

Gymnast #	Vault #	Vault #
	Symbol	Symbol
FIRST FLIGHT PHASE		
> 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		
> 0.3 Legs Bent or Early Tuck (Salto Vaults)		
> 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		
> 0.3 Failure to Pass through Vertical		
> 0.5 Support - Too Long (Non-Salto)		
> 1.0 Vertical Angle (Non-Salto)		
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		
0.1 Land - Feet more than hip-width apart		
> 0.4 Steps (0.1 each) Large (0.2) Max (0.4)		
> 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, Spot		
START VALUE	<input type="text"/>	<input type="text"/>
DEDUCTIONS	<input type="text"/>	<input type="text"/>
JUDGE #1	<input type="text"/>	<input type="text"/>
JUDGE #2	<input type="text"/>	<input type="text"/>
CJ:	<input type="text"/>	<input type="text"/>
Chalk on Runway, Tape on Table = 0.2 Unauthorized Matting = 0.3 Vault with No Signal = 0.5		

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BARS Connection Values	0.1	0.2	BARS - SR 0.2 each	BARS Composition			VP	NCAA
Group 367 + Group 367 Both with flight/turn w/without flight/turn w/without flight/turn	C+C C+C C+D	D+D	2 - Bar Changes	0.05	Insufficient Distribution of Elements	difficulty not maintained or place in same section		
				0.05	Lack of Variety	in Choice of Elements and Connections	A	3
			1 - C Turn	0.1	Squat or Stoop on LB to grasp HB	more than one = 0.1 each	B	3
				0.1	Uncharacteristic Elements:	squat on LB 1/2 t. on feet, HB swing LB feet w/o circle	C	2
				0.1	Forward 3/4 Giant Circle	less than 200, breaks connection		
Additional Bonus Same Bar "D" or Any "E" Release	D / E		C-Salto Dismount	0.1	ONE Single Bar ("D") Release	Or ONE ("E") Release	SV	9.4
			A + A + C = - 0.1	(UTL)	Or Minimum (2) two ("D") Releases	Or Minimum (2) two ("E") Elements	AV	0.6
			B + B + C = - 0.1		AND ("D") Dismount or ("C") with CV		SR	0.2

					Exec. - _____ Comp. - _____	A - _____ B - _____ C - _____ D - _____ E - _____ CV+ _____ DE+ _____	SV Level: 9.4 VP - _____ SR - _____ Sub: _____ BONUS + _____	S.V. + _____ Ded. - _____ J1 Score _____ J2 Score _____ Average _____ Off Ave. - _____ Score _____
					Exec. - _____ Comp. - _____	A - _____ B - _____ C - _____ D - _____ E - _____ CV+ _____ DE+ _____	SV Level: 9.4 VP - _____ SR - _____ Sub: _____ BONUS + _____	S.V. + _____ Ded. - _____ J1 Score _____ J2 Score _____ Average _____ Off Ave. - _____ Score _____
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BEAM Connection Values	0.1	0.2	Beam - SR 0.2 each	BEAM Composition		VP	NCAA
Acro Flight - 2 elements <i>(including mounts)</i>	B acro > C** C dance > C** Dismounts**	B+D* C+C	1 Acro Flight Series	0.05	Insufficient Distribution of Elements Insufficient Use of Entire Beam	difficulty not maintained or placed in same section <i>Spatially</i> <i>Directionally</i> <i>Level Changes</i>	A 3 B 3 C 2
			* 1 - ("C") Flight	0.05			
			1 Dance / Mixed Series	0.05			
Acro Flight - 3 elements <i>Bonus (3 Acro Series) +0.1 CV</i> <i>Dismount Must be "C" for CV</i>	B+B+C	B+B+D* B+C+C B+C+D	* 1 - ("C") Dance - <i>On the Beam</i>	0.05	Lack of Variety in Acro	<i>Minimum ("A") Backward Acro element</i> <i>Minimum ("A") Forward/Sideward Acro element</i>	SV 9.4 AV 0.6
			1 Leap / Jump	0.1			
			* 180o split	0.1			
Dance or Mixed <i>(including mounts)</i>	A+D B+C	B+D* C+C	1 Full turn	0.1 (UTL)	Choice of Acro Elements Acro Flight Series <u>on</u> the Beam <i>Not Up to Competitive Level</i>	<i>(mount / dismount included)</i> <i>Series without CV must have Additional "D" Acro or "E" Dance skill</i> Additional "D/E" Acro into Dismount = Not UTL Additional "D"	SR 0.2
			C - Aerial/Salto Dismount D (Acro) --> B dismount = OK				
Turns	A+C						

	Artistry - _____ Exec. - _____ Comp. - _____	A - _____ B - _____ C - _____ D - _____ E - _____ CV+ _____ DE+ _____	Time: _____ SV Level: 9.4 VP - _____ SR - _____ Sub: _____ BONUS + _____	S.V. + _____ Ded. - _____ J1 Score _____ J2 Score _____ Average _____ Off Ave. - _____ Score _____
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FLOOR	0.1	0.2	FLOOR - SR 0.2 each	FLOOR Composition Deductions			VP	NCAA
Acro. Indirect <i>(Aerials / Saltos)</i>	A+A/B+C/D A/B+D	C+C C+D	2 Saltos Direct or 2 Salto Series	0.05	Insufficient Use of Floor Area	<i>Spatial use</i>		
				0.05	Insufficient Distribution of Elements	<i>Difficulty not maintained or placed in same section</i>	A	3
Acro. Direct <i>(Aerials / Saltos)</i>	A+C B+B A+A+C	B+C C+C +0.3 A/B+D	3 Different Saltos 1 Dance Pass 2 Different - Group 1 Direct or Indirect One 180° Split Leap C - Last Salto	0.1	Lack of Variety in Acro	<i>Minimum ("A") Backward Salto</i>	B	3
				0.1	Lack of Variety in Acro	<i>Minimum ("A") Forward/Sideward Salto</i>	C	2
				0.1	Lack of Variety in Dance	<i>Dance Bonus CV or D/E element</i>		
Dance / Mixed <i>(Turn + Jump = OK)</i>	B+D C+C (C+A) + A-Dance + A	C+D D+D	(UTL)	0.1	Choice of Elements:	<i>One 3-Acro Series with ("C/D/E") Salto</i>	SV	9.4
						<i>One ("E") element (Dance/Acro) or 2 Different ("D") elements (1) Acro</i>	AV	0.6
						<i>Dismount ("C") Salto with +0.1 CV or ("D/E") Salto</i>		
Mixed	Salto D+A Jump	DS or E-Acro +0.1 DE			Two (2) Passes only	<i>One 3-Acro Series; One Pass with ("D/E") and Other Pass with ("D/E") or +0.2 CV</i>	SR	0.2

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