



HORSE COUNCIL
BRITISH COLUMBIA

Vaulting Rules 2024

Section 11

11 VAULTING RULES

Vaulting: Section 11

Vaulting is the performance of gymnastic and dance-like movements to music on a moving horse. The horse is controlled by a lunger who sends him in a circle around them on the end of a lunge line. Vaulters begin working in walk and progress, with training from a qualified instructor, to be able to execute fantastic freestyle performances in the canter. Vaulters learn to have the agility and athleticism of gymnasts, the grace and expression of dancers and the balance and feel of equestrians.

11.0 (a) Arena

- The arena must be soft and it may include springy material.
- The competition space in the arena must be at least 20 m. for Canter Classes and 17.5m for Walk/Trot Classes.
- 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 Squad /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.
- 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 preferable 13-15 m, away from the centre of the lunging circle.

11.0 (b) Assistance

- Delivery of a reserve lunging whip is permitted
- Any assistance from the outside necessary to avoid an accident is permitted
- All assisted mounts in the freestyle may be considered in the performance and artistry scores.

Assistance for Vaulters with A Disability

- 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.

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11.0 (c) Attire

- Attire of Squad Team, Individual, and Pairs vaulters must not hinder the movement of the vaulter or the safe interaction between vaulters during the performance and 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
- Certified, protective headgear (Helmets) secured by a three-point retention harness is required at all times when riding (for example, but not limited to, during warm up, exercise, or schooling.)
- Helmets are not permitted while vaulting.
- Attire must be formfitting and all articles of clothing, or parts thereof, must remain attached to the vaulter's body at all times.
- Suitable footwear is mandatory.
- Decorative accessories (not limited to but including belts, masks, jewelry) 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.
- Attire must not give the effect of nudity.
- Squad 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 Squad Team vaulters should give the obvious effect of uniformity.
- The lunger's attire should not distract from the performance, should be safe, and respectful.
- 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

11.0 (d) Deductions

1. Vaulters requiring an assisted mount onto the horse in the compulsories will receive a deduction from the mount score as follows:
 - All Walk and Trot classes – 1 point
 - Beginner Canter – 1 point
 - Intermediate Canter – 1 point
 - Advanced Canter – 1 point
 - In all 1*, 2* and 3* classes – Mount scores 0
2. In Pairs and Squad 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.
3. Deductions or disqualification in case of doubt are left to the Judge and cannot be appealed.

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11.0 (e) Disqualifications/Eliminations

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

1. Disqualification means that a vaulter and/or the horse or horses are disqualified for the entire Event.
2. Disqualification may also be retroactive.
3. Exercising horses in the arena without the permission of the Judge
4. As per All cases of abuse and/or ill treatment reported by the Judge
5. Horse bleeding on the flank(s), in the mouth or nose or marks indicating excessive use of the whip anywhere on the Horse
6. 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
7. 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.)

11.0 (f) Elimination

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.

1. Starting before the signal is given and touching the grips, the pad or the horse (eliminates the vaulter)
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.)
3. Mounting the horse after an interruption signaled by the Judge without waiting for the bell (eliminates the vaulter)
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)
5. An accident to a vaulter or to a horse which prevents either from completing the test. In a squad team test, however, this does not apply when only a single squad team member has been injured (eliminates the vaulter and/or the horse depending on who is injured.)

Elimination at the discretion of the Judge

1. Not entering the arena within 30 seconds after the bell
2. Taking more than 30 seconds after the bell following the trot, to commence the first exercise
3. All physical unauthorized assistance
4. Not stopping when the bell is rung during the test
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

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Elimination at the discretion of the Judge

6. If the Judge feels that for any reason the horse or the vaulter is unfit to continue the test
7. 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.
8. Exceeding the time limit and staying on the horse for more than 10 seconds
9. Any horse which shows signs of being overworked or overloaded at any time

11.0 (g) Entries

In all Provincial competitions, different genders may participate together in squad or pairs classes. There is also no gender separation in the individual classes up to and including 1* classes. In 2* and 3* individual classes, there may be separate classes for males and females.

1. There are no minimum or maximum age limits for any classes unless otherwise noted in the Competitions' Invitation.
2. Eligibility requirements for each Division are in line and consistent with the Rules of the Vault Canada. <https://vaultcanada.org/Resources/Rules>
3. Once approved by HCBC, the Prize List must be posted as an Invitation on the Vault Canada website as soon as possible.
4. The Invitation must specify the method and timing for submitting music to the Competition Organizers, ahead of the competition.
5. If the Vault Canada Online Competition Management System is not used by the Competition 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.
6. By the entry deadline each club must provide the names of Individuals, Pairs, and Squads Teams, along with the names of the horses and the lungers
7. The names of the vaulters constituting a squad team may include up to eight vaulters.
8. The names of the six definite squad team members, plus a reserve n optional seventh vaulter, must be supplied to the organizing committee by the Final Changes Deadline.
9. Vaulters may compete Individually, in Pairs and in Squad team at the same event.
10. In all Divisions a vaulter may enter with two squad teams or two Pairs, provided they are in different Divisions (ie Walk C and Beginner Canter.) However, no more than two members of a squad team may be entered in another squad team
11. 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.

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11.0 (g) Entries

12. 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.
13. Each class may not have more than three two tests scheduled per day.
14. The use of competitor numbers for vaulters is at the discretion of the Event Organizers.
15. Competitor numbers must not compromise the safety of the vaulter.
16. When competitor numbers are not used the announcer must name each vaulter prior to them mounting the horse.

11.0 (h) Equipment

1. 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.
2. All equipment must be used in its manufactured state.
3. The use of any other equipment and any other way of attachment of the equipment than described here, will entail elimination.
4. Protective tack covering to improve the comfort of the horse is permitted. i.e. extra padding on bridle.
5. A 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.
6. The use of a lunge cavesson, with or without a bit, instead of a bridle is permitted.
7. Two side reins
8. Side Reins must not be fastened in place for an excessive period, if so side reins must be unfastened and the horse allowed to move freely for a period of time before the side reins are reattached.
9. Standing reins or auxiliary reins are not permitted.
10. Lunge line and lunge whip.
11. In Canter the lunge line must be attached to the inside bit ring.
12. In Walk and Trot the lunge line may be attached in any way which does not cause discomfort to the horse.
13. Standing reins or auxiliary reins are not permitted.
14. Lunge line and lunge whip
15. In Canter the lunge line must be attached to the inside bit ring.
16. In Walk and Trot the lunge line may be attached in any way which does not cause discomfort to the horse.
17. Vaulting surcingle with under pad and girth.
18. 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.
19. A back pad is compulsory and may be checked by the Judge at any time while on the horse. Gel Pads are permitted

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11.0 (h) Equipment

20. The back pad must have the following dimensions:
 - Max 80 cm from back edge of the surcingle to the back of the pad 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 allowable tolerance may not exceed 3 cm (ie Max 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
21. The surcingle and the back pad may be changed from test to test, time permitting.
22. Ear muffs and plugs are permitted
23. Bandages and/or brushing/overreach

11.0 (i) General Rules

1. Lungers must be at least 16 18 years of age.
2. The lunger does not need to be from the same club as the vaulter(s).
3. Upon entering, and before exiting the competition arena, the vaulter(s) and lunger must salute the Judge as a matter of courtesy.
4. The Judge shall acknowledge the salutes.
5. Entry, exit, and the formation of the salute are left to the discretion of the vaulters
6. but should be dignified.
7. Entry and exit may be accompanied by music at the discretion of competition organizing committee.
8. 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.
9. 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.
10. All tests must be executed in the correct gait (and not in counter canter)
11. Immediately upon exiting the arena the side reins must be unfastened. Failure to do so will be deemed to be abuse of the Horse.

11.0 (j) Officials

1. All events and classes must be judged by at least one official having credentials allowing them to judge at vaulting events in BC.
2. Each Judge must be assisted by a secretary.
3. There may must be a timekeeper who is to be placed next to the Judge for tests that have a time limit. Judges may prefer to do their own timing.
4. Judges will give marks according to the test's score sheet.
5. Any corrected score must be initialed by the Judge having made the correction.
6. Judges must sign off the score sheets in ink.
7. Judges are encouraged to make comments in the specified column on the score sheets

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11.0 (j) Officials

8. (Providing comments when the score is 5 or below is strongly recommended.)
9. Official Vault score sheets can be printed directly from the Vault Canada Online Competition Management System.
10. Officials should be familiar with the required scoring criteria which is published annually on the FEI Vaulting rules website
11. Officials will judge in accordance with Vault Canada (www.vaultcanada.org) and HCBC guidelines and Code of Conduct

11.0 (k) Timing / Bell

A bell is used by the Judge to signal the athletes on the following occasions:

1. To give the signal to enter the arena.
2. To give the signal to start the test.
3. To announce the end of the time.
4. The time for the test begins at the moment the first Vaulteer touches the grips, the pad or the horse and ends with the time limit.
5. To signal that the time and music is stopped after a fall and the Vaulteer is unable to continue immediately or to return to the line. The test must be continued within 30 seconds after the signal to resume.
6. 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.
7. 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. If the timing and the music is stopped, the test must be continued within 30 seconds after the signal to resume
8. 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.
9. If an exercise has begun just before the time limit, the exercise or combination in progress may be finished.
10. 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.
11. 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.
12. 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.

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11.0 (l) Vaulting Horses

1. Stallions are prohibited.
2. 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.
3. 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 squad team individual and pairs.
4. In all classes, the horse may travel to the left or the right on the circle.
5. The horse does not need to be from the same club as the vaulter(s).
6. 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.
7. Horse owners and lungers are compelled to make the welfare of the horse paramount when deciding on appropriate use during competition.
8. Horses may be used for a maximum of 24 units each day. The following list indicates how many units a single test requires in Compulsories or Freestyle.

	Squad	Pair	Individual
Canter	8	4	2
Trot	6	3	1
Walk	4	2	5

11.0 (m) Classes and Divisions

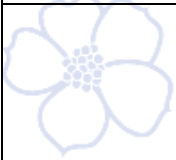
1. If required and allowed by the rules of the Division, a booster may enter the arena with the vaulters. No one else may enter the arena.
2. In the freestyle, vaulters have the opportunity to show their artistry. They may plan an original program around their own capabilities, ideas and specialties.
3. The Freestyle must be performed with music.
4. Music with words is permitted.
5. The music must be provided as stipulated in the Invitation.
6. Classes other than the listed may be offered but will not count for official scoring (Guidelines for unrecognized classes can be found on the Rules and Resources Page of the Vault Canada website at : <https://vaultcanada.org/Resources/Rules>)

11.0 (n) Compulsories

1. It is recommended that the Compulsories be performed with music.
2. Each static exercise (Basic Seat, Flag, Kneel, and Stand) must be held for at least four strides.
3. In Mill exercises, each leg pass must occur for exactly four strides.
4. Individual, Pairs, and Team all use the same Compulsories at each level.

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11.0 (n) Compulsories

Beginner & Intermediate	Advanced & 1*	2*	2*Y & 3*
Vault On	Vault On	Vault On	Vault On
Basic Seat (arms Out)	Basic Seat	Basic Seat	Basic Seat
Flag (Leg Only)	Flag	Flag	Flag
Kneel (body Straight, Slight Bend at Hip)	Stand	FW Scissors	FW Scissors
FW Swing (Legs Closed)	FW Swing (Legs Closed)	BW Scissors	BW Scissors
FW Half Mill (Inside, Reverse) Leg Pass Dismount to the Inside	Half Mill (inside, Reverse)	Stand	Stand
	BW Swing (Legs Open) Leg Pass Dismount to Inside	Flank 1st Part Push off to the inside	Flank 1st Part With leg pass back to seat astride
			3* Squad-swing off to the outside

11.0 (o) Individual Freestyle

1. A Freestyle consists of static and dynamic exercises.
2. A static exercise must be held for at least three strides.
3. The Freestyle should consist of a minimum of 7 exercises for which a score can be attributed.
4. In Beginner classes there are limitations on the difficulty of the exercises that may be performed (limitations and the deductions can be found in the Vault Canada Competition Policies document).
5. Each vaulter must wait for the bell before beginning their performance,
6. there is a time limit of 1.0 minutes

11.0 (p) Pairs Freestyle

1. The Freestyle test consists of static and dynamic exercises.
2. A static exercise must be held for at least three strides
3. In 3* the time limit is 2 minutes. In all other divisions the time limit is 1.5 minutes

11.0 (q) Squads

1. A Vaulting Squad Team is composed of the lunger, horse and six vaulters plus an optional seventh vaulter.
2. All vaulters on the squad team enter the arena together.

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11.0 (q) Squads

3. All six or seven vaulters must perform the Compulsories. If less than six vaulters perform in the Compulsories a deduction will be given.
4. In the Freestyle, six vaulters are to perform and only those six may enter the arena.
5. When a seventh vaulter is used in the Compulsories, the team will choose any one of those seven to not perform in the Freestyle.
6. If less than six vaulters perform the Freestyle a deduction will be given.
7. The Squad Team Vaulting competition consists of Compulsories and Freestyle in round one, an optional round two includes only a Freestyle.
8. Classes of the following may be offered in Squad
 - Walk Squad
 - Trot Squad
 - Beginner Canter Squad
 - 1* Squad
 - 2* Squad
 - 3* Squad

11.0 (r) Squad Compulsories

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