

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

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

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