

VAULTING

1. INTRODUCTION

- 1.1.** This document sets out Rules for equestrian vaulting events in Canada British Columbia. Every eventuality cannot be provided for in these Rules. In any unforeseen or exceptional circumstances, it is the duty of the Judge to make a decision in a sporting spirit, by approaching as nearly as possible the intention of these Rules and of the rules of Horse Council BC.

2. RULE CHANGES

- 2.1.** Any and all changes to these rules must be approved by the EVA of BC Board of Directors and only after providing the EVA of BC general Membership with a minimum of 30 days notice.

3. REQUIREMENTS

- 3.1.** Memberships: HCBC with EVA or comparable Provincial or State
- 3.2.** Insurance: Mandatory
- 3.3.** Onsite Medical Safety Plan: Mandatory
- 3.4.** Judge: HCBC Approved, National, FEI

4. VAULTING CODE OF CONDUCT

- 4.1.** The welfare of the horse is paramount in and out of competition.
- 4.2.** Horses and competitors must be fit, capable and in good health before they are allowed to compete. This encompasses medication use, surgical procedures that threaten welfare or safety, pregnancy in mares and the misuse of aids.
- 4.3.** Events must not compromise horse welfare. This involves paying careful attention to the competition areas, ground surfaces, weather conditions, stabling, diet, site safety, and fitness of the horse for travel.
- 4.4.** At all stages during the preparation and training of competition horses, welfare must take precedence over all other demands. This includes; sound horse management, non-abusive training methods, proper farrier and veterinary care, well fitted tack, and safe transportation.
- 4.5.** Every effort must be made to ensure that horses receive proper attention after they have competed and that they are treated humanely when their competition careers are over. This covers proper veterinary care, competition injuries, euthanasia and retirement.
- 4.6.** The Equine Code of Practice found at <http://www.nfacc.ca/codes-of-practice/equine> outlines acceptable industry standards for the proper care of horses.

5. CLASSES AND DIVISIONS

- 5.1.** In all British Columbia vaulting events:
 - 5.1.1.** Classes of the following Individual Divisions may be offered:

5.1.1.1. Canter ~~D~~ **B, C, D**

5.1.1.2. Trot B, C, D

5.1.1.3. Walk B, C, D

5.1.1.4. Walk D Under 10yrs

5.1.1.5. Walk Fundamentals

5.1.2. Classes of the following Pairs and Team Divisions may be offered:

5.1.2.1. **Combination** Beginner ~~Canter~~ Team and Pairs (**B** ~~D~~ Canter Compulsories, B Walk ~~Freestyle~~ **Freestyle**)

5.1.2.2. **Canter B**

5.1.2.3. Trot B

5.1.2.4. Walk B

5.1.3. Other classes may be offered at the organizers' discretion. The Guidelines for Unrecognized Classes can be found on the Rules and Resources Page of the Vault Canada website at www.vaultcanada.org <https://vaultcanada.org/Resources/Rules>

6. ELIGIBILITY FOR CLASSES

6.1. In all Provincial classes, male and female vaulters may participate in the same Team.

6.2. **There are no minimum or maximum age limits for any classes unless otherwise noted in the Competitions' Invitation. The eligibility requirements for each Division are posted on the Rules and Resources page of the Vault Canada website. <https://vaultcanada.org/Resources/Rules>**

6.3. MOVING UP A DIVISION

6.3.1. Scores received during a Sanctioned Competition will be used to determine which classes an Individual vaulter may enter in the future years. This does not apply to Pairs or Teams. On January 1st of each year, the scores attained in the previous year will be used to classify Individual vaulters for the new year. Vaulters who "score out" of a division at any time during the season are permitted to complete the season at the lower level. **The criteria for scoring out of a division are found in the VaultCanada Competition Policies document on the VaultCanada website. <https://vaultcanada.org/Resources/Rules>**

6.3.2. ~~Vaulters may start in division D if they have not yet reached a final average score of 5.5 or higher twice in D. Vaulters must start in division C if they have reached the final average score of 5.5 or higher twice in D. Vaulters must start in division B if they have reached the final average score of 5.5 or higher twice in C~~

6.4. DOWNGRADING TO LOWER DIVISIONS

6.4.1. Automatically Approved Downgrades:

~~6.4.1.1. From Division C a vaulter may downgrade to Division D if he/she did not score out of Division D and has not yet scored above 5.0 in Division C.~~

~~6.4.2. From Division B a vaulter may downgrade to Division C if he/she did not score out of Division C and has not yet scored above 5.0 in Division B.~~

The conditions under which a vaulter may downgrade to a lower division are found in the VaultCanada Competition Policies document on the VaultCanada website. <https://vaultcanada.org/Resources/Rules>

6.4.3. Other Downgrades may be granted by request to Vault Canada.

7. ENTRIES

- 7.1.** The Invitation must specify the method and timing for submitting music to the Competition Organizers, ahead of the competition.
- 7.2.** Once approved by HCBC, the Prize List must be posted as an Invitation on the VaultCanada website as soon as possible.
- 7.3.** If the VaultCanada Online Competition management system is not used by the Event Organizers for Entries, Scoring, and Results, the Competition Organizers will be responsible for entering the information within 7 days after the completion of the competition.
- 7.4.** By the Entry Deadline each club must provide the names of Individuals, Pairs, and Teams, along with the names of the horses and the lungers. The names of the vaulters constituting a Team may include up to eight vaulters. The names of the six definite team members, plus an optional seventh vaulter, must be supplied to the organizing committee by the Final Changes Deadline.
- 7.5.** In all Divisions, different Horses and/or Lungers may be used for each test. Wherever possible, horse and/or lunger changes should be supplied to the organizing committee by the Final Changes Deadline.
- 7.6.** Changes at or during the Competition for all Divisions, horse(s) and/or lunger(s) may be changed at any time with the permission of the show office.

8. VAULTERS

- 8.1.** A vaulter may enter two different gaits, provided that the slower gait is entered in a higher Division (ie Walk B and Canter D.)
- 8.2.** Vaulters may compete Individually, in Pairs and in Team at the same event.
- 8.3.** In all Divisions a vaulter may enter with two Teams or two Pairs, provided they are in different Divisions (ie Walk C and Beginner Canter.) However, no more than two members of a Team may be entered in another Team. Each class may not have more than two tests scheduled per day.
- 8.4.** The use of competitor numbers for vaulters is at the discretion of the Event Organizers. When used, competitor numbers must not compromise the safety of the vaulter. When competitor numbers are not used, the announcer must name each vaulter prior to them mounting the horse.

9. VAULTER'S ATTIRE

- 9.1.** Team vaulters must wear numbers on the right arm or leg or on the back. These numbers should be 10 to 12 cm in height and must be of plain design and easily visible.
- 9.2.** The attire of Team vaulters should give the obvious effect of uniformity.
- 9.3.** Attire of Team, Individual, and Pairs vaulters must not hinder the movement of the vaulter or the safe interaction between vaulters during the

performance: the attire must in no way compromise the safety of either vaulter or horse.

- 9.4. Attire must not conceal the form and line of the vaulter's body during the performance in order not to hinder the judging of the exercises.
- 9.5. Attire must not give the effect of nudity.
- 9.6. Attire must be formfitting and all articles of clothing, or parts thereof, must remain attached to the vaulter's body at all times. Decorative accessories (not limited to but including belts, masks, jewellery) and props (not limited to but including hats, capes, canes, gadgets) are strictly forbidden in the arena.
- 9.7. Trousers must be secured to the foot and skirts may only be worn over tights or leggings. Only soft soled shoes are permitted.
- 9.8. Helmets are not permitted while vaulting. However, helmets (protective headgear) are required at all times when riding (for example, but not limited to, during warm up, exercise, or schooling.)
- 9.9. Protective headgear must be certified under one of the following standards:
 - ASTM (American Society for Testing Materials)
 - SEI (Safety Equipment Institute, Inc.)
 - BSI/BS EN (British Standards Institution)
 - EN (European Union Standards)
 - AS/NZS (Australian/New Zealand Standards)
- 9.10. In order to be allowed to participate at award presentations, the attire of vaulters and lungers must be neat and dignified. Club attire should be worn if possible.

10. LUNGER

- 10.1. Lungers must be at least 18 years of age. The lunger does not need to be from the same club as the vaulter(s).
- 10.2. The lunger's attire should not distract from the performance, should be safe, and respectful.

11. VAULTING HORSES

- 11.1. Vaulting horses or ponies in Canter Divisions must be at least seven years old, and in Walk and Trot Divisions must be at least five years old.
- 11.2. In all classes, the horse may travel to the left or the right on the circle.
- 11.3. Stallions are prohibited.
- 11.4. The horse does not need to be from the same club as the vaulter(s).
- 11.5. As the length of vaulting competitions, and the type of classes offered each day may vary, rules governing permissible use of the horse stipulate the maximum number of times a horse may be used on a single day. These entries are accumulative per day and may be a combination of team, individual and pairs.
- 11.6. Horses may be used for a maximum of 24 units each day. The following list

indicates how many units a single test requires.

Compulsories or Freestyle:

Canter Team – 8

Canter Pair - 4

Canter Individual – 2

Trot Team - 6

Trot Pair – 3

Trot Individual -1

Walk Team – 4

Walk Pair – 2

Walk Individual - .5

- 11.7. These rules are not meant to suggest that every horse is capable of carrying the maximum number of competitors. Horse owners and lungers are compelled to make the welfare of the horse paramount when deciding on appropriate use during competition. A Judge may eliminate any horse which shows signs of being overworked or overloaded at any time.
- 11.8. Competition organizers are encouraged where possible to schedule the classes in such a way that it will minimize the number of run-ins required for each horse.

12. HORSE EQUIPMENT

- 12.1. All equipment must be used in its manufactured state. The use of any other equipment and any other way of attachment of the equipment than described here, will entail elimination. **Protective tack covering to improve the comfort of the horse is permitted ie: extra padding on bridle**
- 12.2. The equipment of the Horse in the Competition Arena will be as follows
 - 12.2.1. Bridle with smooth snaffle bit, with no less than 2 joints. Rubber guards are permitted. If an unjointed rubber snaffle is used, the bit must be flexible.
 - 12.2.2. The use of a lunge cavesson, with or without a bit, instead of a bridle is allowed.
 - 12.2.3. Two side reins. Standing reins or auxiliary reins are not permitted.
 - 12.2.4. Lunge line and lunge whip. In Canter the lunge line must be attached to the inside bit ring. In Walk and Trot the lunge line may be attached in any way which does not cause discomfort to the horse.
 - 12.2.5. Vaulting surcingle with underpad and girth. The surcingle has two solid handles (grips, the shape of which is not defined) and with two loops (one on each side). One short extra strap made of leather may be fixed between the inner edges of the right and left handles.
 - 12.2.6. Bandages and/or brushing/overreach boots are optional.
 - 12.2.7. Ear muffs and plugs are allowed.
 - 12.2.8. Back Pad is compulsory. Gel Pads are allowed.
- 12.3. The Back Pad, which may be checked by the Judge at any time on the horse must have the following dimensions:
 - 12.3.1. Max 80 cm from back edge of the surcingle to the back of the pad

- 12.3.2.** Max 30 cm from the front edge of the surcingle to the neck
- 12.3.3.** Max 90 cm from side to side, the lowest point to the lowest point. If checked on the horse, the allowable tolerance may not exceed 3 cm (ie Max 93 cm)
- 12.3.4.** Max 3 cm thick including cover
- 12.3.5.** Max total length 1.10 m with no more than 30 cm in front of the surcingle
- 12.4.** The surcingle and the back pad may be changed from test to test, time permitting.
- 12.5.** The Judge is authorized to check the equipment of any horse at any time. If checked immediately after the horse leaves the arena any discrepancy could entail elimination.
- 12.6.** Side Reins must not be fastened in place for an excessive period. After such they must be unfastened and the horse allowed to move freely for a period of time before the side reins are reattached.
- 12.7.** When warming up, training or exercising horses under saddle, riding must only be in a designated riding ring. Suitable footwear and CSA approved headgear secured by a three point retention harness is mandatory

13. ENTRY AND EXIT

- 13.1.** Upon entering, and before exiting the competition arena, the vaulter(s) and lunger must salute the Judge as a matter of courtesy. The Judge shall acknowledge the salutes.
- 13.2.** Entry, exit, and the formation of the salute are left to the discretion of the vaulters but should be dignified. Entry and exit may be accompanied by music at the discretion of competition organizing committee.
- 13.3.** Immediately upon exiting the arena the side reins must be unfastened. Failure to do so will be deemed to be abuse of the Horse.

14. ARENA

- 14.1.** The competition space in the arena must be at least 20 m. for Canter Classes and 17.5m for Walk/Trot Classes. The arena must be soft and it may include springy material. In the case of a competition held indoors the height to the ceiling must be at least 4.5 m for Individual, 5 m for Team/Pairs. The public must be at least 1 m, but preferably 3 m away from the edge of the competition circle.
- 14.2.** The centre of the competition circle must be marked.
- 14.3.** A warm up circle is compulsory and must be as described above. It is recommended that there be three or more warm up circles. If the competition takes place indoors at least one indoor warm up circle must be available.
- 14.4.** It is recommended that the Judge is seated on a raised Judge's stand. This should be about 50-60 cm above the ground in order to give the judge a good view of the arena.
- 14.5.** The Judge's table should be at least 11 m, but preferable 13-15 m, away from the centre of the lunging circle. The public should be at an adequate

distance from the Judge to prevent distraction.

15.ABUSE OF HORSES

15.1. The Rules of Horse Council BC apply.

16.OFFICIALS

16.1. All events and classes must be judged by at least one official having credentials allowing them to judge at vaulting events in their own country or province.

16.2. Each Judge must be assisted by a secretary who speaks and writes the same official language as the Judge (either English or French).

16.3. There must be a timekeeper who is to be placed next to the Judge for tests that have a time limit

17.FIRST AID

17.1. In case of an emergency, one of the designated First Aid Attendants is to take charge of the scene and become the Person in Charge.

17.2. Unless requested by the person in charge, the only other people who may approach the scene are other designated First Aid Attendants, one coach of the participant, and one member of the organizing committee. The coach and the member of the organizing committee in this case are to help by providing information and facilitating communication; they are under the direction of the Person in Charge.

18.APPEAL COMMITTEE, OBJECTIONS AND COMPLAINTS

18.1. The rules of Horse Council BC apply.

19.PENALTIES

19.1. The rules of Horse Council BC apply .

20.GENERAL COMPETITION RULES

20.1. During the Walk and Trot tests the horse moves on a circle with a minimum radius of 6 m, preferably more. During the Canter test the horse moves on a circle with a minimum radius of 7.5 m, preferably more.

20.2. All tests must be executed in the correct gait (and not in counter canter) In the Compulsories, the vaulters must show the defined exercises

20.3. In the freestyle vaulters have the opportunity to show their artistry. They may plan an original program around their own capabilities, ideas and specialties. Policies limiting the exercises that may be performed in Division D can be found on the Rules and Resources page of the Vault Canada website.

20.4. It is recommended that the Compulsories be performed with music.

20.5. The Freestyle must be performed with music. Music with words is permitted. The music must be provided as stipulated in the Invitation.

20.6. The performance is to take place with the horse and therefore no exercises or dance moves on the ground are allowed. Elimination for noncompliance in

this instance is at the discretion of the Judge.

21. TYPES OF COMPETITION

21.1. INDIVIDUAL VAULTING COMPETITION

21.1.1. The Individual competition is composed of one vaulter, the lunger and the vaulting horse.

21.1.2. The Individual vaulting competition consists of different tests in one or two rounds. All Divisions include Compulsories and Freestyle in one or two Rounds.

21.2. PAIRS VAULTING COMPETITION

21.2.1. The Pairs competition is composed of two vaulters, the lunger and the vaulting horse. In Pairs competitions any combination of gender is allowed. All Divisions include Compulsories and Freestyle in one round.

21.3. TEAM VAULTING COMPETITION

21.3.1. A vaulting Team is composed of the lunger, horse and six vaulters ~~plus an optional seventh vaulter.~~

21.3.2. All six ~~or seven~~ vaulters must perform the Compulsories. If less than six vaulters perform in the Compulsories, all exercises not shown will receive a zero. ~~In the Freestyle, six vaulters are to perform and only those six may enter the arena. When a seventh vaulter is used in the Compulsories, the Team will choose any one of those seven to not perform in the Freestyle.~~ If less than six vaulters perform the Freestyle a deduction will be given (see FEI Handbook).

21.3.3. The Team vaulting competition consists of Compulsories and Freestyle in Round One. An optional Round Two includes only a Freestyle.

22. COMPULSORIES

22.1. Individual, Pairs, and Team all use the same Compulsories at each level.

Division D	Division C & B (Same as FEI Comp 1)
Vault on Basic	Vault on
Seat Flag (leg only)	Basic Seat
Kneel (body straight, slight bend)	Flag
FW Swing (legs closed)	Stand
Half Mill (inside, reverse)	FW Swing (legs closed)
Leg pass dismount to the inside.	Half Mill (inside, reverse)
	RV Swing (legs open)
	Leg Pass Dismount to Inside

22.2. Each static exercise (Basic Seat, Flag, Kneel, and Stand) must be held for

at least four strides. In Mill exercises, each leg pass must occur for exactly four strides.

23. PERMITTED ASSISTANCE

- 23.1. Delivery of a reserve lunging whip
- 23.2. Any assistance from the outside necessary to avoid an accident.
- 23.3. Vaulters requiring an assisted mounts onto the horse in the compulsories will receive a deduction from the mount score as follows:

Walk D: 1 point	Trot D: 1.5 points 1 point	Canter D: 2 points 1 point
Walk C: 1.5 points 1 point	Trot C: 2 points 1 point	Canter C: 2 points
Walk B: 2 points 1 point	Trot B: 3 points 1 point	Canter B: Scores 0

- 23.4. All assisted mounts in the freestyle may be considered in the Performance and Artistry scores.
- 23.5. In Pairs and Team, the above deductions will occur when any assistance is provided from the ground. However, a vaulter who is already on the horse may assist another vaulter in mounting without a deduction.
- 23.6. Deductions or disqualification in case of doubt are left to the Judge and cannot be appealed.

24. ASSISTANCE FOR VAULTERS WITH A DISABILITY

- 24.1. Vaulters with a disability needing extra consideration during a competition must identify themselves upon submitting their entry form. Vaulters with special needs may submit a letter to the show committee outlining their disability and the adaptations they will require. The show committee will contact them if necessary for clarification and proof of their disability may be required from a physician and submitted before the start of the competition.

25. ELIMINATION FROM TEST

- 25.1. Unless otherwise specified in the rules or in the conditions for the competition, elimination means that the vaulter and/or the horse in question may not continue in the current test. The vaulter/horse may still compete in subsequent tests.
- 25.2. Elimination will apply in the following situations:
 - 25.2.1. Starting before the signal is given and touching the grips, the pad or the horse (eliminates the vaulter)
 - 25.2.2. Equipment other than what is permitted in these rules (eliminates the vaulter or the horse depending on if the equipment is on the vaulter or the horse.)
 - 25.2.3. Mounting the horse after an interruption signaled by the Judge without waiting for the bell (eliminates the vaulter)
 - 25.2.4. Vaulter and/or horse leaving the arena without permission of the Judge, including prior to starting (eliminates the vaulter and/or horse depending on who left)

25.2.5. An accident to a vaulter or to a horse which prevents either from completing the test. In a Team test, however, this does not apply when only a single Team member has been injured (eliminates the vaulter and/or the horse depending on who is injured.)

25.3. Elimination of the vaulter and/or horse is left to the discretion of the Judge in the following cases:

25.3.1. Not entering the arena within 30 seconds after the bell

25.3.2. Taking more than 30 seconds after the bell following the trot, to commence the first exercise

25.3.3. All physical unauthorized assistance

25.3.4. Not stopping when the bell is rung during the test

25.3.5. After an interruption of the test in unforeseen circumstances taking more than 30 seconds to continue the test after the signal to resume was given

25.3.6. If the Judge feels that for any reason the horse or the vaulter is unfit to continue the test

25.3.7. Exercises or dance moves on the ground

25.3.8. Exceeding the time limit and staying on the horse for more than 10 seconds

26. DISQUALIFICATION FROM EVENT

26.1. Disqualification means that a vaulter and/or the horse or horses are disqualified for the entire Event. Disqualification may also be retroactive.

26.2. The Judge may disqualify a vaulter and/or a horse in the following situations:

26.2.1. Exercising horses in the arena without the permission of the Judge

26.2.2. All cases of abuse and/or ill treatment reported by the Judge

26.2.3. All cases laid down in the FEI's Veterinary Regulations

26.2.4. Horse bleeding on the flank(s), in the mouth or nose or marks indicating excessive use of the whip anywhere on the Horse (in minor cases of blood in the mouth, such as where a Horse appears to have bitten its tongue or lip, officials may authorize the rinsing or wiping of the mouth and allow the lunger to continue. If there is any further evidence of blood in the mouth the horse will be disqualified)

26.2.5. Improperly registered vaulters, lungers and/or horses will result in the disqualification of the competitive unit. This refers to all required memberships and/or licenses outlined elsewhere in the rules and may include any further requirements indicated in the Competition Invitation (such as releases, waivers etc)

27. TIMING / BELL

- 27.1.** The time for the Test begins at the moment the first Vaulters touches the grips, the pad or the Horse and ends with the time limit. The maximum time for each test is in sections 29-31 below.
- 27.2.** A bell is used by the Judge to signal the Athletes. It is used on the following occasions:
- 27.2.1.** To give the signal to enter the arena
 - 27.2.2.** To give the signal to start the Test.
 - 27.2.3.** To announce the end of the time
 - 27.2.4.** To signal that the time and music is stopped after a fall and the Vaulters is unable to continue immediately or to return to the line. The Test must be continued within 30 seconds after the signal to resume
 - 27.2.5.** To give the signal to stop an Athlete or Performance when the Horse shows any signs of irregularity, is out of control or dangerous to the Vaulters
 - 27.2.6.** To give the signal to stop an Athlete or Performance in unforeseen circumstance which includes repair or adjustment of equipment or any other situation requiring immediate attention. The timing and the music is stopped. The Test must be continued within 30 seconds after the signal to resume
- 27.3.** After an interruption the clock is started again when the Vaulters touches the grip, the pad or the Horse. In unclear situations the Judge and/or Lunge/Vaulters may communicate.
- 27.4.** If an exercise has begun just before the time limit, the exercise or combination in progress may be finished. If the dismounts are commenced immediately without further intermediate exercises, the dismounts will be included in the evaluation for the Technique or Artistic scores without penalty. If other exercises or combinations are commenced after the exercise or combination in progress at the time of the bell, other than the final dismounts, there will be a deduction from the Artistic score and all exercises after the bell, including the dismounts, will not be scored for the Technical or Artistic scores. No more static exercises may be performed after the bell.

28. SCORING

The criteria for scoring a vaulting competition is explained in detail in the FEI Guidelines for Vaulting Judges which is published annually on the FEI Vaulting Rules website.

29. JUDGE'S SCORE SHEETS

- 29.1.** Judges will give marks according to the test's score sheet.
- 29.2.** Any corrected score must be initialed by the Judge having made the correction. Judges must sign off the score sheets in ink.
- 29.3.** There is also a column for the Judge's comments which should be used by

the Judge whenever possible; providing comments when the score is 5 or below is strongly recommended.

29.4. The official VaultCanada score sheets can be printed directly from the VaultCanada Online Competition Management system.

29.5. INDIVIDUAL

29.5.1. If required and allowed by the rules of that Division, a booster may enter the arena with the vaulters. No one else may enter the arena.

29.6. INDIVIDUAL COMPULSORIES

29.6.1. The Compulsory exercises that will be shown are detailed for each Division in Section 20. There is no Time Limit for the Compulsory test.

29.7. INDIVIDUAL FREESTYLE

29.7.1. A Freestyle consists of static and dynamic exercises. A static exercise must be held for at least three strides.

29.7.2. Each vaulter must wait for the bell before beginning their performance. There is a Time Limit of 1.0 minutes

29.7.3. The Freestyle should consist of a minimum of 7 exercises for which a score can be attributed.

29.7.4. In Division D there are limitations on the difficulty of the exercises that may be performed. The limitations and the deductions can be found in the VaultCanada Competition Policies document on the VaultCanada website. <https://vaultcanada.org/Resources/Rules>

30. FUNDAMENTALS

30.1. In FUNdamentals, the participants are not placed, and there are no requirements beyond demonstrating a safe routine to the Judge.

30.2. Spotting, prompting, and/or any other assistance may be used providing it is safe in the Judge's opinion.

30.3. The Judge's Score Sheets should be prepared the same as Division Walk D, and if the vaulter demonstrates the correct exercises for Walk D, accurate scores should be provided to help asses if this vaulter is ready to enter Walk D.

30.4. In all cases, Judge's comments are required and should focus on strengths more than any weakness. There is a Time Limit of 1.0 minutes.

30.5. PAIRS

30.5.1. All vaulters performing on the same Horse enter the arena together. If required and allowed by the rules of that Division, a booster may enter the arena with the vaulters. No one else may enter the arena.

30.6. PAIRS COMPULSORIES

30.6.1. The Compulsory exercises that will be shown are detailed for each Division in Section 22:1

30.6.2. The second Vaulter must perform the Compulsory Exercises immediately without waiting for the bell. There is no Time Limit in the

Compulsory test

30.7. PAIRS FREESTYLE

30.7.1. The Freestyle test consists of static and dynamic exercises. A static exercise must be held for at least three strides.

30.7.2. The Freestyle should consist of a minimum of 7 exercises for which a score can be attributed. There is a Time Limit of ~~2.0~~ **1.5** minutes.

31. TEAM

31.1. All vaulters on the Team enter the arena together. If required and allowed by the rules of that Division, a booster may enter the arena with the vaulters. No one else may enter the arena.

31.2. TEAM COMPULSORIES

31.2.1. The Compulsory exercises that will be shown are detailed for each Division in Section

31.2.2. The Vaulters with the number 1 begins, number 2 follows, etc. All six or seven vaulters show the Compulsories in one. The second Vaulters must perform the Compulsory Exercises immediately without waiting for the bell. There is a Time Limit of 6.0 minutes.

31.3. TEAM FREESTYLE

31.3.1. Each Vaulters must perform at least one exercise.

31.3.2. No more than 3 Vaulters may be on the Horse at one time. At least two of the Vaulters must remain in contact with the horse; otherwise these elements of the exercises are not scored. The Freestyle test consists of static and dynamic exercises. A static exercise must be held for at least three strides.

31.3.3. There is a Time Limit of 4.0 minutes.