

LEVEL 4/5 VAULT DEDUCTIONS

GENERAL FAULTS

SUPPORT PHASE

SECOND FLIGHT

LANDING PHASE

^0.10

Extra arm swing(s)	^0.10
Incorrect foot form	^0.10
Incorrect head alignment	^0.10
Slight hop or small adjustment of feet	^0.10

^0.20

Additional trunk movements to maintain balance	^0.20
Alternate repulsion	^0.20
Incorrect body posture on landing	^0.20
Legs separated	^0.20

^0.30

Deviation from a straight direction	^0.30
Failure to maintain a straight body position - Arch	^0.30
Incorrect shoulder alignment (less than 180)	^0.30
Insufficient distance	^0.30
Insufficient dynamics (speed/power)	^0.30
Legs Bent	^0.30
Squat upon landing	^0.30

^0.50

Arms bent	^0.50
Failure to maintain a straight body position - Pike	^0.50
Insufficient height	^0.50
Too long in support	^0.50

Each 0.10

Additional hand placements	<u>ea 0.10</u>
Taking steps after landing (Max 0.40)	<u>ea 0.10</u>

Each 0.20

Very large step or jump (Max 0.40)	<u>ea 0.20</u>
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0.30

Brush, touch, or hit mat or apparatus after landing	<u>0.30</u>
Brush, touch, or hit of body on far end of vault table	<u>0.30</u>

0.50

Aid of coach upon landing	<u>0.50</u>
Support on hand(s) or fall	<u>0.50</u>

1.00

Touch of only one hand on vault table	<u>1.00</u>
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2.00

Aid of Coach during 1st flight, support, or 2nd flight L4	<u>2.00</u>
Completely bent arms causing head to contact vault table	<u>2.00</u>

VOID

Aid of Coach during 1st flight, support, or 2nd flight L5	VOID
Failure to land on feet first	VOID
No hand support on vault table	VOID
Performing incorrect vault	VOID
Touching the springboard or vault table w/o vaulting	VOID

No Deduction

Angle of repulsion at Vertical	No Ded
Run-approach w/o executing the vault (Balk)	No Ded

Others

Angle of repulsion 46° - 89° past Vertical	0.55 - 1.00
Angle of Repulsion (Max)	^1.00
Angle of repulsion 1° - 45° past Vertical	0.05 - 0.50
Finish in a sitting, lying or standing position on the table	<u>2.50</u>

LEVEL 4 BARS

0.05

Insufficient backward swing of legs into cast (hip lift only)	0.05
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0.10

Fail to close legs at end of straddle glide	0.10
Fail to show slight arched position at bottom of swing (Tap Swing)	0.10
Fail to take off from both feet simultaneously	0.10

0.20

Alternate foot placement	0.20
Hips contacting bar (Underswing)	0.20

0.30

Body arched &/or hips open to an extended position w/feet over LB	0.30
Fail to re-contact the bar w/ the free hand as the ½ turn is completed	0.30
Performs a run out glide	0.30

^0.10

Failure to lead with the feet (Performs long hang swing)	^0.10
Failure to maintain neutral head position	^0.10
Lack of continuity of circle	^0.10
Lack of control in return to bar	^0.10

^0.20

Beginning turn prior to 45° below height of HB	^0.20
Fail to attain straight hollow body position on upswing	^0.20
Fail to complete ½ turn prior to re-contact	^0.20
Fail to maintain hip or upper thigh contact on bar throughout circle	^0.20
Fail to maintain straight hollow body throughout circle	^0.20
Fail to show a straight line from hands to hips (excessive piking)	^0.20
Fail to swing to near horizontal (Long Hang Kip)	^0.20
Hips not at a min of 30° below the level of the HB (horizontal) (Underswing)	^0.20
Incorrect body alignment	^0.20
Insufficient amplitude (feet not at HB) (2nd Counterswing)	^0.20
Insufficient extension at end of glide	^0.20

^0.30

Insufficient amplitude of cast to Horizontal Max	^0.30
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Others

Cast 1° - 45° below horizontal (Cast to Horizontal)	0.05 - 0.15
Cast 46° + below horizontal (Cast to Horizontal)	0.20 - 0.30

LEVEL 5 BARS

0.05

Insufficient backward swing of legs into cast (hips lift only)	0.05
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0.10

Failure to close legs at end of straddle glide	0.10
Failure to show slight arched position on bottom of downswing	0.10
Failure to take off from both feet simultaneously	0.10

0.20

Alternate foot placement	0.20
Failure to contact the bar with the mid to lower thighs between end of Long Hang Pullover & initiation of Underswing	0.20
Hips contacting bar (Underswing)	0.20

0.30

Body arched/hips open to an extended position w/feet over LB	0.30
Failure to maintain overgrip (Long Hang Pullover)	0.30
Performs a run out glide	0.30

0.60

Arriving with legs in straddle "L" position	0.60
Hips touching bar as upswing finishes (performs back hip circle)	0.60
Support of weight on feet as upswing finishes	0.60

1.00

Performing a backward giant circle prior to pulling hips toward bar	1.00
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No Ded

Between vertical and 45° from vertical (Sole Circle & Stalder)	No Ded
Salto @ HB level or above	No Ded

^0.10

Failure to lead with the feet in forward glide swing (Long Hang Kip)	^0.10
Lack of control into glide	^0.10

^0.20

Excessive arch on upswing	^0.20
Excessive piking of body	^0.20
Failure to attain straight hollow body position on upswing	^0.20
Failure to maintain a straight hollow body position	^0.20
Failure to show a straight line from hands to hips	^0.20
Failure to swing to near horizontal (Long Hang Kip)	^0.20
Hips not at a min of 15° below the level of the HB (horizontal)	^0.20
Incorrect body alignment	^0.20
Insufficient amplitude (feet not at HB) (Counterswing)	^0.20
Insufficient extension at end of glide	^0.20
Insufficient stretch prior to landing	^0.20
PIKE: Insufficient pike of hips (min 135° – Ideally 90°)	^0.20
Salto 1°- 45° below level of HB	^0.20
LO: Fail to show straight-hollow position thruout salto (Pk down)	^0.20
LO: Insufficient straight hollow position (greater than 135°)	^0.20
TUCK: Insufficient bend of hips/legs (min 135° – Ideally 90°)	^0.20

^0.30

Insuff amp of cast to above Horizontal (Max)	^0.30
Insuff amp of upswing Sole Circle & Stalder (Max)	^0.30
Insuff height and extension of upswg CHC (Cast Deducts)	^0.30
Insuff rise of salto (Max)	^0.30
Legs bending during circle (Sole Circle & Stalder)	^0.30

0.05 - 0.20

Between 46° from vertical & horizontal (Cast & Clear Hip Circle)	0.05 - 0.20
Horizontal to 45° Below Horizontal (Stalder or Sole Circle)	0.05 - 0.20

0.25 - 0.30

46° + Below Horizontal (Cast & Clear Hip Circle)	0.25 - 0.30
Below horizontal (Stalder or Sole Circle)	0.25 - 0.30
Salto Greater than 45° below level of HB	0.25 - 0.30

ea ^0.20

Excessive arch/pike on downswing/upswing	ea ^0.20
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LEVEL 4 BEAM

0.05

Fail to pause in low arabesque position on landing leap	<u>0.05</u>
Fail to pause in the arabesque	<u>0.05</u>

0.10

Fail to close (join) legs (side by side)	<u>0.10</u>
Fail to land on both feet simultaneously	<u>0.10</u>
Fail to maintain a consistent height of leg thruout Rond de Jambe'	<u>0.10</u>
Incorrect (simultaneous) hand placement	<u>0.10</u>
Incorrect (staggered) hand placement	<u>0.10</u>
Leg in incorrect position (not in forward passé)	<u>0.10</u>

0.30

Use of heel snap turn technique	<u>0.30</u>
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1.00

Attempts dismount does not attain vertical, & falls	<u>1.00</u>
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^0.10

¼ turn incomplete or overturned	^0.10
Bending lead (front) leg on take-off	^0.10
Fail to hold Handstand one second	^0.10
Fail to hold Scale one second	^0.10
Fail to land with Jumps w/ feet closed	^0.10
Fail to maintain hand contact on beam 'til body passes horiz plane	^0.10
Lack of continuity in ½ turn to straddle sit	^0.10

^0.20

Fail to lift free leg a minimum of horizontal in scale	^0.20
Insufficient continuity between jumps	^0.20

^0.30

Fai to pass through vertical	^0.30
Fail to attain vertical	^0.30

^0.60

Fail to complete dismount:	^0.60
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ea ^0.10

Fail to left free leg to min of 45° above the beam before Rond de Jambe' & in Arabesque	ea ^0.10
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Time: 1:05 Warning: 55 seconds

LEVEL 5 BEAM

0.05

Fail to pause in the arabesque	0.05
Fail to pause in low arabesque position on landing Sissonne	0.05

0.10

Incorrect (staggered, simultaneous or alternate) hand placement	0.10
Fail to maintain a consistent height of leg throughout rond de jambe	0.10
Fail to land jumps on both feet simultaneously	0.10
Leg in incorrect position in Turn (not in forward passé)	0.10
Fail to close (join) legs (side by side) in Handstand	0.10

0.20

Fail to step out (performs flic flac to two feet)	0.20
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0.30

Use of heel snap turn technique	0.30
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0.60

Performs backward roll step-out (head stays on beam)	0.30
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1.10

Fail to complete dismt: Attempts dismt, does not attain vertical, then falls	1.10
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Time: 1:10 Warning: 1:00

^0.10

Lack of continuity in ½ turn to straddle sit	^0.10
Fail to show continuous leg lift into the walkover	^0.10
Fail to lift free leg min of 45° above beam before rond de jambe	^0.10
Fail to lift free leg min of 45° above beam in arabesque	^0.10
Fail to hold scale one second	^0.10
Bending lead (front) leg on take off	^0.10
Fail to land jumps with feet closed	^0.10
Insufficient lift of the front leg (less than 45°) (Sissonne)	^0.10
Insufficient lift of back leg (less than horizontal) (Sissonne)	^0.10
¼ turn incomplete or overturned	^0.10
Fail to maintain hand contact on beam until body passes horiz	^0.10

^0.20

Insufficient leg separation in Back Walkover (less than 150°)	^0.20
Fail to attain minimum of ¾ handstand (Back Extension Roll)	^0.20
Fail to lift free leg to above horizontal in scale	^0.20
Insufficient continuity between jumps	^0.20

Insufficient continuity between jumps	^0.20
Fail to hold Handstand two seconds	^0.20

^0.30

Fail to attain vertical	^0.30
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LEVEL 4 FLOOR

0.05

Fail to pause in controlled stick	<u>0.05</u>
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0.10

Incorrect Hand placement (alternate or staggered)	<u>0.10</u>
Fail to land on both feet simultaneously	<u>0.10</u>
Fail to rebound immediately (FHS & FF 2 Feet)	<u>0.10</u>
Incorrect leg position in 1/1 Turn (not Forward Passe')	<u>0.10</u>

0.30

Hands on floor during squat phase prior to rolling backward	<u>0.30</u>
Use of heel-snap turn technique	<u>0.30</u>

0.40

Performs backward roll step-out (change of element)	<u>0.40</u>
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0.60

Total lack of repulsion in FHS (change of element)	<u>0.60</u>
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^0.10

Fail to land jumps with feet closed	<u>^0.10</u>
Fail to keep legs joined in air thruout Stretched Jump w/ 1/2 turn	<u>^0.10</u>
Fail to maintain arms next to ears & focus on hands thruout FHS	<u>^0.10</u>
Hands further than shoulder width apart (Bk Roll to HS)	<u>^0.10</u>
Bending lead (front) leg on take off (Straight Leg Leap)	<u>^0.10</u>
Fail to show continuous leg lift into BWO	<u>^0.10</u>

^0.20

Flight prior to hand contact (dive) (FHS)	<u>^0.20</u>
Fail to achieve 180° split position (legs flat on floor)	<u>^0.20</u>
Lack acceleration in series (FF,FF)	<u>^0.20</u>
Squat into FF	ea <u>^0.20</u>

^0.30

Fail to pass through vertical	<u>^0.30</u>
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LEVEL 5 FLOOR

0.05

Fail to pause in controlled stick	<u>0.05</u>
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0.10

Incorrect Hand placement (alternate or staggered)	<u>0.10</u>
Joining legs prior to step out (FHS)	<u>0.10</u>
Fail to land FHS to 2 Feet, RO, & FF with feet simultaneously	<u>0.10</u>
Fail to rebound immediately (FHS & FF 2 Feet)	<u>0.10</u>
Fail to swing front leg min 45° forward before swinging back (Switch)	<u>0.10</u>
Incorrect leg position in 1/1 Turn (not Forward Passe')	<u>0.10</u>

0.20

Fail to step out FHS	<u>0.20</u>
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0.30

Hands on floor during squat phase prior to rolling backward	<u>0.30</u>
Use of heel-snap turn technique	<u>0.30</u>

0.40

Performs piked backward roll (change of element)	<u>0.40</u>
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0.60

Total lack of repulsion in FHS (change of element)	<u>0.60</u>
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^0.10

Fail to land jumps with feet closed	^0.10
Fail to keep legs joined in air thruout Stretched Jump w/ 1/1 turn	^0.10
Fail to maintain arms next to ears & focus on hands thruout FHS	^0.10
Hands further than shoulder width apart (Bk Roll to HS)	^0.10
Bending lead (front) leg on take off (Straight or Switch Leg Leap)	^0.10

^0.20

Lack acceleration in series	^0.20
Flight prior to hand contact (dive) (FHS)	^0.20
Insufficient bend of hips and legs in Tucked Salto (Min 135°)	ea ^0.20
Fail to achieve 180° split position (legs flat on floor)	^0.20
Squat into FF	^0.20
Fail to extend/open prior to landing Back Tuck	^0.20

^0.30

Fail to pass through vertical	^0.30
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^0.60

Fail to perform salto in designated body position (performs PK or LO)	^0.60
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2013 - 2021 Compulsory General Deductions

0.10

Changing, reversing or omitting a small part	<u>0.10</u>
Concentration pause (2+ seconds) UB/BB/FX	<u>0.10</u>
Fail to finish with the music FX	<u>0.10</u>
Fail to land with feet closed/together on 2-foot landing of jumps on FX	<u>0.10</u>
Performs an inward turn when an outward turn is required (<i>changing sm part</i>) BB/FX	<u>0.10</u>
Repositioning/adjustment of hands in front support or feet in squat/stoop on UB	<u>0.10</u>

0.20

Alternate hand grasp or regaining hand grasp w/o supplementary support UB	<u>0.20</u>
Hit on apparatus with foot (feet) UB	<u>0.20</u>

0.30

Changing, reversing or omitting a series of connections	<u>0.30</u>
Complete bend of arms or legs 90° or more UB/BB/FX	<u>0.30</u>
Extra cast or swing UB	<u>0.30</u>
Extra kick up to handstand BB/FX	<u>0.30</u>
Grasping beam to avoid fall BB	<u>0.30</u>
Hit on mat with foot (feet) UB	<u>0.30</u>
Reversing the order of the 2 elements in any directly connected dance series BB/FX	<u>0.30</u>
Stop between elements in acro (tumbling) series on FX	<u>0.30</u>
Using supplementary support to regain position UB	<u>0.30</u>

0.50

Coach assists (touches) on landing only	<u>0.50</u>
Fall on or off the apparatus UB/BB/FX	<u>0.50</u>
Full weight on mat with foot (feet) UB	<u>0.50</u>
Support on hand(s) or fall onto mat or against apparatus (Elements & Dsmts)	<u>0.50</u>

1.00

Minimum score awarded	<u>1.00</u>
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½ or Double the Value Part

Reversing a major element	½ VP
Substituting or omitting a major element	2x VP

^ VP (Up to the Value Part)

Incomplete major element	^ VP
Incomplete turns (incomplete element) BB/FX	^ VP
Major element performed w/ additional turn	^ VP

^ VP (Value Part) + 0.50

Coach assists (touches) during element	^ VP + 0.50
Fail to land on feet 1st for UB/BB/ & FX saltos &/or dismounts = Fail to complete VP	^ VP + 0.50

VP (Value Part)

Changing a major element	VP
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^0.10

Brush/touch on apparatus or mat with foot (feet) UB	^0.10
Error in line of direction or spacing of single element BB/FX	^0.10
Extra arm swing(s) (Landing Elements & Dsmts)	^0.10
Fail to contract or extend when indicated BB/FX	^0.10
Fail to kick/swing leg to horizontal or above when required	^0.10
Incorrect leg alignment in arabesque position when indicated	^0.10
Insufficient amp on non VP choreography/dance stems thruout	^0.10
Lack of coordination on connections UB/BB/FX	^0.10
Slight hop or small adjustment of feet (Elems & Dsmts)	^0.10
Uneven leg separation in leaps/jumps BB/FX	^0.10

ea 0.05

Incorrect foot form (flexed/sickled) on major elements	ea 0.05
Fail to mark the 'passe' position in 'releve' at completion of turns	ea 0.05

ea 0.10

Taking steps after landing (Elements & Dsmts) MAX 0.40	ea 0.10
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ea 0.20

Very large step or jump (Elements & Dsmts) MAX 0.40	ea 0.20
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ea 0.30

Adding an extra element	ea 0.30
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ea ^0.10

Fail to perform 180° and 360° turns on 1 foot in high 'releve'	ea ^0.10
Fail to use levering action in or out of elements when required	ea ^0.10

^0.15

Quality of expression BB/FX	^0.15
Quality of gymnast's movements to reflect the style/musicality of choreography BB/FX	^0.15

^0.20

Additional trunk movements to maintain balance (UB/BB dsmts & FX elements)	^0.20
Error in line of direction of acro, dance or dance/acro series	^0.20
Fail to perform steps (when indicated) and pivot turns (not major elements) in high 'releve' position thruout BB/FX	^0.20
Gymnast not performing in time w/ the music FX	^0.20
Incorrect body alignment, position, or posture on major elements UB/BB/FX	^0.20
Insufficient external amp away from bar during swinging/circling movements UB	^0.20
Insufficient height (hip rise) on leaps & jumps BB/FX	^0.20

^0.20 (Continued)

Insufficient quickness off hands in flight elements w/ hand support BB/FX	^0.20
Insufficient split BB/FX	^0.20
Insufficient internal body amp (stretch/tightness) during extended positions UB	^0.20
Lack of continuity (tempo) between elements in directly connected series UB/BB/FX	^0.20
Lack of sureness BB	^0.20
Leg separation UB/BB/FX	^0.20
Movement lacking Dynamics thruout UB/BB/FX	^0.20

^0.30

Additional movement to maintain balance on beam BB	^0.30
Balance errors - small, medium, large UB/BB/FX	^0.30
Bent arms or legs UB/BB/FX	^0.30
Brush, touch, or hit mat or apparatus with hand(s) or with body after landing	^0.30
Error in line of direction or placement of whole section of FX pattern	^0.30
Incorrect body alignment, position or posture during connections thruout UB/BB/FX	^0.30
Incorrect foot work/form (flexed, sickled, fail to step toe, ball heel or to show turn-out in foot positions) during connections thruout	^0.30
Insufficient height (hip rise) on salto elements	^0.30
Movement lacking artistry of presentation thruout (MAX)	^0.30
Squat upon landing (Elements & Dsmts)	^0.30

^0.40

Incorrect position of head, arms, legs, feet (text errors) thruout	^0.40
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^0.50

Brush, touch or hit on apparatus or mat with foot (feet) UB (MAX)	^0.50
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No Deduction

Coach on FX mat	No Ded
Repetition of missed element	No Ded

General Deductions - Taken for errors *THRUOUT* routine

Insufficient amp on non VP choreography/dance stems	^0.10
Quality of expression BB/FX	^0.15
Quality of gymnast's movements to reflect the style/musicality of choreography BB/FX	^0.15
Movement lacking Dynamics UB/BB/FX	^0.20
Incorrect body alignment, position or posture during connections UB/BB/FX	^0.30
Incorrect foot work/form (flexed, sickled, fail to step toe, ball heel or to show turn-out in foot positions) during connections BB/FX	^0.30
Incorrect position of head, arms, legs, feet (text errors) thruout	^0.40

Chief Judge Deductions

CJ ea 0.10

Any part of body touching outside the FX area	CJ ea 0.10
Lack of presentation by gymnast before &/or after exercise	CJ ea 0.10

CJ 0.10

Coach standing next to BB thruout exercise	CJ 0.10
Overtime	CJ 0.10

CJ 0.20

Coach/teammates giving assistance with verbal cues	CJ 0.20
Fail to begin exercise within 30 sec after signal	CJ 0.20
Fail to observe specified wadm-up time	CJ 0.20
Incorrect attire	CJ 0.20

CJ 0.30

Fail to remove springboard or mounting mat/block after mount	CJ 0.30
Springboard or mounting mat/block on unauthorized surface	CJ 0.30
Use of unauthorized mats	CJ 0.30

CJ 0.50

Gymnast begins exercise without signal	CJ 0.50
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CJ 1.00

FX routine performed without music	CJ 1.00
Performance of 1 arm vault	CJ 1.00