

Vault #	Vault #	Gymnast #	Vault #	Vault #	Gymnast #	Vault #	Vault #	Gymnast #
Symbol	Symbol		Symbol	Symbol		Symbol	Symbol	
		FIRST FLIGHT PHASE			FIRST FLIGHT PHASE			FIRST FLIGHT PHASE
		> 0.1 Foot Form (flexed, sickled)			> 0.1 Foot Form (flexed, sickled)			> 0.1 Foot Form (flexed, sickled)
		> 0.1 Legs - Crossed			> 0.1 Legs - Crossed			> 0.1 Legs - Crossed
		> 0.2 Legs - Separated			> 0.2 Legs - Separated			> 0.2 Legs - Separated
		> 0.3 Knees - Bent			> 0.3 Knees - Bent			> 0.3 Knees - Bent
		> 0.2 Hips - Angle Poor			> 0.2 Hips - Angle Poor			> 0.2 Hips - Angle Poor
		> 0.2 Body - Arched			> 0.2 Body - Arched			> 0.2 Body - Arched
		> 0.3 Turn - Incomplete			> 0.3 Turn - Incomplete			> 0.3 Turn - Incomplete
		REPULSION PHASE			REPULSION PHASE			REPULSION PHASE
		> 0.1 Hands - Staggered / Alternate			> 0.1 Hands - Staggered / Alternate			> 0.1 Hands - Staggered / Alternate
		> 0.2 Hands - Alternate Repulsion			> 0.2 Hands - Alternate Repulsion			> 0.2 Hands - Alternate Repulsion
		> 0.3 Hands - Steps / Hops			> 0.3 Hands - Steps / Hops			> 0.3 Hands - Steps / Hops
		> 0.5 Arms - Bent			> 0.5 Arms - Bent			> 0.5 Arms - Bent
		2.0 Head contact in Support (inc. arms)			2.0 Head contact in Support (inc. arms)			2.0 Head contact in Support (inc. arms)
		> 0.2 Shoulder - Angle Poor			> 0.2 Shoulder - Angle Poor			> 0.2 Shoulder - Angle Poor
		> 0.2 Body - Arched			> 0.2 Body - Arched			> 0.2 Body - Arched
		> 0.3 Turn - Begun Too Early			> 0.3 Turn - Begun Too Early			> 0.3 Turn - Begun Too Early
		SECOND FLIGHT PHASE			SECOND FLIGHT PHASE			SECOND FLIGHT PHASE
		> 0.1 Foot Form (flexed, sickled)			> 0.1 Foot Form (flexed, sickled)			> 0.1 Foot Form (flexed, sickled)
		0.1 Legs - Crossed			0.1 Legs - Crossed			0.1 Legs - Crossed
		0.2 Legs - Separated			0.2 Legs - Separated			0.2 Legs - Separated
		> 0.3 Knees - Bent			> 0.3 Knees - Bent			> 0.3 Knees - Bent
		> 0.2 Touch - Brush / Hit vault table			> 0.2 Touch - Brush / Hit vault table			> 0.2 Touch - Brush / Hit vault table
		> 0.1 Turn - Insufficient Exactness			> 0.1 Turn - Insufficient Exactness			> 0.1 Turn - Insufficient Exactness
		> 0.3 Turn - Late Completion (non-saltos)			> 0.3 Turn - Late Completion (non-saltos)			> 0.3 Turn - Late Completion (non-saltos)
		> 0.5 Turn - Begun Too Late			> 0.5 Turn - Begun Too Late			> 0.5 Turn - Begun Too Late
		> 0.1 Salto - Under Rotation of Salto Vault			> 0.1 Salto - Under Rotation of Salto Vault			> 0.1 Salto - Under Rotation of Salto Vault
		> 0.3 Body - Insufficient Tuck / Pike			> 0.3 Body - Insufficient Tuck / Pike			> 0.3 Body - Insufficient Tuck / Pike
		> 0.3 Body - Insufficient Stretch (arch/pike)			> 0.3 Body - Insufficient Stretch (arch/pike)			> 0.3 Body - Insufficient Stretch (arch/pike)
		> 0.3 Maintain Stretch (Pike Down)			> 0.3 Maintain Stretch (Pike Down)			> 0.3 Maintain Stretch (Pike Down)
		> 0.3 Insufficient Opening (tuck/pike)			> 0.3 Insufficient Opening (tuck/pike)			> 0.3 Insufficient Opening (tuck/pike)
		> 0.5 Height			> 0.5 Height			> 0.5 Height
		> 0.3 Length			> 0.3 Length			> 0.3 Length
		LANDING / GENERAL			LANDING / GENERAL			LANDING / GENERAL
		> 0.1 Arms - Extra Swings			> 0.1 Arms - Extra Swings			> 0.1 Arms - Extra Swings
		> 0.2 Body - Incorrect Body Posture			> 0.2 Body - Incorrect Body Posture			> 0.2 Body - Incorrect Body Posture
		> 0.2 Trunk - Additional Movements			> 0.2 Trunk - Additional Movements			> 0.2 Trunk - Additional Movements
		> 0.3 Turn - Incomplete			> 0.3 Turn - Incomplete			> 0.3 Turn - Incomplete
		> 0.3 Squat on Landing			> 0.3 Squat on Landing			> 0.3 Squat on Landing
		> 0.4 Steps (0.1 each) Large Step (0.2)			> 0.4 Steps (0.1 each) Large Step (0.2)			> 0.4 Steps (0.1 each) Large Step (0.2)
		> 0.3 Direction (mat contact)			> 0.3 Direction (mat contact)			> 0.3 Direction (mat contact)
		> 0.3 Dynamics			> 0.3 Dynamics			> 0.3 Dynamics
		> 0.3 Brush / Touch Mat (no support)			> 0.3 Brush / Touch Mat (no support)			> 0.3 Brush / Touch Mat (no support)
		0.5 Fall (to support, against table)			0.5 Fall (to support, against table)			0.5 Fall (to support, against table)
		0.5 Coach - Between Board-Table			0.5 Coach - Between Board-Table			0.5 Coach - Between Board-Table
		0.5 Coach - Spot Landing			0.5 Coach - Spot Landing			0.5 Coach - Spot Landing
		1.0 One Arm, No Hands, Not to Feet, Spot			1.0 One Arm, No Hands, Not to Feet, Spot			1.0 One Arm, No Hands, Not to Feet, Spot
		START VALUE			START VALUE			START VALUE
		DEDUCTIONS			DEDUCTIONS			DEDUCTIONS
		JUDGE #1			JUDGE #1			JUDGE #1
		JUDGE #2			JUDGE #2			JUDGE #2
		CJ:			CJ:			CJ:
		Tape on Table or No Vault # = 0.2 Unauthorized Matting = 0.3 Vault with No Signal = 0.5			Tape on Table or No Vault # = 0.2 Unauthorized Matting = 0.3 Vault with No Signal = 0.5			Tape on Table or No Vault # = 0.2 Unauthorized Matting = 0.3 Vault with No Signal = 0.5