Gymnast #		
Gymnast #	Vault #	Vault #
	vauit #	vauit #
FIRST FLIGHT PHASE	Symbol	Symbol
> 0.1 Foot Form (flexed, sickled)		
> 0.1 Legs - Crossed		
> 0.2 Legs - Separated		
> 0.3 Knees - Bent		
> 0.2 Hips - Angle Poor		
> 0.2 Body - Arched		
> 0.3 Turn - Incomplete		
REPULSION PHASE		
> 0.1 Hands - Staggered / Alternate		
> 0.2 Hands - Alternate Repulsion		
> 0.3 Hands - Steps / Hops		
> 0.5 Arms - Bent		
2.0 Head contact in Support (inc. arms) > 0.2 Shoulder - Angle Poor		
> 0.2 Body - Arched		
> 0.3 Turn - Begun Too Early		
SECOND FLIGHT PHASE		
> 0.1 Foot Form (flexed, sickled)		
0.1 Legs - Crossed		
0.2 Legs - Separated		
> 0.3 Knees - Bent		
> 0.2 Touch - Brush / Hit vault table		
> 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 Body - Insufficient Tuck / Pike		
> 0.3 Body - Insufficient Stretch (arch/pike)		
> 0.3 Maintain Stretch (Pike Down)		
> 0.3 Insufficient Opening (tuck/pike)		
> 0.5 Height		
> 0.3 Length		
LANDING / GENERAL		
> 0.1 Arms - Extra Swings		
> 0.2 Body - Incorrect Body Posture		
> 0.2 Trunk - Additional Movements		
> 0.3 Turn - Incomplete		
> 0.3 Squat on Landing		
> 0.4 Steps (0.1 each) Large Step (0.2)		
> 0.3 Direction (mat contact)		
> 0.3 Dynamics		
> 0.3 Brush / Touch Mat (no support)		
0.5 Fall (to support, against table)		
0.5 Coach - Between Board-Table		
0.5 Coach - Spot Landing	. ———	
1.0 One Arm, No Hands, Not to Feet, Spo	ι	
START VALUE		
OTAKT VALUE		
DEDUCTIONS		
DEDUCTIONS		
IIIDGE #1		
JUDGE #1		
JUDGE #2		
CJ:		
Tons on Table 14 37 16 11 2 2		
Tape on Table or No Vault # = 0.2		
Unauthorized Matting = 0.3		
Vault with No Signal - 0.5		

Gymnast #		
	Vault #	Vault #
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> 0.1 Foot Form (flexed, sickled)	Cymbol	Cymbol
		-
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> 0.2 Hips - Angle Poor		
> 0.2 Body - Arched		
> 0.3 Turn - Incomplete		
REPULSION PHASE		
> 0.1 Hands - Staggered / Alternate		
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> 0.3 Hands - Steps / Hops		
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> 0.3 Turn - Begun Too Early		
SECOND FLIGHT PHASE		
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0.2 Legs - Separated		
> 0.3 Knees - Bent		
		-
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> 0.3 Length		
> 0.3 Leligili		
		-
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> 0.3 Brush / Touch Mat (no support)		
0.5 Fall (to support, against table)		
0.5 Coach - Between Board-Table		
0.5 Coach - Spot Landing		
1.0 One Arm, No Hands, Not to Feet, Spo	t	
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START VALUE		
DEDUCTIONS		
JUDGE #1		
JUDGE #2		
CJ:		
Tape on Table or No Vault # = 0.2		
Unauthorized Matting = 0.3		
Vault with No Signal = 0.5		

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START VALUE		
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DEDUCTIONS		
JUDGE #1		
JUDGE #2	,	
CJ:	l	
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Tape on Table or No Vault # = 0.2		
Unauthorized Matting = 0.3		
Vault with No Signal = 0.5	J	