

# Recommendations for Barrel Classes at AEVA Vaulting Events

July 2011\*\*\*\*\*this document is a work in progress as we are still updating our Alberta Barrel Class, therefore the Pairs and Team Divisions do not reflect our current Individual Divisions.\*\*\*\*\*



# Alberta Equestrian Vaulting Association (AEVA)

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## INTRODUCTION

*This document describes a set of recommendations that may be used by show organizers when planning an event based upon the AEVA rules. The contents of this document are suggestions only – generally, event organizers are free to choose to use any (or all) of the guidelines in this document.*

*The AEVA has prepared this document to assist show organizers in planning barrel classes in their competition. This document is based upon the accumulated experience and wisdom gained through organizing vaulting events and as such, event organizers are encouraged to use these recommendations when planning their event.*

*You may ask – “So why is this not an integral part of the AEVA rules?” The AEVA and other vaulting organizations in Canada fundamentally believe that vaulting is an equestrian sport, and that the competitors (i.e. the horse and the vaulter) work as a team during training and competition. In other words, the horse is not a simple “apparatus” such as a balance beam in gymnastics, but is as integral to the sport as the vaulter – the essence of vaulting is the harmony that exists between the horse and the vaulter.*

*While barrel classes are not recognized by the AEVA, the organization believes that the barrel plays an important part in the conditioning and training of vaulters in support of work on the horse. Further, barrel classes at competitions foster athlete creativity, teamwork, friendship and also co-operation between clubs (e.g. team and pairs entries made up of vaulters from more than one club). Finally, the additional funds generated by barrel events at competitions are critical to make these competitions viable. In other words, without the barrel classes, competition organizers would have to charge significantly more for the horse classes in order to cover the costs of holding a show.*

*This document will be revised in the future as necessary to include new experience as it relates to barrel classes at competitions.*

### *A Note about Safety*

*All barrels must be in good condition and balanced so that the possibility of the barrel tipping over is unlikely under typical “safe” use (of course, if a competitor applies enough side-force, any barrel can be tipped over). Event organizers are responsible for ensuring the safety/suitability of all barrels used at a competition (even those just for practice). Despite this document being “recommendations” – barrel safety is a requirement!*

## RECOMMENDED CLASSES

The following barrel classes are recommended. It is not necessary that all be offered at a given competition. It is recommended, however, that all levels of a type class be offered.

**For example, if barrel pairs are offered, then the event should include *beginner, intermediate and advanced* pairs.**

Class	Time	Entrance Requirements
<b>B01</b> Demonstration Barrel Freestyle	1:00 minute	Vaulters registered in horse demo class.
<b>B02</b> Level V Barrel Freestyle	1:00 minute	Vaulters registered in Walk D
<b>B02</b> Level IV Barrel Freestyle	1:00 minute	Vaulters registered in Division Trot D and Walk C
<b>B03</b> Level III Barrel Freestyle	1:00 minute	Vaulters registered in Canter D, Trot C and Walk B
<b>B03</b> Level II Barrel Freestyle	1:00 minute	Vaulters registered in Division Canter B, Canter C and Trot B
<b>B04</b> Level I Barrel Freestyle	1:00 minute	Vaulters registered in Divisions: Canter A/AA
<b>B05</b> Beginner Barrel Pairs	1:30 minute	Coach's discretion.
<b>B06</b> Intermediate Barrel Pairs	1:30 minute	Coach's discretion.
<b>B07</b> Advanced Barrel Pairs	1:30 minute	Coach's discretion.
<b>B08</b> Beginner Barrel Team Freestyle (Team of 4)	3:00 minute	Coach's discretion.
<b>B09</b> Intermediate Barrel Team Freestyle (Team of 4)	3:00 minute	Coach's discretion.
<b>B10</b> Advanced Barrel Team Freestyle (Team of 4)	3:00 minute	Coach's discretion.
<b>B11</b> Beginner Barrel Team Freestyle (Team of 6)	3:00 minute	Coach's discretion.

Class	Time	Entrance Requirements
<b>B12</b> Intermediate Barrel Team Freestyle (Team of 6)	3:00 minute	Coach's discretion.
<b>B13</b> Advanced Barrel Team Freestyle (Team of 6)	3:00 minute	Coach's discretion.
<b>B14</b> Individual Costume Barrel Freestyle	1:00 minute	None.
<b>B15</b> Pairs Costume Barrel Freestyle	1:30 minute	None.
<b>B16</b> Team Costume Barrel Freestyle (Team of 4)	3:00 minute	None.
B16-1 Family Class Barrel Freestyle	3:00 minutes	- 2 or more vaulters one of which must be over 30 years old.
B16-2 Adult Challenge Barrel Freestyle	1 minute	- beginner level vaulter must be over 20 years
B16-3 Music Improvisation	1 minute	- Vaulter of any age will be given a piece of music to which they are to improvise a freestyle

## SPLITTING OF CLASSES

It is common that barrel classes, particularly *Individual Beginner Barrel Freestyle*, may have a large number of entrants. If the number of entrants is larger than 20, the class should be split into two, each with its own results. Splitting is done by skill, by examining the horse class in which the vaulters registered.

For example, at the 2005 BC Provincial Vaulting Championships, *Individual Beginner Barrel Freestyle* had 33 registrants. This class was split in two: *Beginner Barrel Freestyle I* (all vaulters in Walk D), and *Beginner Barrel Freestyle II* (all others), resulting in class sizes of 16 and 17 respectively. Each of the split classes had their own placings, meaning that they did not compete against each other.

## **ALLOWABLE EQUIPMENT**

Barrels with either traditional or the newer “D” grips are acceptable. Barrels with stirrups should be provided as most clubs train on barrels equipped this way. The use of a mini-tramp is acceptable. Event organizers are encouraged to provide a choice of two or three barrels so that competitors have a choice of barrel on which to perform. The choice of barrels should take into account the range of abilities and sizes of vaulters in the competition. It is not required that each competitor in a given class use the same barrel.

## **MUSIC**

The requirements for music as specified in the AEVA rules will apply to barrel classes.

## **COSTUMES**

In costume classes, vaulters are encouraged to select a costume that enhances their performance and music selection as part of the overall presentation of the Freestyle. In the costume classes, marks can be increased or decreased by the judge to reflect the selection of costume and its contribution to the overall performance.

## **RECOMMENDED SCORING**

Barrel scoring will mirror the scoring for the horse Freestyle, in that the score is comprised of DOD, composition and performance. The key differences are that the multipliers based on the DOD classification of each move is adjusted when the barrel class has a smaller time limit than the equivalent horse class, and the addition of a “Use of Costume” element in costume classes. Composition and performance are determined in the same manner as in horse classes.

For example, in a Division D team on the horse (max DOD 5.0), each move is worth 0.2, with a maximum number of 25 moves counted in the five minute Freestyle. In barrel, assuming a 3 minute time limit, a maximum of 15 moves are counted, with each move worth 0.4.

For barrel classes other than costume:

$$\text{Score} = ( \text{DOD} + ( \text{Performance} * 2 ) + \text{Composition} ) / 4$$

For costume barrel classes:

$$\text{Score} = ( \text{Use of Costume} + \text{DOD} + ( \text{Performance} * 2 ) + \text{Composition} ) / 5$$

# DETAILS OF RECOMMENDED 'DOD' SCORING

(R=Risk Move, S=Difficult move, M= Medium move, L=Easy move)

## Class Scoring

<p><b>B01</b> Demonstration Barrel Freestyle Scored as per division D. For reference: <b>Max Moves 10</b> <b>Max DOD 5.0</b> <b>R n/a, S 0.5, M 0.5, L 0.5</b></p> <p><b>B02</b> <b>Level IV and V</b> Individual Barrel Freestyle Scored as per Division D. For reference: <b>Max Moves 10</b> <b>Max DOD 5.0</b> <b>R n/a S 0.5 M 0.5 L 0.5</b></p> <p><b>B03</b> <b>Level III and II</b> Individual Barrel Freestyle Scored as per Division C. For reference: <b>Max Moves 10</b> <b>Max DOD 6.2</b> <b>R n/a, S 0.9, M 0.5, L 0.2</b></p> <p><b>B04</b> <b>Level I</b> Individual Barrel Freestyle Scored as per Division A. For reference: <b>Max Moves 10</b> <b>Max DOD 10</b> <b>R 1.3, S 0.9, M 0.5, L n/a</b></p> <p><b>B05</b> Beginner Barrel Pairs Scored as per Division D Pairs except for DOD determined as follows: <b>Max Moves 12</b> <b>Max DOD 5.0</b> <b>R n/a, S n/a, M 0.5, L 0.5</b></p> <p><b>B06</b> Intermediate Barrel Pairs Scored as per Division C Pairs except for DOD determined as follows: <b>Max Moves 12</b> <b>Max DOD 6.2</b> <b>R n/a, S 0.8, M 0.4, L 0.2</b></p>	<p><b>B07</b> Advanced Barrel Pairs Scored as per Division A Pairs, except for DOD determined as follows: <b>Max Moves 12</b> <b>Max DOD 10</b> <b>R 1.1, S 0.8, M 0.4, L n/a</b></p> <p><b>B08</b> Beginner Barrel Team Freestyle (Team of 4) Scored as per Division D Team, except for DOD determined as follows: <b>Max Moves 15</b> <b>Max DOD 5.0</b> <b>R n/a, S n/a, M 0.4, L 0.4</b></p> <p><b>B09</b> Intermediate Barrel Team Freestyle (Team of 4) Scored as per Division C Team, except for DOD determined as follows: <b>Max Moves 15</b> <b>Max DOD 6.2</b> <b>R n/a, S 0.6, M 0.3, L 0.1</b></p> <p><b>B10</b> Advanced Barrel Team Freestyle (Team of 4) Scored as per Division A Team, except for DOD determined as follows: <b>Max Moves 15</b> <b>Max DOD 10</b> <b>R 1.2, S 0.6, M 0.3, L n/a</b></p> <p><b>B11</b> Beginner Barrel Team Freestyle (Team of 6) Scored as per Division D Team, except for DOD determined as follows: <b>Max Moves 15</b> <b>Max DOD 5.0</b> <b>R n/a, S n/a, M 0.4, L 0.4</b></p>	<p><b>B12</b> Intermediate Barrel Team Freestyle (Team of 6 Scored as per Division C Team, except for DOD determined as follows: <b>Max Moves15</b> <b>Max DOD 6.2</b> <b>R n/a, S 0.6, M 0.3, L 0.1</b></p> <p><b>B13</b> Advanced Barrel Team Freestyle (Team of 6) Scored as per Division A Team, except for DOD determined as follows: <b>Max Moves 15</b> <b>Max DOD 10</b> <b>R 1.2, S 0.6, M 0.3, L n/a</b></p> <p><b>B14</b> Individual Costume Barrel Freestyle Scored as per Division C, with heavy emphasis on performance. For reference: <b>Max Moves 10</b> <b>Max DOD 6.2</b> <b>R n/a, S 1.0, M 0.5, L 0.2</b></p> <p><b>B15</b> Pairs Costume Barrel Freestyle Scored as per Division C Pairs, with heavy emphasis on performance, DOD determined as follows: <b>Max Moves12</b> <b>Max DOD 6.2</b> <b>R n/a, S 0.8, M 0.4, L 0.2</b></p> <p><b>B16</b> Team Costume Barrel Freestyle (Team of 4) Scored as per Division C Team, with heavy emphasis on performance, DOD determined as follows: <b>Max Moves15</b> <b>Max DOD 6.2</b> <b>R n/a, S 0.6, M 0.3, L 0.1</b></p>
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**Please note that the scoring details above are applicable to the class details described earlier.  
If the class details (time limits, entrance requirements) are changed, then these scoring details  
will need to be adjusted accordingly.**

## EQUAL FINAL SCORES

In case of equal final scores (i.e. a tie) in any barrel class, the procedure for determining placings is as follows:

- The score for performance shall decide placings.
- If performance scores are equal, then the composition score shall decide placings.
- If both composition and performance scores are equal, DOD shall decide placings.

In the event that a tie cannot be broken with the above, then the tie shall be broken based upon the preference of the judge, or if the judge is unable to make a selection, by the show organizer using the toss of a coin.

Note - At the 2005 BC Provincial Vaulting Championships in a single barrel class there were three ties in the top six placings. Each of these ties had not only equal final scores, but also the same DOD, composition and performance scores!

You see it can happen, in the end the judges will use the toss of a coin.

