



FEI™

VAULTING

RULES

10th edition, effective 1st January 2022
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PREAMBLE

The present Rules for Vaulting Events are the **10th edition, effective 1st January 2026**.

All other texts covering the same matter issued previously are superseded.

Although this booklet sets out the detailed Rules of the FEI governing International Vaulting Events, it must be read in conjunction with the Statutes, the FEI General Regulations, the FEI Veterinary Regulations and the "Guidelines for Judges" and any other FEI Rules & Regulations.

Every eventuality cannot be provided for in these Rules. These Rules are supplemented by "Guidelines" published and updated from time to time on the FEI Website. When interpreting the rules, the "Guidelines" and/or "Notes for Guidance" documents should also be taken into account and the Rules should be interpreted accordingly.

In any unforeseen or exceptional circumstances, it is the duty of the Ground Jury to make a decision based on common sense, and fairplay thus reflecting as closely as possible the intention of these Rules and of the FEI General Regulations and any other FEI Rules and Regulations.

FEI CODE OF CONDUCT FOR THE WELFARE OF THE HORSE

The FEI requires all those involved in international equestrian sport to adhere to the FEI Code of Conduct and to acknowledge and accept that at all times the welfare of the Horse must be paramount. Welfare of the Horse must never be subordinated to competitive or commercial influences. The following points must be particularly adhered to:

1. General Welfare:

a) Good Horse management

Stabling and feeding must be compatible with the best Horse management practices. Clean and good quality forage, feed and water must always be available.

b) Training methods

Horses must only undergo training that matches their physical capabilities and level of maturity for their respective disciplines. They must not be subjected to methods which are abusive or cause fear.

c) Farriery and tack

Foot care and shoeing must be of a high standard. Tack must be designed and fitted to avoid the risk of pain or injury.

d) Transport

During transportation, Horses must be fully protected against injuries and other health risks. Vehicles must be safe, well ventilated, maintained to a high standard, disinfected regularly and driven by competent personnel. Competent handlers must always be available to manage the Horses.

e) Transit

All journeys must be planned carefully, and Horses allowed regular rest periods with access to food and water in line with current FEI guidelines.

2. Fitness to compete:

a) Fitness and competence

Participation in Competition must be restricted to fit Horses and Athletes of proven competence. Horses must be allowed suitable rest period between training and competitions; additional rest periods should be allowed following travelling.

b) Health status

No Horse deemed unfit to compete may compete or continue to compete, veterinary advice must be sought whenever there is any doubt.

c) Doping and Medication

Any action or intent of doping and illicit use of medication constitute a serious welfare issue and will not be tolerated. After any veterinary treatment, sufficient time must be allowed for full recovery before Competition.

d) Surgical procedures

Any surgical procedures that threaten a competing Horse's welfare or the safety of other Horses and/or Athletes must not be allowed.

e) Pregnant/recently foaled mares

Mares must not compete after their fourth month of pregnancy or with foal at foot.

f) Misuse of aids

Abuse of a Horse using natural riding aids or artificial aids (e.g. whips, spurs, etc.) will not be tolerated.

3. Events must not prejudice Horse welfare:

a) Competition areas

Horses must be trained and compete on suitable and safe surfaces. All obstacles and competition conditions must be designed with the safety of the Horse in mind.

b) Ground surfaces

All ground surfaces on which Horses walk, train or compete must be designed and maintained to reduce factors that could lead to injury.

c) Extreme weather

Competitions must not take place in extreme weather conditions that may compromise welfare or safety of the Horse. Provision must be made for cooling conditions and equipment for Horses after competing.

d) Stabling at Events

Stables must be safe, hygienic, comfortable, well ventilated and of sufficient size for the type and disposition of the Horse. Washing-down areas and water must always be available.

4. Humane treatment of Horses:

a) Veterinary treatment

Veterinary expertise must always be available at an Event. If a Horse is injured or exhausted during a Competition, the Athlete must stop competing and a veterinary evaluation must be performed.

b) Referral centres

Wherever necessary, Horses should be collected by ambulance and transported to the nearest relevant treatment centre for further assessment and therapy. Injured Horses must be given full supportive treatment before being transported.

c) Competition injuries

The incidence of injuries sustained in Competition should be monitored. Ground surface conditions, frequency of Competitions and any other risk factors should be examined carefully to indicate ways to minimise injuries.

d) Euthanasia

If injuries are sufficiently severe a Horse may need to be euthanized on humane grounds by a veterinarian as soon as possible, with the sole aim of minimising suffering.

e) Retirement

Horses must be treated sympathetically and humanely when they retire from Competition.

5. Education:

The FEI urges all those involved in equestrian sport to attain the highest possible levels of education in areas of expertise relevant to the care and management of the Competition Horse.

This Code of Conduct for the Welfare of the Horse may be modified from time to time and the views of all are welcomed. Particular attention will be paid to new research findings and the FEI encourages further funding and support for welfare studies.

Chapter I - VAULTING EVENTS

Article 700 GENERAL

The constant development and evolution of the International Vaulting Sport continues to necessitate significant adjustment to the Rules for International Vaulting Events. The following are intended to standardise the Discipline, ensure the well-being of the Horse and facilitate and the professional organisation of Vaulting Competitions as competitive Equestrian Sporting Events.

Separate Competitions for Senior, Young Vaulters, Junior and Children Vaulters do exist in Vaulting. Given the Discipline specific complexities, however, Minors (in terms of age) often compete on what are referred to as Senior Squads in Senior Competitions at Vaulting Events. Although there are neither maximum nor minimum ages governing such participation, NFs must, nonetheless, adhere to the General Regulations with regard to age-specific issues such as Change of Nationality, Persons Responsible and other.

Article 701 EVENTS AND COMPETITIONS

1. General

- 1.1. There is no limit to the number of foreign nations which may be represented.
- 1.2. Male and Female Individual Vaulters may be classified together at 1* Competitions and must be classified separately in all other Competitions.
- 1.3. The Horse may canter to the right or to the left.
- 1.4. Male and Female Vaulters may participate on the same Squad.
- 1.5. Male and Female Vaulters may participate on the same Pas-de-Deux.

2. CVIJ/Ch 1*

At CVIJ/Ch 1* the following Competitions may be scheduled:

Squad Vaulting Competition Junior 1*
Male Individual Vaulting Competition Junior 1*
Female Individual Vaulting Competition Junior 1*
Pas-de-Deux Vaulting Competition Junior 1*
Male Individual Vaulting Competition Children 1*
Female Individual Vaulting Competition Children 1*

3. CVIJ/Ch 2*

At CVIJ/Ch 2* the following Competitions may be scheduled:

Squad Vaulting Competition Junior 2*
Male Individual Vaulting Competition Junior 2*
Female Individual Vaulting Competition Junior 2*
Pas-de-Deux Vaulting Competition Junior 2*
Male Individual Vaulting Competition Children 2*
Female Individual Vaulting Competition Children 2*

4. CVI1*

At CVI1* the following Competitions may be scheduled:

Squad Vaulting Competition Senior 1*
Male Individual Vaulting Competition Senior 1*
Female Individual Vaulting Competition Senior 1*
Pas-de-Deux Vaulting Competition Senior 1*

5. CVI2*

At CVI2* the following Competitions must be scheduled:

Male Individual Vaulting Competition Senior 2*
Female Individual Vaulting Competition Senior 2*

The following Competitions may be scheduled in addition:

Squad Vaulting Competition Senior 2*
Pas-de-Deux Vaulting Competition Senior 2*

6. CVIY2*

At CVIY2* the following Competitions must be scheduled:

Male Individual Vaulting Competition Young Vaulters 2*
Female Individual Vaulting Competition Young Vaulters 2*

7. CVI3*

At CVI3* the following Competitions must be scheduled:

Squad Vaulting Competition Senior 3*
Male Individual Vaulting Competition Senior 3*
Female Individual Vaulting Competition Senior 3*
Pas-de-Deux Vaulting Competition Senior 3*

8. CVI – W

CVI-WCupQ Events, where a FEI World Cup™ Qualifying Competition is held are indicated by the addition of the letter "WCupQ". Also refer to the FEI World Cup™ Rules for Vaulting.

9. CVI - MASTER CLASS

- 9.1. A Master Class format may be run as a CVI-WCupQ for Individual Male, Female and Pas-de-Deux. (Ref. to the FEI World Cup™ Rules for Vaulting).
- 9.2. The Masterclass for Individuals is run over two rounds with one Technical Test and one Free Test.
- 9.3. The Masterclass for PDD is run over two rounds, with two Free Tests.
- 9.4. The OC may, in addition, run a Squad competition (Senior 3*) over two rounds with two Free Tests.

10. Official Team Competition

- 10.1. The Official Teams must consist of three competitive units:
 - a. Team Option 1: Individual 1 and Individual 2 (female or male) and a Squad
 - b. Team Option 2: Individual 1 and Individual 2 (female or male) and a Pas-de-Deux.
- 10.2. No reserve combinations are allowed.

- 10.3. Regularly displaying the provisional ranking of the Teams on the score board, during the competition, is highly recommended, especially after the last Individual 1, the last Individual 2 and the last Squad or Pas- de-Deux.

11. CVIO 4*

- 11.1. CVIO's must be organised in accordance with the General Regulations.
 11.2. In principle CVIOs are open to Athletes from any NF which applies to send officially selected representative Teams.
 11.3. An **Official Team Competition** must be scheduled.
 11.4. Team Option 1 or Option 2 is allowed.
 11.5. The OC must announce the composition of the Official Teams combinations in advance, in the Schedule.
 11.6. For the Official Team Competition, the maximum **number** of Teams is laid down in the schedule.
 11.7. A Consolation test may be organised for Squads not declared on the official Team competition. The results of this consolation test will count as a separate competition.
 11.8. The following formats are available for **CVIOs**:

11.8.1. Format with Squads

	Individual Male & Female	Squad	Official Team
1	Round 1 - Compulsory Test • Open to All Athletes • Starting order: Draw	Round 1 - Compulsory Test • Open to all Squads • Starting order: Draw	
2	Round 1 - Technical Test • Open to All Athletes • Starting order: Draw	Final - Free Test • Open to all Squads • Starting order: reverse order of rankings Round 1	
3	Final - Free Test • Open to All Athletes • Starting order: reverse order of ranking of round 1		Declaration of Teams
4			Final - Free Test 2 Individual Vaulters and one Squad per Nation

11.8.2. Format with Pas-de-Deux

	Individual Male & Female	Pas-de-Deux	Official Team
1	Round 1 - Compulsory Test • Open to All Athletes • Starting order: Draw	Round 1 - Free Test • Open to all PdD • Starting order: Draw	
2	Round 1 - Technical Test • Open to All Athletes • Starting order: Draw	Final - Free Test • Open to all PdD • Starting order: reverse order of rankings Round 1	
3	Final - Free Test • Open to All Athletes • Starting order: reverse order of ranking of round 1		Declaration of Teams
4			Final - Free Test 2 Individual Vaulters and one PdD per Nation

12. SENIOR CHAMPIONSHIPS (CH-V)

- 12.1. Senior Championships must be organised in accordance with the General Regulations.
 12.2. Each NF may enter only one Team.
 12.3. An **Official Team Competition** must be scheduled.
 12.4. For the Official Team Competition Option 1 is mandatory.
 12.5. The Official Team Competition will be **open** to the best eight (8) Teams based on the ranking.
 12.6. **Format**

	Pas-de-Deux	Individual Male & Female	Squad	Official Team
Day 1		Round 1 - Compulsory Test <ul style="list-style-type: none"> Open to all Starting order: Draw 	Round 1 - Compulsory Test <ul style="list-style-type: none"> Open to all Squads, 1 per Nation Starting order: draw 	
Day 2	Round 1 - Free Test <ul style="list-style-type: none"> Open to all PdD Starting order: Draw 	Round 1 - Technical Test <ul style="list-style-type: none"> Open to All Starting order: Reverse order of ranking Round 1-Compulsory 		
Day 3		Final - Free Test <ul style="list-style-type: none"> Open to all Starting order: Reverse order of ranking Round 1 	Final - Free Test <ul style="list-style-type: none"> open to all Squads Starting order: reverse order of rankings Round 1 	Declaration of Teams (see text)
		Medals	Medals	
Day 4	Final - Free Test <ul style="list-style-type: none"> Number: 15 Starting order: reverse order of ranking Round 1 			Final - Free Test <ul style="list-style-type: none"> Number (see text) Starting order (see text)
	Medals			Medals

12.7. FEI Seniors World Championships for:

- Squads
- Individual Male and Female
- Pas-de-Deux
- FEI World Championships may be held every even year.

12.8. FEI Seniors Contentional Championships for:

- Squads
- Individual Male and Female
- Pas-de-Deux
- Senior Continental Championships may be held in the uneven years.

12.9. Seniors Regional Championships

- FEI Regional Championships (such as Mediterranean, Balkan, Danube, etc.) may be organised annually.
- Any Competitions from CVI1* to CVI3* may be organised.

13. JUNIORS AND YOUNG VAULTERS CHAMPIONSHIPS**13.1. FEI Juniors World Championships for:**

- Juniors Squads
- Juniors Individual Male and Female
- Juniors Pas-de-Deux
- The Championships may be held every uneven year

13.2. FEI Juniors Continental Championships for:

- Juniors Squads
- Juniors Individual Male and Female
- Juniors Pas-de-Deux
- The Championships may be held every even year.

13.3. Juniors Regional Championships

- Regional Championships (such as Mediterranean, Balkan, Danube, etc.) may be organised annually.
- Any Competitions from CVIJ1* to CVIJ2* may be organised.

13.4. FEI Young Vaulters World Championships

- - Young Vaulters Male and Female
- - The Championships may be held every uneven year

13.5. FEI Young Vaulters Continental Championships

- - Young Vaulters Male and Female
- - The Championships may be held every even year

13.6. Young Vaulters Regional Championships

- Regional Championships (such as Mediterranean, Balkan, Danube, etc.) may be organised annually.

Article 702 ELIGIBILITY

1. Age of Vaulter

Senior	Individual Competition	From 16
	Pas-de-Deux Competition	From 16
	Squad Competition	No limit
Young Vaulter	Individual Competition	16 - 21
Junior	Individual Competition	14 - 18
	Pas-de-Deux Competition	14 - 18
	Squad Competition	Until 18
Children	Individual Competition	12 - 14

The Vaulters' age may be checked against their identity cards at any time by FEI Officials. Infringement will result in Disqualification.

2. Starting possibilities

2.1. 1* and 2* Vaulters may start twice in any Individual Competition at 1* and 2* Event and each start must be with different Horses.

3* Vaulters may start twice in any Individual Competition at 2* and 3* level and each start must be with different Horse.

When Vaulters compete in a 1* Competition and earn qualifying score to compete in the 2* Competition, Vaulters can compete one more time on the same Horse in the 2*.

1* Vaulters can compete up to three times in total if they competed twice in the 1* event on two different Horses to earn a qualification score for 2*.

To regulate the number of entries, Organisers can limit the number of starts of Individual Athlete to one instead of two, this must be mentioned in the FEI approved schedule.

- 2.2. Vaulters may only start once in any Squad Competition at an Event.
- 2.3. Vaulters may only start once in any Pas-de-Deux Competition at an Event, with the following exception: When a Pas-de-Deux competes in a 1* competition and earns the qualifying score to compete in the 2* competition, this is allowed.
- 2.4. A Vaulter may only compete in either the Senior Championship or in a Youth Championships (Juniors and Young Vaulters) in any calendar year.
 - 2.4.1. However, and notwithstanding anything to the contrary in the GRs, a Vaulter competing in a Junior Individual Championship competition or a Young Vaulter competing in a Young Vaulter Individual Championship may compete in a Senior Squad or Pas-de-Deux Championship Competition in the same calendar year (these are the only exceptions to the rule).
 - 2.4.2. When Youth and Senior Championships are held concurrently, such Vaulter may only compete in two Competitions in total.
 - 2.4.3 When Youth and Senior Championships are held separately, the participation of such Vaulter in the Senior Championships is strictly limited to the Squad or Pas-de-Deux of their Nation.
- 2.5. In Senior Championships a Vaulter is allowed to start in all Competitions.
- 2.6. In Juniors and Young Vaulters Championships, a Vaulter is only allowed to start in two Competitions: one Individual Competition, plus a Pas de Deux or a Squad Competition.
- 2.7. In the same Competition, an Athlete is not allowed to compete as Vaulter and as Lunger.

3. Registration

All Horses, Vaulters and Lungers competing in International Events must be registered with the FEI in order to be allowed to compete.

4. Sport Nationality

- 4.1. The General Regulations apply except in the following cases: At CVIs, Squads & Pas-de-Deux may be composed of Vaulters of differing Sport Nationality.

Article 703 QUALIFICATION PROCEDURE AND CERTIFICATES OF CAPABILITY

1. Qualification for FEI Championships

National Federations will be responsible for ensuring that their Individual Vaulters, Pas-de-Deux Vaulters, Squad Vaulters and Horses meet the qualification requirements as laid down below. Certificates of Capability, providing proof of qualification results must be sent by each NF to reach the FEI no later than the closing date for Nominated Entries.

1.1. FEI World Championships (CH-M-V) & Continental Championships (CH-EU-V) for Seniors

Eligibility requirements for each FEI Championship shall be published on the FEI website at least 12 months before the respective Championship.

These scores must have been attained between January 1st of the year preceding the relevant FEI Championships and the closing date for Nominated Entries.

1.2. FEI World (CH-M-V J) & Continental Championships (CH-EU-J -V) for Youth

Eligibility requirements for each FEI Championship shall be published on the FEI website at least 12 months before the respective FEI Championship.

These scores must have been attained between January 1st of the year preceding the relevant FEI Championships and the closing date for Nominated Entries.

2. Qualification for CVIs

2.1 Qualification criteria for Individual and Pas-de-Deux 2* and 3* Competitions will be published annually on the FEI website.

2.2 When the Vaulters(s) has/have reached a qualifying score for a star level, the qualification must be confirmed by participating in this star level once, within the following 24 months. After this confirmation, the qualification is fully achieved and applicable indefinitely. If a qualification score has not been confirmed within 24 months, its validity expires, and a new score must be earned according to the rules in place at that point in time. At CVIs, Vaulters(s) can choose to compete at the highest level they are qualified for, as well any other level below that (within the appropriate age category/ies).

3. Qualification for CVI Master Class

Invited Vaulters must be qualified for CVI 3*.

Article 704 INVITATIONS

1. Invitations must be extended through the respective NF. The Draft Schedule must include a list of the National Federations invited to the Event.

2. Invitations for CVI3* and above shall be extended to minimum six (6) NFs.

3. The Entry Fee and expenses to be offered is at the discretion of the OC.

Article 705 ENTRIES**1. General**

1.1 The number of Horses and Athletes that may be entered for an Event must be in accordance with the schedule.

1.2 All Athletes invited or nominated for an International Event must be entered by their NFs. All foreign Athletes selected by their NFs must be accepted by the OC. OCs may not accept any other entries.

1.3 Should an NF send more Athletes and/or Horses than shown in the Entries section of the FEI approved schedule, the OC is not obliged to allow them to participate in that Event.

- 1.4 Where an NF has made an entry of Athletes and Horses and finds that it will be unable to send them, it must immediately inform the OC.

2. Entries for CVIs and CVIOs

Entries for CVI Events must be made in accordance with the FEI General Regulations Art. 116. (entries):

Definite entries for CVIs and CVIOs must be made at the latest four (4) days preceding the beginning of the Event. These represent the final selection of Athletes and Horses that may participate in the Event. Substitutions of Athletes and/or Horses may only be made in accordance with article 707.

3. Entries for Championships

- 3.1. Entries for Championships must be made in accordance with the FEI General Regulations.

3.2. Entries per NF – numbers for FEI Championships

3.2.1 Each NF may definitely enter the following for Seniors, Juniors and Young Vaulters Championships:

- **Squad** – chosen from the nominated entries list for Squads:
 - o 1 Squad of 6 Vaulters together with 1 Lunger and 1 Horse,
 - o Plus 2 reserve Vaulters, 1 reserve Horse and 1 reserve Lunger.
- **Individuals**– chosen from the nominated entries list for Individuals:
 - o 3 Female Individual Vaulters together with 1 Horse and 1 Lunger for each Individual Vaultler,
 - o Plus 1 reserve Female Vaultler, 1 reserve Horse and 1 reserve Lunger.
 - o 3 Male Individual Vaulters together with 1 Horse and 1 Lunger for each Individual Vaultler,
 - o Plus 1 reserve Male Vaultler, 1 reserve Horse and 1 reserve Lunger.
- **Pas-de-Deux** – chosen from the nominated entries list for Pas-de-Deux:
 - o 2 Pas-de-Deux with 2 Vaulters with 1 Horse and 1 Lunger for each Pas-de-Deux,
 - o Plus 1 reserve Pas-de-Deux with 2 Vaulters, plus 1 reserve Horse and 1 reserve Lunger.

3.2.2 **Multi-Disciplines Championships:** Maximum 2 reserve Lungers and Horses per NF in total. The number of reserve Athletes is as per Article 705.3.2.

- 3.3. The following persons are invited per NF at Championships:

- 1 Chef d'Equipe
- 1 National Trainer
- 1 Veterinarian
- 3 Attendants
- 1 Groom per Horse

- 3.4. Horses starting for more than one NF must be entered on the Nominated Entry list of each NF for which the Horse is to start, clearly indicating which NF is responsible for the Horse. For Definite Entries, NFs may only nominate Vaulters, Lungers and Horses which were originally entered on their Nominated Entry list.

When a Horse competes for more than one NF, each NF must enter the Horse, following the procedure above.

Article 706 DECLARATION OF STARTERS

1. At Championships, the Chef d'Equipe, or at other Events the Chef d'Equipe, or the Lunger, must declare the names of the six Squad members, Individuals, Pas-de-Deux Vaulters, Horses, Lungers after the Horse Inspection and no later than the time fixed by the OC.
2. **Declaration of the Official Team Competition:** The Chefs d'équipe must declare the names of the Squad or Pas-de-Deux, Individual 1 and Individual 2 to the show office, at the latest one hour after the last relevant Test.

Article 707 SUBSTITUTIONS

1. At Championships up to two Vaulters of the Squad may be substituted by the entered reserve Squad Vaulters up to one hour before the beginning of the first test of the Competition.
2. At Championships the Individual Male and/or Female Vaulters may be substituted by the reserve Vaulters up to one hour before the beginning of the first test of the Competition.
3. At Championships, a Pas-de-Deux may be substituted by the reserve Pas-de-Deux up to one hour before the beginning of the first test of the Competition.
4. At Championships the Lunger, and/or the Horse (provided it has passed the Horse Inspection) may be changed up to one hour before the beginning of the first test of the Competition; provided Nominated Entries have been made for both by any NF.
5. At CVIs, substitutions are permitted up to one hour before the beginning of the first test of the Competition. A Horse may be entered as substitution only if it has passed the Horse Inspection.
6. Any such substitution(s) must be reported immediately to the OC who must approve the change.

Article 708 THE ORDER OF START

1. Start list: the starting time must be indicated on the official start list for each Horse for Championships and is recommended for CVIs.
2. Draw for the order of start: The draw for the order of start will be conducted in the following manner:
3. **Squad Competition**

The names of all starting Squad Horses are placed in a receptacle (A). Numbers equivalent to all starting Squad Horses are placed in a second receptacle (B). A Squad Horse's name is drawn from receptacle (A) and a starting place for that Squad Horse is drawn from receptacle (B). A second Squad Horse's name is drawn from receptacle (A) and a starting place for that Squad Horse and so on for all Squad Horses.

In case different Squad Horses are lunged by the same Lunger, there must be at least three Horses in between. This will be decided by draw and multiple starters will be drawn first.

At CVIs, the draw may be conducted by computer. When conducted by computer, the name of each Horse must be selected at random and the starting number is then also selected at random.

4. **Individual and Pas-de-Deux Competition**

Before the draw of the Competition the order of go of the Vaulters on each Horse has to be established. In case a Horse participates in the Competition more than once the Horse's name will be drawn as many times as the Horse starts. Numbers equivalent to all starting Horses are placed in receptacle (A). Horses starting more than once and Lungers lungeing more than one Horse in the Competition are drawn first. After this all Horses will be drawn in the same manner as in the Team Competition. In case a Horse starts more than once or a Lunger lunges more than one Horse, there must be at least six Horses in between at the Individual Competition and three Horses in the Pas-de-Deux Competition. This will be decided by draw.

At CVIs, the draw may be conducted by computer. When conducted by computer, the name of each Horse must be selected at random and the starting number is then also selected at random.

5. **Official Team Competition:**

The ranking used for the starting order of the Teams is determined by adding the final scores of the two (2) selected Individuals and the final Score of the Squad, and dividing that total by three (3).

6. **Starting order Official team competition members at Championships:**

Individual 1 of each Team: the Individual 1 from the last placed Team starts first, followed by the Individual 1 of the second last placed Team and so on,

Individual 2 of each Team: same order of go as for Individual 1,

the Squad of each Team: same order of go as for Individual 1

7. **Starting order second round**

a. At **Championships** (For Official Teams Final see Art. 701.10):

The starting order in the second round will be the reverse order of the results of the first Round

7.1.1 In the second round only one Individual or Pas-de-Deux may be on the Horse at one run-in.

7.1.2 In the case a Horse starts more than once or a Lunger lunges more than one Horse, the Lunger may request one Horse in between. Whenever possible, the lower ranked Horse should move one starting place earlier.

b. At **CVIs**:

7.2.1 At CVIs, the starting order in the last test or second Round will be the reverse order of the results of the preceding Tests or Round.

7.2.1.1 In the last test or second round more than one Individual or Pas-de-Deux may be on the Horse at one run-in. In this case, the starting place will be determined by the score of the lowest ranked Vaulter(s), with the lowest ranked Vaulter(s) starting first.

7.2.1.2 In the case a Horse starts more than once or a Lunger lunges more than one Horse, the Lunger may request one Horse in between. Whenever possible, the lower ranked Horse should move one starting place earlier. Exceptions may be granted by the OC and the President of the Ground Jury.

7.2.1.3 At CVI **Masterclass**: the starting order in the last test will be the reverse order of the results of the preceding Test or Round.

7.2.1.4 At CVIO Official's Team Competition: See Art. 701.10.

Article 709 LUNGER

1. At Vaulting Competitions, Lunger, Horse and Vaulters compete as a competitive unit.
2. A Lunger must be at least 18 years of age to compete in International Events. There are no maximum restrictions on the age of Lungers.
3. Contrary to the General Regulations, the following applies: The Lunger may be of a different nationality to the Vaultler, Squad or Pas de Deux.

Article 710 CHEF D'EQUIPE

1. A Chef d'Equipe must be at least 18 years of age.
2. A Lunger, National Trainer or Athlete may also act as Chef d'Equipe.
3. The Chef d'Equipes are responsible for the behaviour of their Athletes throughout the Event. They and their NF are responsible for any damages that occur.
4. The Chef d'Equipe or their appointee must stay in the same accommodation as their Junior and Children Athletes.

Chapter II – THE COMPETITION

Article 711 GENERAL

1. During the test the Horse canters on a circle with a minimum diameter of 15 m, preferably more.
2. All tests must be executed in canter on the correct lead (not in counter-canter).
3. All tests of all rounds must be performed on the same Horse with the same Lunger. Once the Competition has started, a Horse or a Lunger may not be replaced.
4. Maximum starting possibilities per Horse per event, including all event categories (see Annex 3 – Definition).

SQU	+	PDD								
SQU	+	IND	+	IND						
PDD	+	PDD	+	PDD						
PDD	+	PDD	+	IND	+	IND				
IND	+	IND	+	IND	+	IND	+	PDD		
IND	+	IND								

5. The tests within one Competition must be separated by an interval of at least 30 minutes.
6. In the Compulsory Test the Vaulters have to show defined exercises (see Guidelines).
7. In the Free Test the Vaulters have the opportunity to show their artistry. They may plan an original program around their own capabilities, ideas and specialities in free test exercises (Details see Guidelines).
8. The Technical Test consists of defined technical exercises and additional Free Test exercises chosen by the Vaulters. The Vaulters choose the sequence and order of the technical and free test exercises.
9. It is recommended to perform the Compulsory Test with music.
10. Free Test and Technical Test are performed with music.
11. The music must be provided to the OC on whatever format the Schedule requires.
12. The performance is to take place with the Horse and therefore no exercises or dance moves on the ground are allowed. Contravening to this rule may incur a Warning.

Article 712 TYPE OF COMPETITIONS**1. Squad Vaulting Competition**

- 1.1. A Vaulting Squad is composed of the Lunger, Horse and six Vaulters.
- 1.2. All six Vaulters must perform all tests. If less than six Vaulters perform in the Compulsory Test, all Exercises not shown will receive a zero. In the Free Test for each Vaulters not competing a deduction will be given (see Guidelines).
- 1.3. The Squad Vaulting Competition consists of different tests in one or two rounds.
- 1.4. For details see Chapter VIII.

2. Individual Vaulting Competition

- 2.1. The Individual Vaulters is accompanied only by the Lunger and the Vaulting Horse.
- 2.2. The Individual Vaulting Competition consists of different tests in one or two rounds.
- 2.3. Details see Chapter IX.

3. Pas-de-Deux Vaulting Competition

- 3.1. The Pas-de-Deux is composed of two Vaulters, the Lunger and the Vaulting Horse.
- 3.2. The Pas-de-Deux Competition consists of different Tests in one or two rounds.
- 3.3. In Pas-de-Deux Competitions any combination of gender is allowed.
- 3.4. Details see Chapter X.

4. Official Team Competition

- 4.1. The Official Team Competition consists of one Free Test.
- 4.2. For the final result, in each Team, the scores of the three units, added and divided by three (3) will count (see Art. 701.9.5 reference to the table (CVIO)).

Article 713 DRESS CODE**1. Horse Inspection**

In order to be allowed to present their Horses, the handler must be dressed in NF attire for Championships and NF or club attire for CVI's.

2. Competition

- 2.1. At CVI's Individual Vaulters must wear a start number on the right arm or leg which are allocated by the Organiser. Vaulters may choose to use their own arm or leg band, displaying the number provided by the Organiser; the number must be 10-12 cm high and clearly legible from a distance. Failure to comply will entail a Warning from Judge at A or President of Ground Jury.
- 2.2. Squad Vaulters must wear numbers 1 to 6 on the right arm or leg or on the back. All start numbers should be 10 to 12 cm in height and must be of plain design and clearly legible by the judges. Failure to comply will entail a Warning from Judge at A or President of Ground Jury and will impact the artistic score (see Guidelines).

- 2.3. Dress of Squad, Individual, and Pas-de-Deux Vaulters must not hinder the movement of the Vaulters or the safe interaction between Vaulters during the performance. Dress must in no way compromise the safety of either Vaulters or Horse.
- 2.4. Dress must not conceal the form and line of the Vaulters' body during the performance in order not to hinder the judging of the exercises.
- 2.5. Trousers must be secured to the foot and skirts may only be worn over tights or leggings.
- 2.6. Dress must be formfitting and all articles of clothing, or parts thereof, must remain attached to the Vaulters' body at all times. All decorative Accessories must be made of soft or cloth-like and/or pliable material and must be attached to the dress. Props are strictly forbidden in the arena. See guidelines for further details.
- 2.7. Dress must not give the effect of nudity.
 - 2.7.1. In Children competitions the dress may not have any parts of skin coloured or transparent fabric, except for the arms and legs where this is permitted.
- 2.8. Shoes must be worn and only soft soled shoes are permitted.
- 2.9. Contravening to Articles 713.2.3 to 713.2.8 will result in a deduction from the Artistic Score (see guidelines).
- 2.10. The apparel of the Lungeur should harmonise with that of the Vaulters.
- 2.11. The dress of Squad Vaulters should give the obvious effect of uniformity or should be related to each other reflecting the artistic concept.

Article 714 SALUTE

1. In all tests each Vaulters and Lungeur must salute the Judge at A as a matter of courtesy before and after the test and in accordance with the FEI General Regulations.
2. Elimination for failure to salute is at the discretion of the Judge at A.
3. The Judge at A, shall acknowledge the salutes.
4. While entry, exit and the formation of the salute are left to the discretion of the Vaulters they must be dignified and in keeping with International Competition standard.
5. The Vaulters(s) and the Lungeur, (together with the Horse), must Salute the Judge at A from the centre of the Competition circle at the start and the end of the test. The side reins may be unfastened (or in case of the three-points reins, loosened to the extent that they no longer influence the horse) at any time after the final dismount either before or after the final salute. The side reins must be unfastened (for three-points reins, see above) before exiting the competition circle. Failure to unfasten the side reins will result in a Warning from the Stewards.
6. Immediately after ringing the bell for the signal to enter the arena, the Judge at A should stand up to wait for the salute, so that the Athletes can see that the signal was given.

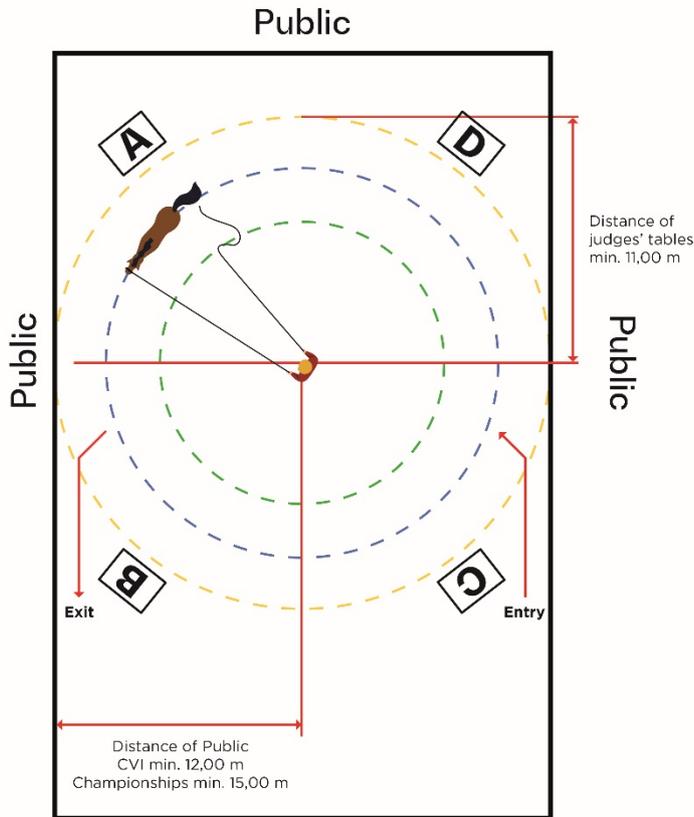
Article 715 ARENA

1. The arena must be of a soft and springy material. In the case of a Competition held indoors the height to the ceiling must be at least 5 m. The public must be at least 12 m away from the centre of the Lungeing circle, in Championships at least 15 m.

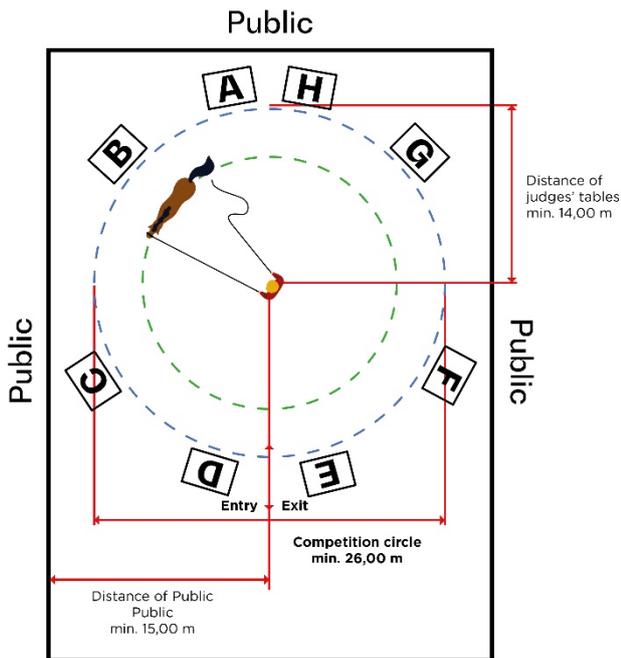
2. A practice arena is compulsory and must be as in the paragraph above, but it is recommended that there should be three or more practice circles. At Championships, there must be at least three indoor circles with at least 19m diameter. If the Competition takes place indoors the possibility for practicing indoors must be available to all Athletes.
3. There must be at least one suitable area for riding, in close proximity to the competition/practice arenas available throughout the Event.
4. The Judges are placed on dais, about 50-60 cm above the ground in order to give them a good view of the arena.
5. At CVIs, the Judges' table should be at least 11 m away from the centre of the Lungeing circle. At Championships, the Judges' tables should be at least 14 m away from the centre of the lungeing circle. The public should be at an adequate distance from the Judges.
6. The Judge at A may demand a timekeeper, at least 18 years of age, who is to be placed next to them.
7. Entrance and exit may be placed differently than shown on the diagrams hereafter.

Competition Arena

Arena for Vaulting Competitions



Arena for Vaulting Championships



Article 716 TIMING / BELL

1. Within 30 seconds after the signal (bell) is given to enter the arena, the Vaulters and the Lunger must salute.
2. Before beginning the Performance, the Horse must be trotted on the Circle until the Judge at A rings the bell. At the latest 30 seconds after the bell following the Trot, the first exercise must be commenced.
3.
 - 3.1. The time allowed for the Test begins at the moment the first Vaulters touches the surcingle, the pad or the Horse and ends with the time limit. The judging ends when the last vaulter touches the ground after the final dismount.
 - 3.2. Only exercises (static or dynamic exercises or dismounts) already in progress when at the time limit may be finished and will be included in the evaluation for Technique and Artistic Scores. Only exception is Artistic Score in Technical Test, see guidelines.
 - 3.3. All following exercises and dismounts starting after the time limit will be considered in the Performance Score, including deductions for falls, but not in the Degree of Difficulty and Artistic Score. Only exception is Artistic Score in Technical Test, see guidelines.
4. The time allowed for each test is listed in Chapter VIII to X.
5. A bell is used by the Judge at A to signal the Athletes. It is used on the following occasions:
 - 5.1. to give the signal to enter the arena;
 - 5.2. to give the signal to start the Test. If in the Compulsory Test more than one Individual Vaulters is starting on the same Horse, the next Vaulters begins their Test after the Vault-Off of the previous Vaulters without waiting for a signal;
 - 5.3. to interrupt the Test to solve any issue with the music (music not starting, etc).
 - 5.4. to announce the end of the time allowed;
 - 5.5. 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;
 - 5.6. to give the signal to stop an Athlete or Test when the Horse shows any signs of irregularity or lameness, is out of control or dangerous to the Vaulters;
 - 5.7. to give the signal to stop an Athlete or Test in unforeseen circumstances 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
 - 5.8. To give the signal by prolonged and repeated ringing that the Athlete has been eliminated.
 - 5.9. after an interruption the clock is started again when the Vaulters touches the handle, the pad or the Horse.
 - 5.10. In unclear situations the Judge at A and/or Lunger/Vaulters may communicate.

Chapter III – VAULTING HORSE

Article 717 AGE OF HORSES

1. At International Events, Vaulting Horses must be at least seven years old.

Article 718 FEI HORSE PASSPORTS

1. The FEI General Regulations and FEI Veterinary Regulations apply.

Article 719 EQUIPMENT

Tack and Equipment requirements have been removed from the Rules. Please refer to the FEI Tack & Equipment Requirements documents and the FEI Tack, Equipment and Dress Database or the FEI Tack App.

Article 720 ABUSE OF HORSES, MEDICATION CONTROL AND ANTI-DOPING

1. The FEI General Regulations, FEI Veterinary Regulations, the Equine Anti-Doping and Controlled Medication Regulations and the Anti-Doping Regulations for Human Athletes apply.

Article 721 STABLE SECURITY

1. Minimum Stable Security, as defined in the FEI Veterinary Regulations is required for all International Vaulting Events.

Article 722 HORSE INSPECTION

1. Before the first Competition or official training which ever is the earliest (and in principle not more than 24 hours before either of them) the Veterinary Delegate (at Championships, the Veterinary Commission), and a Member of the Ground Jury, preferably the President, will inspect the Horses, in accordance with the FEI Veterinary Regulations.
2. Any member of the delegation entered in the Definite Entry by the NF may present the Horse.
3. During the Competition, the Judge at A has the possibility to inspect or eliminate a Horse which is lame or in bad condition.
4. A Horse having been eliminated on a specific Competition day, but which is also scheduled to participate in another Competition on the same day or on a following day, must be reinspected by the Veterinary Delegate, in the presence of a Member of the Ground Jury, preferably the President, prior to the next Competition. If it passes the reinspection, the Horse will be allowed to participate.
5. The Veterinary Delegate and/or the Chief Steward must report to the President of the Ground Jury and Judge at A (if during a Test) any Horse showing any signs of irregularity in the warm-up arena.
6. Refer to FEI Veterinarian Regulations, on Horse Inspection Area.

Chapter IV – OFFICIALS

Article 723 OFFICIALS

1. Ground Jury

- 1.1. At all International Vaulting Competitions, the Jury must consist of minimum four Members, with the exception of CVI1*- CVIJ/Ch1* at which the Jury may consist of a minimum of two Members. The Judges are appointed by the OC.
- 1.2. At Championships, the Judges are appointed by the FEI.
- 1.3. Level of the Judges:
- FEI level 4 Judge
 - FEI level 3 Judge
 - FEI level 2 Judge
 - FEI level 1 Judge
- 1.4. Ground Jury Requirements per Competition:

CVI 1*	CVI 2*	CVI 3*-4*/Masterclass	Championships
CVI J 1* CVI Ch 1*	CVI J 2* CVI Ch 2* CVIYV 2*		
<p>Minimum two Judges</p> <p>The PGJ shall be minimum <i>Level 3</i></p> <p>Maximum two <i>Level 1</i> Minimum one <i>Level 3</i> or above</p> <p><u>For CVIs in Europe only:</u> <i>One Level 3 or above has to be foreign</i></p>	<p>Minimum four Judges</p> <p>The PGJ shall be minimum <i>Level 3</i></p> <p>Maximum one <i>Level 1</i> Minimum one <i>Level 3</i> or above.</p> <p><i>For all CVIs One Level 3 or above has to be foreign</i></p>	<p>Minimum four Judges, The PGJ shall be minimum <i>level 3</i></p> <p>No <i>Level 1</i> Minimum one <i>Level 4</i></p> <p><u>For CVIs in Europe only:</u> <i>Two of the Level 3 and/or Level 4 have to be foreign</i></p> <p><i>For CVIs outside Europe only: One Level 3 has to be foreign.</i></p>	<p>Continental & World Championships: Eight Judges</p> <p>Minimum eight Judges</p> <p>The PGJ shall be <i>Level 4</i></p> <p>No <i>Level 1</i> and <i>Level 2</i> Minimum three <i>Level 4</i></p> <p><i>max two from one country</i></p>

- 1.5. Each Judge must be assisted by a secretary who speaks and writes the same official language as the Judge (either English or French). A Level 2 FEI Judge may serve as a secretary. No higher level active FEI Judge is allowed to serve as a secretary.
- 1.6. At Championships, Judges may choose to bring their own secretary to assist them, travel and accomodation costs in doing so are at the Judge's expense.

- 1.7. Reserve Judge: One Reserve Judge must be appointed for Championships, in case one of the Judges is unable to attend. The Reserve Judge must be present at the Event. In case of Senior and Junior/Young Vaulters Championships held concurrently, two Reserve Judges must be appointed but only one Reserve Judge must be present (closest to the venue).
- 1.8. The President of the Ground Jury (At Championships: together with the Technical Delegate) will decide on the placing of the Judges (See Guidelines). The Judges tables are named A to H.
- 1.9. The judge at A has additional responsibilities, see Art. 729.

2. Foreign Judge

- 2.1. At CVIs the Foreign Judge acts on behalf of the FEI to ensure competitions are carried out according to the FEI rules and comply with the approved FEI Schedule.
- 2.2. An Official is considered to be Foreign if they are of another nationality from where the International Event is taking place.
- 2.3. The Foreign Judge officiating at a CVI must be Level 3 or above.

3. Foreign Technical Delegate

- 3.1. At Championships the FEI appoints a Foreign Technical Delegate.
- 3.2. The Technical Delegate must approve the technical and administrative arrangements for the conduct of the Event: for the Competition and schooling area, for the examinations and inspections of Horses; for the accommodation of Horses and Athletes and for the stewarding of the Event.
- 3.3. Until the Technical Delegate has reported to the Ground Jury that they are satisfied with all the arrangements, the authority of the Technical Delegate shall be absolute. Thereafter the Technical Delegate will continue to supervise the technical and administrative conduct of the Event and will advise and assist the Ground Jury, the Veterinary Commission and the Organising Committee.

4. Veterinary Commission and FEI Veterinary Delegate

- 4.1. The composition of the Veterinary Commission, which is compulsory for FEI Championships, and CIOs, and the appointment of its President and members must be in accordance with the FEI Veterinary Regulations.
- 4.2. At all other Vaulting Events, the Veterinary Delegate is appointed by the host NF/OC, in accordance with the FEI Veterinary Regulations.
- 4.3. At FEI World Cup™ Finals, a FEI Foreign Veterinary Delegate is appointed by the FEI, in accordance with the FEI Veterinary Regulations.

5. Chief Steward

- 5.1. The Chief Steward is responsible for the organisation of stewarding throughout the Event.
- 5.2. The Chief Steward must ensure that stable security is adequate for the level of Event and that sufficient Stewards are available.
- 5.3. The Chief Steward assists the Organising Committee, Ground Jury and Technical Delegate to ensure the smooth running of all defined functions during a Competition such as

opening and closing ceremonies or any required organised function within the Competition.

- 5.4. For Championships the FEI will appoint one Level 4 Chief Steward. Four Level 2 or above Stewards must be appointed by the OC in addition.
- 5.5. At CVIs 3* one Level 3 or above (Chief Steward) and one Level 2 or above Steward must be appointed by the OC.
- 5.6. At CVI 2* and CVI1* one Level 3 or above Chief Steward must be appointed by the OC.
- 5.7. At CVI04* one Level 3 or above Steward (Chief Steward) and two Level 2 or above Stewards must be appointed by the OC.
- 5.8. Stewards
According to the size (number of overall competitors at the Event) and type of Event, a sufficient number of Stewards must be appointed by the OC in consultation with the Chief Steward.

All Stewards at international Events should preferably hold at least a Level 1 status. If this is not the case they must have received formal instruction in their specific responsibility from the Chief Steward.

6. Expenses

- 6.1. The OC is responsible for the travel, meals and accommodations expenses for the Ground Jury, the Veterinary Commission or Veterinary Delegate, the Technical Delegate, and the Chief Vaulting Steward (see Article 131 FEI General Regulations).
- 6.2. A per diem allowance must be offered to the FEI Officials mentioned in Art. 723, at Events (recommended minimum amount one hundred (100) Euros per day). For the Veterinary Commission/Delegate, see FEI Veterinary Regulations.

7. Transportation during the Event

- 7.1. If the situation necessitates, the OC must provide transportation for the President and Members of the Ground Jury, Veterinary Commission, Chief Steward and Technical Delegate.

8. Conflict of Interest Definition - General

- 8.1. The FEI requires that all those officiating in international equestrian sport adhere to the FEI Officials' Code of Conduct (see FEI General Regulations) and to the Conflict of Interest Definition for FEI Vaulting Officials hereafter.
- 8.2. In any case coaching or training by all FEI Officials at the particular Competition must be avoided after arriving at the Event grounds.
- 8.3. An FEI Official may not participate in any other capacity in any competition(s) taking place at an Event at which they are officiating. Exceptions to this rule may only be permitted if granted by the FEI further to a written request from the FEI Official. The request must be received by the FEI no later than three (3) months prior to the relevant Event and must set out the specific reason(s) for the exception request. The FEI shall be under no obligation to grant an exception and the decision of the FEI shall be final.
- 8.4. FEI Judges may not coach or train Athletes who are competing at Championships they have been appointed for, within the same year, starting on 1st January of the Championship year until the end of the Championships.

9. Medical Assistance

- 9.1 Refer to FEI General Regulations, article 109.10.1 and to the mandatory Medical Guidelines for Organisers.
- 9.2 Organisers of International Events must provide adequate medical assistance at the Event.
- 9.3 The President of the Ground Jury or the Judge at A may at any time exclude from further participation in a Competition or an entire Event any Athlete who is unfit to continue by reason of a serious or potentially serious injury, impairment, or health condition.

CHAPTER V CEREMONIES, PRIZES AND EXPENSES

Article 724 EXPENSES AND PRIVILEGES

1. CVIs

The FEI General Regulations apply.

2. FEI Championships

2.1. NFs are responsible for the travelling expenses of their Chef d'Equipe, Athletes, Grooms and Horses, Lunger, Attendants, National Trainer and Team Veterinarian to and from the location of Championships.

2.2. For the Organising Committees, the same applies as under Art. 724.1 but with the following minimum:

- Stabling and fodder for the Horses.
- Possibility for the Grooms to stay in the immediate vicinity of the stables.
- Possibility for all entered persons to have meals either at the show ground or in the immediate vicinity.
- Suitable accommodation should be arranged or recommended.
- Mass accommodation (such as communal dormitories) is not acceptable.
- If not free, costs must be clearly defined in the Draft Schedule. Affordable prices are strongly recommended.

2.3. Privileges are to be awarded from one day before the Event until one day after. All Athletes must be offered the same rights, advantages and privileges.

3. Expenses and Privileges

Organising Committees of World and Continental Championships may accept responsibility for meeting the travelling and living expenses of Athletes, Horses, grooms and team Officials (Chefs d'Equipe and Veterinarians) to be invited according to the rules from the day before the First Horse Inspection until the day after the end of the Championships. This must be published in the schedule.

Organising Committees of multi discipline Championships must accept responsibility for meeting the living expenses of Athletes, Horses, grooms, three attendants, one National Trainer and team Officials (Chefs d'Equipe and one Team Veterinarian) to be invited according to the rules from the day before the First Horse Inspection until the day after the end of the Championships. This must be published in the Schedule.

Article 725 AWARDS

1. In all Events, a prize must be awarded for each commenced 4 Squads and/or Individual Vaulters and/or the Pas-de-Deux and their Lungers with a minimum of 5 prizes. All Vaulters should receive a small souvenir.

2. Championships:

2.1 In Championships FEI medals will be awarded to first, second and third placed:

- Male Individual Vaulters and their Lungers
- Female Individual Vaulters and their Lungers
- Squads Members and their Lungers
- Pas-de-Deux Vaulters and their Lungers.

- 2.2 In addition, prizes and rosettes at a rate of one prize for each commenced 4 Athletes (Lunger and Vaulters) with a minimum of five (5) prizes must be provided by the OC.

Article 726 PRIZE-GIVING CEREMONIES

1. The Prize-giving Ceremony should be given importance and should be in the arena with maximum ceremony.
2. Participation in the Prize-giving Ceremony of placed Athletes is compulsory (minimum first five placed per category Male/Female Individuals and Pas-de-Deux, first three placed Squads per category and first three placed Nation teams. Failure to do so entails losing the classification and qualifying score (rosette, plaque, prize in kind, prize money). Exception to this rule can only be granted by the President of the Ground Jury.
3. Horse equipment see Art. 719.
4. Winner rugs/blankets are allowed to be worn by Horses during prize givings.
5. Rosettes should be placed on the Horses' bridles prior to prize giving.
6. The President of the Ground Jury or Judge at A must be present and involved in the Prize-giving Ceremony and approve any exceptions to the above procedure if necessary.
7. In order to be allowed to participate at award presentations, Vaulters and Lungers must be dressed in NF attire for Championships and NF or Club attire for CVI's. Suitable closed toed shoes are obligatory for all prize givings.

CHAPTER VI SANCTIONS

Article 727 YELLOW WARNING CARD

1. Where there is abuse of Horses in any form or incorrect behaviour towards Event Officials or any other party connected with the Event, the President of the Ground Jury, the Technical Delegate or the Chief Steward, as an alternative to instituting the procedures foreseen in the legal system of the FEI General Regulations, may deliver a Yellow Warning Card. See FEI General Regulations.
2. Mounted for riding without a Protective Headgear: Failure to wear such Protective Headgear where and when required after being notified to do so by an Official, shall result in a Yellow Warning Card, being issued to the PR(s).
3. Carelessness or irresponsible behaviour, including during Prize-giving Ceremonies, may result in a Yellow Warning Card, a fine up to CHF 2,000 and/or Elimination and/or Disqualification of the PR and the Horse from the Competition/Event being issued to the PR(s). Acts of gross irresponsibility or carelessness resulting in accident will be reported to the FEI Legal Department for further action. Refer to FEI General Regulations.

Article 728 UNAUTHORISED ASSISTANCE

1. Any physical intervention by a third party not belonging to the Competitive Unit from the point of entering the arena until the time of leaving the arena, whether solicited or not, with the object of helping the Athlete or Horse is considered to be unauthorised assistance.
2. In Individual Competitions, during the Test no other person, except the Lunger, may be in the Vaulting Circle. The next Athlete may only enter the circle when the previous Vaulters commences the last vault-off. An earlier entry is considered to be unauthorised assistance for the entering Vaulters.

Article 729 ELIMINATIONS

1. Unless otherwise specified in the Rules, or in the conditions for the Competitions, elimination means that the Athlete and the Horse in question may not continue in the current Competition.

The following paragraphs lay down the reasons for which Athletes are eliminated in all Vaulting Competitions;

2. **During competition, the Judge at A in the following cases must apply elimination:**
 - 2.1. Starting before the signal is given and touching the handles, the pad or the Horse;
 - 2.2. Other equipment or equipment used differently than described in Article 719;
 - 2.3. Mounting the Horse after an interruption signalled by the Judge without waiting for the bell;
 - 2.4. Athlete and/or Horse leaving the arena without permission of the Judge at A, including prior to starting;
 - 2.5. An accident to an Athlete or to a Horse which prevents them from completing the Competition. Exception: an accident to a Squad member;

- 2.6. If the Judge at A suspects fresh blood anywhere on the Horse during the test, they will stop the Horse to check for blood. If the Horse shows fresh blood, it will be eliminated. The elimination is final. If the Judge through examination clarifies that the Horse has no fresh blood, the Horse may resume and finish its test.
- 2.7. If the FEI Steward discovers fresh blood in the Horse's mouth during the check at the end of the test (Article 719.4), they inform the Judge at A, who will eliminate the Competitive Unit.
- 2.8. If the FEI Steward discovers fresh blood anywhere else on the Horse's body (i.e. other than the Horse's mouth) during the check at the end of the test, the Competitive Unit is not automatically eliminated. The FEI Chief Steward shall inform the Judge at A whether the Horse is fit to continue in following competition(s) in the Event. The Judge at A will take a decision on the Horse's fitness to continue, based on the FEI Veterinarian's advice. If the Judge at A decides the Horse is not fit to continue, the Horse will not be permitted to take part in any further Competition(s) or tests at the Event, but the result(s) obtained by the Competitive Unit in any Competition(s) or tests already completed shall stand.
- 2.9. If the Horse is eliminated pursuant to the above, or if the Horse is injured during the test and starts bleeding after finishing the test, it should be examined by an FEI Veterinarian prior to the next Competition to determine if it is fit to continue in the Event the following day(s). The decision of the FEI Veterinarian is not subject to appeal.
3. **The Judge at A may eliminate an Athlete and/or Horse in the following cases:**
 - 3.1. Fall of a Horse. The Horse must be considered fit to continue in the event by the FEI Veterinary Delegate, before it may be permitted to take part in a next round or Competition.
4. **Elimination is left to the discretion of the Judge at A in the following cases:**
 - 4.1. Not entering the arena within 30 seconds after the bell.
 - 4.2. Failure to salute (see Article 714.2).
 - 4.3. Taking more than 30 seconds after the bell following the trot, to commence the performance.
 - 4.4. All physical unauthorised assistance.
 - 4.5. Not stopping when the bell is rung during the test.
 - 4.6. Misbehaving of the Horse during a performance - elimination of the Vaulters/Vaulters on the Horse.
 - 4.7. Misbehaving of the Horse before or after the Performance – elimination of all Vaulters in the circle and starting on that Horse.
 - 4.8. Taking more than 30 seconds to continue the test after a fall when all Vaulters have lost the contact with the Horse (see Article 716.5.7).
 - 4.9. After an interruption of the test in unforeseen circumstances and taking more than 30 seconds to continue the test after the signal to resume was given (see Article 716.5.6).
 - 4.10. If the Judge at A feels that for any reason the Horse or the Athlete is unfit to continue in Competition.
 - 4.11. In doubtful cases, the Judge at A can consult the Ground Jury for support after they have interrupted the Test.

Article 730 DISQUALIFICATIONS

1. Disqualification means that an Athlete and/or Horseis/are disqualified from the Competition at issue or from the entire Event. Disqualification may also be retroactive.
2. **The Ground Jury may disqualify an Athlete and/or a Horse in the following cases:**
 - 2.1. Exercising Horses in the arena without the permission of the Ground Jury.
 - 2.2. All cases of abuse and/or ill treatment reported by a Member of the Ground Jury or by a Steward.
 - 2.3. All cases laid down in the FEI Veterinary Regulations.
 - 2.4. Non-registered Athletes, Lungers and/or Horses will result in the disqualification of the Competitive Unit (refer to FEI General Regulations Art. 113).

Chapter VII – SCORING

Article 731 GENERAL PRINCIPLES

1. Every test receives four scores with equal value according to the special demands of the test.

2. Compulsory Test:

Score		Coefficients
A	Horse Score	25 %
B	Exercises	25 %
C	Exercises	25 %
D	Exercises	25 %

3. Free Test

Score		Coefficients
A	Horse Score	25 %
B	Technique	25 %
C	Artistic	25 %
D	Technique	25 %

4. Technical Test

Score		Coefficients
A	Horse Score	25 %
B	Exercises	25 %
C	Artistic	25 %
D	Exercises	25 %

5. The maximum score is 10.0. Decimals are allowed.

6. The following marks are applicable for all marks:

Mark		Mark	
10	Excellent	4	Insufficient
9	Very good	3	Fairly bad
8	Good	2	Bad
7	Fairly good	1	Very bad
6	Satisfactory	0	Not executed or "as a result of deductions"
5	Sufficient		

7. All calculated intermediate and final results will be rounded off to the third decimal (i.e. 0.0011-0.0014 down; 0.0015-0.0019 up).

8. Calculation of Scores

8.1. Calculation of scores in a Round: for each round with more than one test, the scores of all tests are added and divided by the number of tests.

8.2. Calculation of the Final score:

8.2.1 If the first Round comprises more than one Test, the total Final score will be calculated with a ratio of 50% for the first Round and a ratio of 50% for the Final (one Test).

- 8.2.2 If the first Round comprises only one Test, the total Final score will be calculated with a ratio of 40% for the result of the first Round (one Test) and a ratio of 60% for the result of the Final (one Test).
- 8.3. For Competitive units who do not qualify for the Final, the score for the first round will count.
- 8.4. Tie: In case of a tie, the higher mark from the last test will decide. If still tied, the Artistic Score of the last test will decide, then the Technique Score and last the performance score.
- 8.5. In case of a tie in the **Team competition** results, the Squad or Pas-de-Deux final score will count. If two Teams are still tied, the best Individual final score will count.
- 8.6. Number of Judges:
If the Ground Jury consists of four Judges, each Judge will give one score for each test (Technique, Artistic or Horse Score). If the Ground Jury consists of two Judges, each Judge will give Technique, Artistic and Horse Scores for all tests.

If the Ground Jury consists of more than 4 Judges, up to four marks will be given two times. The average score out of the two marks will be listed in the result sheet. Distribution of Judges for larger Ground Juries is outlined in the Guidelines.

Article 732 SCORESHEETS AND RESULTS

1. The Judge will give their marks according to the scoresheet of each test and sign it.
2. Any corrected score must be initialled by the Judge having made the correction. Judges' scores must be recorded in ink.
3. There is a column for the Judge's remarks, where the Judge, as far as possible, should state the reason for their judgment. Giving remarks is strongly recommended, when giving marks of 5 and below.
4. The original scoresheets must be handed to the Athletes at the end of the Competition.
5. Official results are signed by the President of the Ground Jury. Once signed, the results must be officially published with a date and time.
6. All FEI score and results sheets can be downloaded from the FEI website.

Article 733 TESTS

For each test different scores are awarded.

1. **Compulsory Test**
 - Horse Score
 - Exercises Score
2. **Free Test**
 - Horse Score
 - Technique Score
 - Artistic Score

3. Technical Test

- Horse Score
- Exercises Score
- Artistic Score

Article 734 SCORES

The judging criteria for each score and the responsible judge/table are laid down in the Vaulting Guidelines.

1. Horse Score

- 1.1. Description: evaluation of the general quality of the gait and training level of the Horse, the execution of the performance and its behavior, as well as the quality of the lunging and the communication between lungeur and Horse.
- 1.2. Judging of the Horse Score begins with entering the arena and ends with the final dismount.
- 1.3. If more than one Individual Vaulteur or Pas-de-Deux is on one Horse, the General Impression of the Entry, Salute and trot round will be taken into account for all Vaulteurs on that Horse.

2. Exercises Score

- 1.1. Description: evaluation of all required compulsory exercises, with regards to harmony with the Horse, body control and posture, movement quality, balance and flexibility. The Exercises score is an average of the scores awarded for each compulsory exercise.
- 1.2. In the compulsory Test, all required exercises get a score.
- 1.3. In the Technical Test, the required technical exercises get a score. The performance of additional exercises will be scored separately.
- 1.4. Judging of the Test begins when the Vaulteur touches the surcingle, the pad or the Horse and ends after the final landing of the Vaulteur.

3. Technique Score

- 3.1. Description: evaluation of the degree of difficulty, according to the Code of Points; evaluation of the Performance, based on the average execution of all shown element
- 3.2. Judging of the Degree of Difficulty begins when the first Vaulteur touches the surcingle, the pad or the Horse and ends with the time limit.
- 3.3. Judging of the Performance score begins when the first Vaulteur touches the surcingle, the pad or the Horse and ends after the final landing of the last Vaulteur.

4. Artistic Score

Description: evaluation of the: variety of exercises, variety of positions, the unity of composition&complexity and music interpretation of the Test.

- 4.2. Judging the artistic score begins when the first Vaulteur touches the surcingle, the pad or the Horse and ends with the time limit. The only exception is Artistic Score in Technical Test, see Guidelines.

Chapter VIII – SQUAD VAULTING COMPETITION

Article 735 ROUNDS

1. The Squad Vaulting Competition consists of two rounds.
2. The first round is the qualifying round and the 2nd round the final.
3. At CVIs 1* the second round (Final) is optional.
4. The Squad Vaulting Competition consists of the following tests:

		Round 1		Qualification for the final	Final
		Test 1	Test 2		
Senior	CVI 1* Squad Competition Senior 1*	Squad Comp Test 1	Squad Free Test 1	<i>Offering 2nd round is Optional number of starters according to schedule</i>	Squad Free Test 1
	CVI 2* Squad Competition Senior 2*	Squad Comp Test 2	Squad Free Test 2	<i>Number of starters according to schedule</i>	Squad Free Test 2
	CVI 3* Squad Competition Senior 3*	Squad Comp Test 3	Squad Free Test 2	<i>Number of starters according to schedule</i>	Squad Free Test 2
	Championships Squad Competition Senior	Squad Comp Test 3		<i>Open to all</i>	Squad Free Test 2
Junior	CVIJ 1* Squad Competition Junior 1*	Squad Comp Test 1	Squad Free Test 1	<i>Offering 2nd round is Optional number of starters according to schedule</i>	Squad Free Test 1
	CVIJ 2* Squad Competition Junior 2*	Squad Comp Test 2	Squad Free Test 2	<i>Number of starters according to schedule</i>	Squad Free Test 2
	Championships Squad Competition Junior	Squad Comp Test 2	Squad Free Test 2	<i>15 best Squads *)</i>	Squad Free Test 2

*) The 15 best Squads of the first round, number may be increased upon the discretion of the Ground Jury.

5. If a qualified Squad in the Final withdraws up to one hour before the start of the Final, the next highest placed Squad in the ranking may move up and participate in the Final, with the approval of the PGJ and OC. If the withdrawal occurs less than one hour before the start of the Final, there is no option for another to move up and participate.

Article 736 SQUAD COMPULSORY TESTS

1. The compulsory exercises and the approach, the vault on and the dismount are described in Guidelines.

The Vaulters with the number 1 begins, number 2 follows, etc.

Time Limit: 6 minutes

2. **Squad Comp Test 1**

Exercises to be shown:

1. Vault On
2. Basic Seat
3. Flag
4. Stand
5. Swing Forwards
6. Half Mill
7. Swing Backwards, followed by dismount to inside

3. **Squad Comp Test 2**

Exercises to be shown:

1. Vault on
2. Basic Seat
3. Flag
4. Mill
5. Scissors Forwards
6. Scissors Backwards
7. Stand
8. First part of flank, push off to the inside,

4. **Squad Comp Test 3**

Exercises to be shown:

1. Vault on
2. Flag
3. Mill
4. Scissors Forwards
5. Scissors Backwards
6. Stand
7. First part of Flank, push off to the inside

Article 737 SQUAD FREE TESTS

1. Each Vaulters must perform at least one exercise.

No more than three (3) Vaulters may be on the Horse at one time. At least two of three Vaulters must remain in contact with the Horse, otherwise these elements of the exercises are not scored.

A Free Test consists of static and dynamic exercises, as well as transitions.

Mounts and dismounts carried out with assistance from the ground will receive a deduction (see Guidelines).

2. Time Limit: 1*: 3 minutes. 2* and 3*: 3 minutes 30 seconds.

3. **Squad Free Test 1**

A Squad Free Test 1 applies to all Squad 1* and may include single and double exercises.

4. **Squad Free Test 2**

A Squad Free Test 2 applies to all Squads 2* and 3* and includes single, double and triple exercises.

Chapter IX – INDIVIDUAL VAULTING COMPETITION

Article 738 ROUNDS

1. The Individual Vaulting Competition consists of one or two rounds.
 2. The first round is the qualifying round and the 2nd round the final.
 3. At CVIs 1*, Junior 2* and Children 2* the second round is optional.
 4. In CVI3*, the OC can chose from two formats (A and B – see Article 738.2).
2. The Individual Vaulting Competition consists of the following tests:

		Round 1			Qualification for 2nd round	Final	
		Test 1	Test 2	Test 3		Final	
Senior	CVI 1* Individual Competition Senior 1*	Individual Comp Test 1	Individual Free Test	-	Offering 2rd round is optional - Number of starters according to the schedule	Individual Free Test	
	CVI 2* Individual Competition Senior 2*	Individual Comp Test 2	Individual Free Test	-	Number of starters according to the schedule	Individual Free Test	
	CVI 3* Format A Individual Competition Senior 3*	Individual Comp Test 3	Individual Tech Test	Individual Free Test	-	-	
	CVI 3* Format B Individual Competition Senior 3*	Individual Comp Test 3	Individual Free Test	Individual Tech Test	-	-	
	Championships Individual Competition Senior	Individual Comp Test 3	Individual Tech Test	-	Open to all	Individual Free Test	

		Round 1			Qualification for Final	Final
		Test 1	Test 2	Test 3		
Young Vaultler	CVIY 2* Individual Competition Young Vaultler 2*	Individual Comp Test 2	Individual Young Vaultler Tech test	Individual Free Test	-	-
	Championships	Individual Comp Test 2	Individual Young Vaultler Tech test	-	20 best Vaultlers Open to All	Individual Free Test

		Round 1			Qualification for 2nd round	Final	
		Test 1	Test 2			Final	
Junior	CVIJ 1* Individual Competition Junior 1*	Individual Comp Test 1	Individual Free Test		Offering 2nd round is optional - Number of starters according to the schedule	Individual Free test	-
	CVIJ 2* Individual Competition Junior 2*	Individual Comp Test 2	Individual Free Test		Offering 2nd round is optional - Number of starters according to the schedule	Individual Free Test	
	Championships Individual Competition Junior	Individual Comp Test 2	Individual Free Test		20 best Vaulters	Individual Free Test	

		Round 1			Qualification for 2nd round	Final	
		Test 1	Test 2			Final	
Children	CVIch 1* Individual Competition Children 1*	Individual Comp Test 1	Individual Free Test		Offering 2nd round is optional - Number of starters according to the schedule -	Individual Free test-	--
	CVIch 2* Individual Competition 2* Children	Individual Comp Test 2	Individual Free Test		- Offering 2nd round is optional - Number of starters according to the schedule	Individual Free test	-

3. If a qualified Individual in Round 2/the Final withdraws up to one hour before the start of Round 2/the Final, the next highest placed Individual in the ranking may move up and participate in the Final Round 2/the Final, with the approval of the PGJ and OC. If the withdrawal occurs less than one hour before the start of Round 2/the Final, there is no option for another to move up and participate.

Article 739 INDIVIDUAL COMPULSORY TESTS

1. The compulsory exercises and the approach, the vault on and the dismount are described in Guidelines.

All Vaulters performing on the same Horse enter the arena together. No one else may enter the arena. All Vaulters must follow one another immediately without waiting for the bell.

No Time Limit in the Compulsory Test.

2. **Individual Comp Test 1**

Exercises to be shown:

1. Vault on
2. Basic Seat

3. Flag
4. Stand
5. Swing Forwards
6. Half Mill
7. Swing Backwards followed by dismount to inside

3. Individual Comp Test 2

Exercises to be shown:

1. Vault on
2. Basic Seat
2. Flag
3. Mill
4. Scissors Forwards
5. Scissors Backwards
6. Stand
7. First part of flank, push off to the inside

4. Individual Comp Test 3

Exercises to be shown:

1. Vault on
2. Flag
3. Mill
4. Scissors Forwards
5. Scissors Backwards
6. Stand
7. First part of Flank (back to the seat astride)
8. Swing off to the outside from the seat astride

Article 740 INDIVIDUAL FREE TESTS

1. A Free Test consists of static and dynamic exercises, as well as transitions.

All Vaulters performing on the same Horse enter the arena together. No one else may enter the arena.

Time Limit: 1 minute

Article 741 INDIVIDUAL TECHNICAL TESTS

1. Individual Technical Test (Seniors)

The Technical Test consists of five technical exercises and additional Free Test exercises, chosen by the Vaultler. The Technical Exercises may be shown in any order.

The five technical exercises selected by the FEI Vaulting Committee are published on the FEI Website.

1.1 Individual Technical Test (Young Vaultler)

The Technical Test consists of any three of the five Technical exercises and additional Free Test exercises chosen by the Vaultler. The Technical exercises may be shown in any order. Only the first three Technical exercises shown will be scored. Any other Technical exercises shown after the first three will be scored as additional Free Test exercises.

2. The technical exercises are from the following categories of motor skills:
 - Balance
 - Timing/coordination
 - Strength
 - Jump force
 - Suppleness
3. The exercises are described in the Guidelines.
4. The FEI Vaulting Committee may introduce new Technical Exercises, which shall be published at least 6 months in advance of the start of the year in which they have to be used (see FEI Website).
5. All Vaulters performing on the same Horse enter the arena together. No one else may enter the arena.

Time Limit: 1 minute

Chapter X – PAS-DE-DEUX COMPETITION

Article 742 ROUNDS

- At CVI 1* and CVIJ1* the Pas-de-Deux Competition consists of one round with two tests.
- At all other CVIs the Pas-de-Deux Vaulting Competition consists of two rounds. The first round is the qualifying round and the 2nd round the final.
- The Pas-de-Deux Vaulting Competition consists of the following tests:

		Round 1		Qualification for 2nd round	Final
		Test 1	Test 2		Final
Senior	CVI 1* Pas-de-Deux Competition Senior 1*	PdD Comp Test	PdD Free Test 1	No 2nd round	no
	CVI 2* Pas-de-Deux Competition Senior 2*	PdD Free Test 1	no	Number of starters according to the schedule	PdD Free Test 1
	CVI 3* Pas-de-Deux Competition Senior 3*	PdD Free Test 2	no	Number of starters according to the schedule	PdD Free Test 2
	Championships Pas-de-Deux Competition Senior	PdD Free Test 2	no	15 best Pas-de-Deux	PdD Free Test 2
Junior	CVIJ 1* Pas-de-Deux Competition Junior 1*	PdD Comp Test	PdD Free Test 1	No 2nd round	no
	CVIJ 2* Pas-de-Deux Competition Junior 2*	PdD Free Test 1	no	Number of starters according to the schedule	PdD Free Test 1
	Championships Pas-de-Deux Competition Junior	PdD Free Test 1	no	15 best Pas-de-Deux	PdD Free Test 1

- If a qualified Pas-de-Deux in the Final withdraws up to one hour before the start of the Final, the next highest placed Pas-de-Deux in the ranking may move up and participate in the Final, with the approval of the PGJ and OC. If the withdrawal occurs less than one hour before the start of the Final, there is no option for another to move up and participate.

Article 743 INDIVIDUAL COMPULSORY TEST FOR PAS-DE-DEUX 1*

- In the Pas-de-Deux Competitions 1* both Vaulters have to perform a Pas-de-Deux Comp Test in round 1.

The compulsory exercises and the approach, the vault on and the dismount are described in Guidelines.

Both Vaulters building a Pas-de-Deux enter the arena together. The second Vaulter must perform the Compulsory Exercises immediately without waiting for the bell.

No Time Limit in the Compulsory Test

2. Pas de Deux Comp Test
Exercises to be shown:
 1. Vault on
 2. Basic Seat
 2. Flag
 3. Stand
 4. Swing Forwards
 5. Half Mill
 6. Swing Backwards followed by dismount to inside

Article 744 PAS-DE-DEUX FREE TEST

1. A Free Test consists of static and dynamic exercises, as well as transitions.

All Vaulters performing on the same Horse enter the arena together. No one else may enter the arena.

2. Time Limit:

- Pas-de-Deux Free Test 1	1 1/2 minutes
- Pas-de-Deux Free Test 2	2 minutes

ANNEX 1 EQUIPMENT REFERENCE

Please refer to the FEI Tack & Equipment Requirements document and the FEI TackApp.

ANNEX 2 BADGE OF HONOUR**Badges of Honour for Vaulters**

Badges of Honour will be awarded on the following scale:

Gold Badge 3 gold medals at FEI World and/or Continental Championships

Silver Badge 3 medals at FEI World and/or Continental Championships

Bronze Badge 2 medals /or 3 placings in the Top 5 at FEI World and/or Continental Championships or 5 placings within the top 10 best ranked at FEI World and/or Continental Championships.

At least one of the above accomplishments must be achieved at a Senior Championship.

These Badges may be earned in Individual and/or Pas-de-Deux Senior Championships.

Applications for badges must be accompanied by supporting evidence and sent to the FEI HQ by the Athlete's NF.

For Full description of privileges, please refer to Article 132 of the FEI General Regulations.

Badges of Honour for Lungers

Badges of Honour will be awarded on the following scale:

Gold Badge 6 gold medals at FEI World and/or Continental Championships

Silver Badge 6 medals at FEI World and/or Continental Championships

Bronze Badge 4 medals or 6 placings in the Top 5 at FEI World and/or Continental Championships or 10 placings within the top 10 best ranked at FEI World and/or Continental Championships.

At least one of the above accomplishments must be achieved at a Senior Championship.

These Badges may be earned in Individual, Pas-de-Deux and/or Squad Championships.

Applications for badges must be accompanied by supporting evidence and sent to the FEI HQ by the Lunger's NF.

For Full description of privileges, please refer to Article 132 of the FEI General Regulations.

ANNEX 3 DEFINITIONS

Children: See FEI General Regulations Appendix A – Definitions

Competitive Unit: At Vaulting Competitions Lunger, Horse and Vaulters compete as a competitive unit.

Competition: Refers to each individual class in which Athletes are placed in an order of merit and for which prizes may be awarded.

Entry: In Vaulting, the unit composed by the Vaulters, the Lunger and the Horse as defined in these Rules.

Event: a complete meeting, "show", "Championship" or "Games". Events are organised according to discipline(s) and categories.

Event Categories: include CVI3*, 2* and 1*; CVIY2*; CVIJ2* and 1* and CVICh2* and 1*

Junior: See FEI General Regulations Appendix A - Definitions

Organising Committee "OC": See FEI General Regulations.

Period of an Event: See FEI General Regulations Appendix A - Definitions

Schedule: An official form approved by the FEI outlining the relevant information of an Event, including but not limited to the dates and location of the Event, the dates by which entries must be received, the Disciplines in which Competitions will be held, the programme of Competitions, the categories, nationalities and other relevant details of invited Athletes and Horses, the stabling and accommodation available, the value of the prizes and their distribution, and any other relevant details.

Showgrounds: All land used for the Competitions comprising the Event, and areas for exercising and warm-up, stabling and the parking of Carriages.

Round: a Round consists of one or more Tests

Test: Compulsory, free test or Technical test with a specific set of movements.