

BC Equestrian Vaulting Rules

1 – INTRODUCTION

1.1 This document sets out Rules for equestrian vaulting events in 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.

1.2 RULE CHANGES

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.

1.3 REQUIREMENTS

Memberships: HCBC with EVA or comparable Provincial or State

Insurance: Mandatory

Onsite Medical Safety Plan: Mandatory

Judge: HCBC Approved, National, FEI

2 – VAULTING CODE OF CONDUCT

2.1 The welfare of the horse is paramount in and out of competition. 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.

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.

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.

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.

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.

3 – CLASSES AND DIVISIONS

3.1 In all British Columbia vaulting events classes of the following Individual Divisions may be offered:

Canter D

Trot B, C, D

Walk B, C, D

Walk D Under 10yrs

Walk Fundamentals

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

Trot B

Walk B

Other classes may be offered but will not count for official scoring. The Guidelines for Unrecognized Classes can be found on the Rules and Resources Page of the VaultCanada website at www.vaultcanada.org

4 – ELIGIBILITY FOR CLASSES

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

5 – ENTRIES

5.1 The Invitation must specify the method and timing for submitting music to the Competition Organizers, ahead of the competition. Once approved by HCBC, the Prize List must be posted as an Invitation on the VaultCanada website as soon as possible.

If the Vault Canada 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.

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.

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.

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.

6 – VAULTERS

6.1 A vaulter may enter two different gaits, provided that the slower gait is entered in a higher Division (ie Walk B and Canter D.)

Vaulters may compete Individually, in Pairs and in Team at the same event.

In all Divisions a vaulter may enter with two Teams or two Pairs, provided they are in different Divisions (ie Walk B and Trot B) 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.

7 – VAULTER'S ATTIRE

7.1 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.

The attire of Team vaulters should give the obvious effect of uniformity.

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.

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.

Attire must not give the effect of nudity.

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. Trousers must be secured to the foot and skirts may only be worn over tights or leggings.

Only soft soled shoes are permitted.

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.) 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)

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.

8 – LUNGER

8.1 Lungers must be at least 18 years of age. The lunger does not need to be from the same club as the vaulter(s).

The lunger's attire should not distract from the performance, should be safe, and respectful.

9 – VAULTING HORSES

9.1 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.

In all classes, the horse may travel to the left or the right on the circle.

Stallions are prohibited.

The horse does not need to be from the same club as the vaulter(s).

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.

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

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.

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.

10 – HORSE EQUIPMENT

10.1 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.

The equipment of the Horse in the Competition Arena will be as follows:

- Bridle with smooth snaffle bit, with no more than 2 joints. Rubber bit guards are permitted. If an un-jointed rubber snaffle is used, the bit must be flexible.
- The use of a lunge cavesson, with or without a bit, instead of a bridle is allowed.
- Two side reins. Standing reins or auxiliary reins are not permitted.
- 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.
- 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.
- Bandages and/or brushing/overreach boots are optional.
- Ear muffs and plugs are allowed.
- Back Pad is compulsory. Gel Pads are allowed.
- The Back Pad, which may be checked by the Judge at any time on the horse must have the following dimensions:
 - Max. 80 cm from the back edge of the surcingle to the back
 - Max. 30 cm from the front edge of the surcingle to the neck
 - Max. 90 cm from side to side the lowest point to the lowest point, If checked on the Horse, the allowed tolerance may not exceed 3cm, i.e. 93 cm

- Max. 3 cm thick including cover
- Max. total length 1.10 m, with no more than 30 cm in front of the surcingle

The surcingle and the back pad may be changed from test to test, time permitting.

The Judge is authorised to check the equipment of any horse at any time. If checked immediately after the horse leaves the arena any discrepancy could entail elimination.

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.

When warming up, training or exercising horses under saddle, riding must only be in a designated riding ring. Suitable footwear and CSA approved protective headgear secured by a three-point retention harness is mandatory.

11 – ENTRY AND EXIT

11.1 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.

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.

Immediately upon exiting the arena the side reins must be unfastened. Failure to do so will be deemed to be abuse of the Horse.

12 – ARENA

12.1 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.

The centre of the competition circle must be marked.

A warm up circle is compulsory and must be as described above. It is recommended that there more than one warm up circle. If the competition takes place indoors at least one indoor warm up circle must be available.

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.

The Judge's table should be at least 11 m, but preferably 13-15 m away from the centre of the lunging circle. The public should be at an adequate distance from the Judge.

13 – ABUSE OF HORSES

13.1 The Rules of Horse Council BC apply.

14 – OFFICIALS

14.1 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.

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

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

15 – FIRST AID

15.1 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.

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.

16 – APPEAL COMMITTEE, OBJECTIONS AND COMPLAINTS

16.1 The rules of Horse Council BC apply.

17 – PENALTIES

17.1 The rules of Horse Council BC apply.

18 – GENERAL COMPETITION RULES

18.1 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.

All tests must be executed in the correct gait (for example, not in counter-canter).

In the Compulsories the vaulters have to show defined exercises.

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

It is recommended that the Compulsories be performed with music.

The Freestyle must be performed with music. Music with words is permitted.

The music must be provided as stipulated in the Invitation.

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.

19 – TYPES OF COMPETITION

19.1 Individual Vaulting Competition

The Individual competition is composed of one vaulter, the lunger and the vaulting horse. The Individual vaulting competition consists of different tests in one or two rounds. All Divisions include Compulsories and Freestyle in one or two Rounds.

19.2 Pairs Vaulting Competition

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.

19.3 Team Vaulting Competition

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

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 Guidelines for Judges).

The Team vaulting competition consists of Compulsories and Freestyle in Round One.

20 – COMPULSORIES

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

Division D

Vault on

Basic Seat

Flag (leg only)

Kneel (body straight, slight bend at hip)

FW Swing (legs closed)

Half Mill (inside, reverse)

Leg pass dismount to the inside

Division C & B (Same as FEI Comp 1)

Vault on

Basic Seat

Flag

Stand

FW Swing (legs closed)

Half Mill (inside, reverse)

RV Swing (legs open),

Leg Pass Dismount to Inside

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.

21 – PERMITTED ASSISTANCE

21.1 Delivery of a reserve lunging whip

Any assistance from the outside necessary to avoid an accident.

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

Canter D: 2 points

Walk C: 1.5 points

Trot C: 2 points

Walk B: 2 points

Trot B: 3 points

All assisted mounts in the freestyle may be considered in the Performance and Artistry scores.

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.

Deductions or disqualification in case of doubt are left to the Judge and cannot be appealed.

22 – ASSISTANCE FOR VAULTERS WITH A DISABILITY

22.1 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.

23 – ELIMINATION FROM TEST

23.1 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.

23.2. Elimination will apply in the following situations:

- Starting before the signal is given and touching the grips, the pad or the horse (eliminates the vaulter)
- 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.)
- Mounting the horse after an interruption signaled by the Judge without waiting for the bell (eliminates the vaulter)
- 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)
- 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.)

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

- Not entering the arena within 30 seconds after the bell
- Taking more than 30 seconds after the bell following the trot, to commence the first exercise

- All physical unauthorised assistance
- Not stopping when the bell is rung during the test
- 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
- If the Judge feels that for any reason the horse or the vaulter is unfit to continue the test
- Exercises or dance moves on the ground
- Exceeding the time limit and staying on the Horse for more than 10 seconds

24 – DISQUALIFICATION FROM EVENT

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

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

- Exercising horses in the arena without the permission of the Judge
- All cases of abuse and/or ill treatment reported by the Judge
- All cases laid down in the FEI's Veterinary Regulations
- 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)
- Non-registered vaulters, lungers and/or horses will result in the disqualification of the competitive unit.
- Non-registered refers to all required memberships and/or licenses outline elsewhere in the rules, and may include any further requirements indicated in the Competition Invitation (such as releases, waivers, for example.)

25 – TIMING / BELL or ALARM

25.1 The time for the Test begins at the moment the first Vaulter 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.

25.2 A bell or alarm is used by the Judge to signal the Athletes. It is used on the following occasions:

- to give the signal to enter the arena
- to give the signal to start the Test. The Judge will determine and notify the Competition Organizers prior to the start if in the Compulsory Test more than one Individual Vaulter is starting on the same Horse, they wish for the next Vaulter to begin his performance immediately after the Vault-Off of the previous Vaulter without waiting for a signal. The Competition Organizers will notify the club coaches prior to the start of competition.
- to announce the end of the time.
- to signal that the time and music is stopped after a fall and the Vaulter is unable to continue immediately or to return to the line. The Test must be continued within 30 seconds after the signal to resume 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
- 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. After an interruption the clock is started again when the Vaulter touches the grip, the pad or the Horse.

In unclear situations the Judge and/or Lunger/Vaulter may communicate.

26 – 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.

28 – JUDGE'S SCORE SHEETS

28.1 Judges will give marks according to the test's score sheet. Any corrected score must be initialled by the Judge having made the correction. Judges must sign off the score sheets in ink. 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. (see Appendix). The official VaultCanada score sheets can be printed directly from the VaultCanada Online Competition Management system.

29 – INDIVIDUAL COMPETITION

29.1 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.

29.2 – INDIVIDUAL COMPULSORIES

The Compulsory exercises that will be shown are detailed for each Division in Section 20.

There is no Time Limit for the Compulsory test.

29.3 – INDIVIDUAL FREESTYLE

A Freestyle consists of static and dynamic exercises. A static exercise must be held for at least three strides. Each vaulter must wait for the bell before beginning their performance.

There is a Time Limit of 1.0 minutes

29.4 – FUNDAMENTALS

In FUNdamentals, the participants are not placed, and there are no requirements beyond demonstrating a safe routine to the Judge. Spotting, prompting, and/or any other assistance may be used providing it is safe in the Judge's opinion. 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. 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 – PAIRS

30.1 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.

30.2 – PAIRS COMPULSORIES The Compulsory exercises that will be shown are detailed for each Division in Section 20.

The second Vaulters must perform the Compulsory Exercises immediately without waiting for the bell.

There is no Time Limit in the Compulsory test

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

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 minutes.

31 – TEAM

31.1 All vaulters on the Team enter the arena together. If 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 The Compulsory exercises that will be shown are detailed for each Division in Section 20.

The Vaulters with the number 1 begins, number 2 follows, etc. The second Vaulters etc. must perform the Compulsory Exercises immediately without waiting for the bell.

There is a Time Limit of 6.0 minutes.

31.3 – TEAM FREESTYLE Each Vaulters must perform at least one exercise.

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.

There is a Time Limit of 4.0 minutes.

APPENDIX A

CODE OF COMMENTS

AL - Alignment	MX - Mechanics
AB - Arched Back	M - Mount
A - Arms	NC - Not clear of Horse
B - Balance	NH - Not Held
C - Collapse	OC - Off Center
CD - Come Down	OH - Off Horse
CT - Control	PB - Push Back
D - Dismount	PD - Pad
DL - Down Leg	PK - Pike
E - Elevation	PL - Poor Landing
X - Extension	P - Posture
O - Fall	Q - Quick
OD - Fall on Dismount	R - Repeat
FT - Feet	SC - Scope
FL - Flight	SK - Security
F - Form	SH - Shoulders
FK - Frog Kick	SS - Side Seat
FH - Front High	SL - Slow
G - Ground Jump	ST - Stiff
H - Head	SX - Stretch
HH - Hit Horse	SP - Suppleness
HM - Harmony	T - Timing
HZ - Hands	TW - Time Wasted
INT - Interruption	TZ - Toes
K - Kneel	TG - Touched Ground
KZ - Knees	TH - Touched Horse
LH - Lands Heavily	TR - Transition
LD - Late Dismount	TI - Turned In
L - Legs	UE - Uneven Elevation
LA - Legs Apart	UR - Uneven Rhythm
LF - Legs Forward	UW - Uneven Width
LT - Late Turn	W - Wrap