the trot, submission, behavior, way of going, circle size, longeing and presentation.
  3. Falls:
    - a) The vaulter may continue after a fall. He must remount within one (1) minute in order to continue with the next exercise.  
The unsuccessful exercise 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 or the horse.
  4. See AVA Rules Chapter VI. Scoring, for penalties and deductions.

## **CHAPTER XIV. TROT PAIRS EVENT**

### **Article 1401. Requirements.**

1. This is a pairs event consisting of one round of Freestyle.
2. Open to Trot medal holders or below

### **Article 1402. Trot Pairs Freestyle.**

1. Freestyle is a 90 second free-style routine of static and dynamic exercises performed to music.
  - a) A static exercise is one where contact, support or holding points do not change.
  - b) Static exercises must be held for three (3) full trot strides.
  - c) Both vaulters must stay in contact with the horse, surcingle or each other.
2. Time:
  - a) A bell will signal vaulters to begin the routine.
  - b) Begins when first vaulter touches the surcingle
  - c) A bell will signal the end of time allowed.
  - d) Vaulters must begin dismount within three (3) strides after the bell

- or incur a deduction from Content score.
3. 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 started when the first vaulter touches the grips.
  4. Judged on:
    - a) Content (x2) — Use of space, pace, variety, originality, development, music interpretation, artistic merit, appropriateness of exercises and consideration of the horse
    - b) Performance (x3) — Mechanics, essence, form, scope (elevation, width, amplitude of movement), security, balance, continuity and harmony with the horse
    - c) Horse/General Impression (x1) — Quality of the trot, submission, behavior, way of going, circle size, longeing and presentation
  5. See AVA Rules Chapter VI. Scoring, for additional penalties and deductions.

## **CHAPTER XV. TROT TEAM 2-PHASE EVENT**

A two-section event performed in separate sections

### **Article 1501. Phase 1 — Horse.**

1. Four (4) team members must perform all seven (7) compulsories at trot to the right. No time limit. If a substitute enters the ring, he/she must also perform the compulsories.
2. Each of the exercises are performed as in Trot Team Event, except that the exercises are mirror-images of the exercises to the left.
3. All rules which apply to the Compulsory section of Trot Team Event also apply to this phase.
4. Judged on:
  - a) Performance — Mechanics, essence, form, scope, security, balance, continuity and harmony with the horse
  - b) Horse/General Impression:

Horse (90%):

    - 1) Quality of the gait
    - 2) Submission
    - 3) Behavior
    - 4) Way of going
    - 5) Circle size

General Impression (10%)

    - 1) Entry
    - 2) Exit
    - 3) Salute

- 4) Circle Size
- 5) Longeing and presentation
- 6) Comportment
- 7) Turn out of team and lunge

**Article 1502. Phase 2 — Barrel.**

1. Three-minute free-style routine
2. All applicable rules as for 2-Phase Team Freestyle will apply. No other equipment or attachments to the barrel are allowed.
  - No spotters are allowed.
  - No trampolines are allowed.
  - No more than three (3) vaulters may be in any exercises at any time.
3. Time:
  - a) Begins when the first vaulter(s) touches the barrel
  - b) Judging ends after three (3) minutes, at which time a bell will sound; the vaulters must finish the exercise in progress and dis-  
m o u n t or incur a deduction from Content score.
4. Judged on:
  - a) Content (x1) — Use of static, dynamic, stretch and balance ex-  
ercises; difficulty; time used and use of barrel; originality; music in-  
terpretation
  - b) Performance (x1) — Form, balance, security, stretch and scope, ex-  
pression and presence; falls and failures
  - c) General Impression (x1) — Turnout, entry, exit, salute, comport-  
m e n t , style, presentation, flow of program, suitability of music and  
appropriateness of exercises
5. See AVA Rules Chapter VI. Scoring, for additional penalties and de-  
d u c t i o n s .

**CHAPTER XVI. INDIVIDUAL TROT BARREL EVENT**

**Article 1601. Eligibility.**

1. Must be divided into Men's and Women's divisions

**Article 1602. Barrel.**

1. Sixty (60) second free-style routine
2. Judged on:
  - a) Content (x1) — Variety, composition, originality, use of static,  
dynamic, stretch, balance and strength exercises, music  
interpretation, time used and use of barrel
  - b) Performance (x1) — Form, balance, security, stretch and scope, ex-  
pression and presence, flow of performance, falls and failures

- c) General Impression (x1) — Turnout, entry, exit, salute, comport-  
m e n t ,  
style and suitability of music
- 3. See AVA Rules Chapter VI. Scoring, for additional penalties and de-  
d u c t i o n s .

## **APPENDIX B**

### **CHAPTER XVII.**

- 1. Unless otherwise specified, all applicable rules (including Horse Use), point deductions and penalties from the AVA Rules for National Recognized events apply.
- 2. Competitors must be Vaulters or Individual Members of the AVA.
- 3. Competitor's scores from AVA Recognized Competitions are qualifying scores for regional awards.
- 4. Appendix B classes are not offered at AVA National Championship Fest.
- 5. Show management may allow assisted Mounts. Assisted Mounts receive a zero.

### **CHAPTER XVIII. "D" TEAM EVENT**

#### **Article 1801. Requirements.**

- 1. Consists of one round of Compulsories and Freestyle performed at the trot or the canter to the left in separate sections
- 2. Only scores from teams of 6 vaulters performing both Compulsories and Freestyle will count toward Regional Awards.

#### **Article 1802. Eligibility.**

- 1. Teams comprised of 4-6 vaulters, a substitute and longeur must be members of a registered AVA Club in good standing.
- 2. Vaulters may not hold a canter medal.
- 3. Vaulters may compete at the same competition in Individual Trot, Trot Pairs, or Individual Trot Barrel events but may not compete in Trot Team Events or Individual Canter Events or other Canter Team Events.

#### **Article 1803. Compulsories.**

- 1. Each vaulter performs the first block of modified compulsories as fol-  
l o w s :
  - a) Mount to astride
  - b) Basic Seat with relaxed arms and hands placed on the vaulter's  
upper thighs

- c) Half Flag with right leg stretched backward and upward, both hands on grips
  - d) Leg Passes:
    - Right leg swings in semi-circle over horse's neck to inside side seat, then back to astride.
    - Left leg swings over horse's neck to outside side seat, then back to astride.
    - Right leg swings over horse's neck for simple dismount to inside.
    - All leg passes are done in a 4-count rhythm.
2. Each vaulter then performs the second block of modified compulsories as follows:
    - a) Mount to astride (this second mount not scored)
    - b) Back Swing (click)
      - From astride, legs swing forward for impulsion and then come together as high as possible over horse's croup, landing softly back into astride (one time only).
    - c) Free Kneel on both knees behind girth with straight line from shoulders through hips to knees. The vaulter's arms and hands are relaxed and hanging down alongside of the vaulter's thighs.
    - d) Half Flank off dismount to inside
  3. Time allowed:
    - a) The maximum time allowed for the performance of the modified compulsories is 7-1/2 minutes for 6 person teams.
    - b) Exercises performed after the time limit will receive a score of zero (0).
    - c) Time for the modified compulsories is taken from the moment the first vaulter touches the grips until the last vaulter to perform touches the ground in the dismount.
  4. Each of the six (6) members must perform all seven modified compulsories in one section before the team's Freestyle begins.
  5. Each vaulter must vault in order according to his number, with the exception of the substitute who vaults in the position of the person he replaces.
  6. Each static exercise must be held for four full canter strides.
  7. No spotters or unauthorized assistance is allowed.
  8. Judged on:
    - a) Quality of mount
    - b) Posture and head carriage
    - c) Harmony with horse (quietness of legs, softness of landings)
    - d) Form and stretch
    - e) Balance and security
    - f) Timing of leg passes
    - g) Mechanics
    - h) Horse/General Impression — gaits, behavior, way of going, circle

size, longeing and presentation

9. Penalties and Deductions:

- a) One (1) point off for each timing failure in leg passes
- b) One (1) point off for each stride less than 4 (Basic Seat, Half Flag, Kneel)
- c) Two (2) points off for starting with incorrect leg in leg passes
- d) Two (2) points off for repeated clicks
- e) If vaulter is assisted in mount, the mount receives a zero.
- f) See AVA Rules Chapter VI. Scoring, for additional penalties and deductions.

**Article 1804. Freestyle.**

1. A free style routine of three (3) minutes is performed by all members of the team. The Freestyle begins when the first vaulter touches the grips and ends when the bell rings or when the last vaulter touches the ground in the dismount.
2. Each member of the team must perform in the Freestyle or the team will be penalized under Horse/General Impression score.
3. 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.
4. Both vaulters must be in contact with the horse in any double exercise.
5. No spotters are allowed. No assisted mounts are allowed.
6. Judged on:
  - a) Content (x1) — Use of space, pace, development, variety, music interpretation, artistic merit, appropriateness of exercises and difficulty
  - b) Performance (x2) — Mechanics, essence, form, scope, security, posture and head carriage, balance, consideration for the horse, falls and collapses
  - c) Horse/General Impression (x1)
    - Horse (90%):
      - 1) Quality of the gait
      - 2) Submission
      - 3) Behavior
      - 4) Way of going
      - 5) Circle size
    - General Impression (10%)
      - 1) Entry
      - 2) Exit
      - 3) Salute
      - 4) Circle Size
      - 5) Longeing and presentation
      - 6) Comportment
      - 7) Turn out of team and lunge
7. See AVA Rules Chapter VI. Scoring, for additional penalties and de-



ductions.

## **CHAPTER XIX. NOVICE TROT TEAM C O M P U L S O R I E S EVENT**

### **Article 1901. Requirements.**

1. Consists of one round of modified compulsories as per Trot Team performed at trot to the left.

### **Article 1902. Eligibility.**

1. Teams may be comprised of 4 to 6 vaulters and a longeur. They all must be members of a registered AVA club in good standing.
2. Vaulters may not hold a trot or canter medal. A Novice pin is allowed.

### **Article 1903. Compulsories.**

1. The compulsory exercises are performed in one block as per Individual Trot (see Article 312). Each vaulter performs the compulsories as follows:
  - 1) Mount
  - 2) Basic Seat
  - 3) Flag
  - 4) Stand
  - 5) Swing Frontways legs closed
  - 6) 1/2 Mill
  - 7) Swing Rearways legs open, followed by dismount to inside (quarter mill around to inside off)
2. No spotters or unauthorized assistance (other than the mount)
3. No time limit
4. Each member of the team must perform all compulsories.
5. All static compulsory exercises must be held four full trot strides.
6. Judged on:
  - a) Form
  - b) Posture and head carriage
  - c) Harmony with horse (quietness of legs, softness of landings)
  - d) Stretch and essence
  - e) Balance and security
  - f) Timing of leg passes
  - g) Mechanics
  - h) Horse/General Impression — Quality of the trot, submission, behavior, way of going, circle size, longeing and presentation
7. See AVA Rules Chapter VI. Scoring, for additional penalties and deductions.

### **Article 1904. Horse/General Impression.**

1. One score is given for Horse/General Impression.
2. Judged on:
  - Horse (90%):
    - 1) Quality of the gait
    - 2) Submission
    - 3) Behavior
    - 4) Way of going
    - 5) Circle size
  - General Impression (10%)
    - 1) Entry
    - 2) Exit
    - 3) Salute
    - 4) Circle Size
    - 5) Longeing and presentation
    - 6) Comportment
    - 7) Turn out of team and lunger

## **CHAPTER XX. NOVICE BARREL PAIRS EVENT**

### **Article 2001. Requirements.**

1. A 75-second free-style barrel routine performed on one barrel

### **Article 2002. Eligibility.**

1. Vaulters may not hold a trot or canter medal. A Novice pin is allowed.

### **Article 2003. Restrictions.**

1. No aerial exercises are allowed.
2. No trampolines are allowed.
3. No spotters are allowed.

### **Article 2004. Judged on:**

1. Content (x1) — Use of static, dynamic, stretch, strength and balance exercises, synchrony, originality, time used, use of barrel and music interpretation
2. Performance (x1) — Good form, good posture, balance and security, style, presence, flow of program
3. General Impression (x1) — Appropriateness of exercises, safety, choice of music and harmony with music; turnout, entry, salute, comportment, and exit
4. See AVA Rules Chapter VI. Scoring, for additional penalties, deductions.

# **APPENDIX C**

## CHAPTER XXI. NOVICE EVENTS

The following guidelines are set up to allow vaulters of all levels and capabilities to compete in a constructive manner at all competitions. Abilities only will classify the vaulters into the particular levels. There are no age limits.

These guidelines follow American Vaulting Association rules and Guidelines as closely as possible in these specially titled classes. They are designed to help and encourage handicapped or special needs vaulters who are unable to vault onto the horse without assistance, to vault and to eventually graduate into AVA recognized vaulting levels, if possible.

These "specially titled" classes have been identified according to the specific abilities of each vaulter.

### **Article 2101. General Requirements for all events in Appendix C:**

1. Vaulter must need an assisted mount onto the horse or onto the barrel. The assisted mount receives no score.
2. Vaulters may have spotters present during compulsories and freestyle, but will receive a deduction from any exercise in which the vaulter receives assistance. Exception: In Novice Walk and Novice Modified Walk level, assistance is allowed, and will receive no deduction. (See Article 2103 through 2106 for specifics).

### **Article 2102. Eligibility for all events in Appendix C:**

1. Competitors must be a Youth or Adult Member of the AVA.
2. Competitors may not hold any medals with the exception of the novice pin.
3. Competitors must be handicapped or with special needs, and must be unable to vault onto the horse or barrel without assistance.
4. Competitors may not be entered in any higher level events at the same competition.

### **Article 2103. Individual Novice Trot Events:**

1. This event consists of one section of compulsory exercises and one section of freestyle performed on the trotting horse.
  - a) The vaulter must have an assisted mount which is not scored.
  - b) Compulsories are performed in the same order as the Individual Trot event.
  - c) Freestyle is a one-minute routine of static and dynamic exercises.
  - d) Exercises chosen for freestyle should be limited to Level M or Level E only (as defined in the current FEI Vaulting Guidelines for Judges).
  - e) Assistance of any compulsory exercise (with the exception of the mount) will result in a zero for the assisted exercise. As-

Assistance of any freestyle exercise will result in a deduction of two points from the total performance score.

**Article 2104. Individual Advanced Novice Walk Event:**

1. This event consists of one section of compulsory exercises and one section of freestyle performed on the walking horse.
  - a) The vaulter must have an assisted mount which is not scored.
  - b) Compulsories are performed in the same order as the Individual Trot event.
  - c) Freestyle is a one-minute (maximum) routine of static and dynamic exercises.
  - d) Exercises chosen for freestyle should be limited to Level M or E only (as defined in the current FEI Vaulting Guidelines for

Judges)

- e) Assistance of any compulsory exercise (with the exception of the mount) will result in a zero for the assisted exercise. Assistance of any freestyle exercise will result in a deduction of two points from the total performance score.

**Article 2105. Individual Novice Walk Event:**

1. This event consists of one section of compulsory exercises performed on the walking horse, and one section of freestyle, performed on the barrel. (There is no freestyle on the horse).
  - a) The vaulter must have an assisted mount which is not scored.
  - b) Compulsories are performed in the same order as the Individual Trot Event.
  - c) Freestyle on the barrel is a 60-second (maximum) routine.
  - d) Vaulters may have spotters present and no deductions will be taken for any assistance and/or spotting.

**Article 2106. Individual Modified Novice Walk Event:**

1. This event consists of one section of the first 3 compulsory exercises.- Compulsories are performed in order after assisted mount: Basic Seat, Flag and Mill.
2. These exercises are judged/scored on form only.
3. No freestyle is allowed at this level.
4. Vaulters may have spotters present and no deductions will be taken for any assistance and/or spotting.

**Article 2107. Individual Novice Barrel Event.**

1. A 60-second free-style barrel routine
2. Competitions may offer corresponding barrel events for the levels described in Articles 2103 through 2106.

3. All guidelines in Articles 2103 through 2106 apply to the barrel events.

## **CHAPTER XXII. SPECIAL PAIRS EVENT**

### **Article 2201. Requirements**

1. This is a pairs event consisting of one round of Freestyle performed either on the horse at the walk or on the barrel.
2. The freestyle is a 90 second routine (maximum)
3. The pair consists of one handicapped/special needs vaulter and one AVA trot or canter vaulter.
4. If performed on the barrel, the footing in the barrel arena must be suitable for vaulting.

### **Awards – Special Needs Events**

For awards, it is suggested that each compulsory class and each freestyle class in the above listed articles should be set up to accommodate the number of novice vaulters in each particular class, in groups of five. Awards should be given out 1st through 5th. For example, if there are 15 vaulters in Novice Walk Compulsories, there should be a Division A, Division B and Division C, with awards 1st through 5th for each division.

### **Glossary of Terms – Special Needs Events**

**Award Division:** All Novice entrants must be divided into groups of five and placed into Division “A” through “Z” according to scores. Awards of 1st through 5th are awarded to each division in each class.

**Class:** A competition event, which will be subdivided by level or division.

**Compulsory Exercises:** Required exercises for all vaulters on the horse. These exercises are Basic Seat, Flag, Mill, Scissors, Stand and Flank, to be performed in that order. Exception: The Novice Modified Walk class consists of the first three compulsory exercises only: Basic Seat, Flag and Mill. In all Novice levels, the mount is assisted.

**Event:** A particular class at a competition.

**Freestyle:** Routine consisting of exercises chosen by the vaulter to show artistic abilities and originality.

**Gait:** For these levels, either walk or trot. (No canter work)

# **APPENDIX D**

## **DESCRIPTION OF GOLD/SILVER/BRONZE AND A/B TEAM COMPULSORY EXERCISES (2\* and 3\*)**

**MOUNT:** Vaulter runs along the longe line out to the horse’s shoulder. Before taking the grips, the vaulter’s hips and shoulders should be parallel with the horse’s shoulders. After taking the grips, the vaulter jumps forward

onto both feet, lowers his head and upper body and swings his right leg up immediately, as high as possible, lifting the pelvis higher than the head.

The left leg should remain stretched down, and the body should remain facing forward (not turned in to the horse). When the pelvis is at its highest possible point, the vaulter should lower the stretched right leg and land softly and centered on the horse's back, upper body vertical, ready to perform the Basic Seat.

**BASIC SEAT:** Vaulter sits astride, erect and centered immediately behind the surcingle. The vaulter's legs are stretched down and in contact with the horse, forming a straight vertical line through the shoulder, hip and heel.

The vaulter's shoulders should be parallel to the handles of the surcingle. The vaulter's arms are extended 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. The vaulter should be looking straight ahead and sitting comfortably on the horse's back. This position must be held a minimum of four strides. Upon completion of the exercise, the vaulter takes the grips with both hands simultaneously.

**FLAG:** From seat astride, the vaulter comes to a kneeling position with both legs simultaneously and diagonally across the horse's back to perform the Flag. Vaulter's weight is spread evenly over the lower leg. The lower leg, from knee to toe, remains in permanent contact with the horse's back. The vaulter's head should remain up and looking forward, as 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); There is an even arc in the vaulter's body from the hand through the foot.

Right hand holds the grip; the shoulders are directly above the grips and the vaulter's hips and shoulders are parallel to the ground. Upon completion of the Flag (held a minimum of 4 strides), the vaulter simultaneously brings his right leg and left arm down, takes the grips, pushes weight onto his arms and stretches the left leg down and slides softly into seat position.

**MILL:** The Mill is an exercise in which the vaulter must remain seated throughout the exercise. In no phase may he/she abandon the seat position.

From forward seat astride, the vaulter makes a complete rotation on the horse's back in 4 evenly-timed phases. Each leg is stretched and carried over the horse in a high, wide arc, like a semi-circle. The down leg remains stationary and in contact with the horse. The upper body stays upright, centered and nearly vertical in each phase. Head and body rotate with each leg

pass. The Mill has four phases and is performed in a four-stride count.

**Phase 1:** The vaulter carries his/her right leg over the horse's neck. Each grip is released and retaken as the leg passes. Phase 1 ends with the vaulter sitting in a sideways seat, facing the longeur, legs together and in contact with the horse.

**Phase 2:** 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.

**Phase 3:** The right leg is carried over the croup. Phase 3 ends with the vaulter sitting in a sideways seat, facing the outside of the circle, legs together and in contact with the horse. The hands change position on the grips.

**Phase 4:** 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 sitting in forward seat astride.

**SCISSORS 1st PART:** From seat astride, the stretched legs are swung upward (back) to reach nearly a handstand position with arms extended to attain maximum elevation. Without interruption in this movement, and at nearly the point of maximum elevation, the hips are turned to the left by a quarter of a turn so that the legs pass closely at an equal distance from the ground. The exercise is fulfilled by landing softly, upright and centered in reverse seat.

**SCISSORS 2nd PART:** The rotation of the body is finished before the vaulter lands softly, upright and centered in seat astride. From reverse seat, 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. The angle between the arms and torso is as great as possible. Without interruption of movement, the hips are turned to the right so the legs pass closely and cross at nearly the point of maximum elevation. The legs show a high arc with both feet an equal distance from the ground. The exercise is completed by landing softly, upright and centered in forward seat.

**STAND:** From seat astride, the vaulter comes softly to both knees simultaneously and immediately hops softly to both feet. Head remains up; eyes looking forward. The feet remain stationary with the vaulter's 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 released simultaneously, as the vaulter rises to a high standing position, forming a straight line

through the shoulder, hip and heel. The arms are immediately extended and stretched outward along the frontal plane, with the tips of the fingers at eye level. Upon completion of the static exercise (held for 4 strides), the arms are lowered alongside the body, and the vaulter reaches down to take the grips simultaneously with both hands. The head remains up, looking forward, while the vaulter slides smoothly with straight legs into astride position.

**FLANK FIRST PART, BACK TO SEAT ASTRIDE (*GOLD & A TEAM [3\*] ONLY*):** A straight axis of the body which reaches nearly 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.

From seat astride, the stretched legs are swung upward (back) to reach a handstand position with arms extended to attain maximum elevation. Without interruption in the movement, at the point of maximum elevation, the hips are bent sharply so that 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 upright sideways seat inside position, making contact with the horse first with the outside of the lower right leg.

**SWING OFF TO OUTSIDE FROM SEAT ASTRIDE (*GOLD, A TEAM [3\*] ONLY*):**

From seat astride, the stretched, closed legs are swung upward (back) to reach a handstand position with the arms extended to attain maximum elevation. At the maximum arm extension, the vaulter pushes against the grips (pushing back toward the rear of the horse), and as a result of shoulder repulsion attains additional elevation and maximum flight. The vaulter lands to the outside, facing forward, on both feet.

**SWING OFF TO INSIDE FROM SEAT ASTRIDE (*SILVER, BRONZE, B & C TEAM [2\*] ONLY*):**

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, (pushing back toward the rear of the horse), and as a result of shoulder repulsion, attains additional elevation and maximum flight, landing to the inside of the horse, facing forward, on both feet.



**DESCRIPTION OF COPPER/TROT AND C/TROT  
TEAM, PRELIMINARY 2-PHASE TEAM  
COMPULSORY EXERCISES (1\*)**

**MOUNT:** See Compulsory 2\* and 3\* Mount

**BASIC SEAT:** See Compulsory 2\* and 3\* Basic Seat

**FLAG:** See 2\* and 3\* Compulsory Flag , **except (1\*):** upon completion of the static exercise (Flag), the vaulter lowers the right leg to a bench position. The 1\* Flag completes in the bench position.

**STAND:** The 1\* Stand begins from bench position. The remainder of the exercise is performed as the 2\* and 3\* Compulsory Stand.

**SWING FRONTWAYS LEGS CLOSED:** From seat astride, the stretched legs are swung upward (back) to reach a handstand position. The vaulter's arms are extended to attain maximum elevation. The vaulter's legs are closed and stretched at maximum elevation. Without interruption in the movement, and at the point of maximum elevation, the vaulter returns softly to seat astride.

A straight axis of the body which reaches nearly 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. An arched back can be deceiving and can simulate a higher elevation.

**HALF-MILL:** The Half-Mill has 2 phases. The vaulter may not abandon his/her seat position during either phase. The first phase is performed in a four-stride count, followed immediately by the second phase.

**Phase 1:** See 2\* and 3\* Compulsory Mill Phase 1

**Phase 2:** See 2\* and 3\* Compulsory Mill Phase 2.

**SWING REARWAYS, LEGS OPEN FOLLOWED BY DISMOUNT TO INSIDE:** From reverse seat, the vaulter swings his/her stretched and opened legs (hip width) 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. Then the vault-

er softly returns to reverse seat.

The vaulter then performs a reverse  $\frac{1}{4}$  mill by carrying the stretched left leg over the horse's croup, in a high wide arc to inside seat. The vaulter, while holding the inside grip, rotates to facing forward. With closed legs and stretched hips, the vaulter pushes against the grips upwards and away from the horse. He releases the grips and lands with nearly closed legs and continues in the same direction as the horse.

Note:

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

### **PROPOSED DISMOUNTS FOR INDIVIDUAL COPPER AND INDIVIDUAL TROT:**

1. Simple Vault off (leg over neck to inside or to outside)
2. V-Sit off (any direction) landing facing frontways
3. Slide off out of inside or outside press – landing facing frontways
4. Sliding off any seated, kneeling or lying exercise landing facing frontways
5. Roll over shoulder to outside (from forward facing kneeling position)

*Note:* Deviations from described dismounts may incur deductions from Content score. Performing dismounts that are Level R, D or M (with exception of 5 above) will incur a 1 point deduction from Content.