

General Deductions

No Ded	BALK #1: Run approach without coming to rest or support on top of table
VOID	BALK #2 or Balk #3
0.50	Coach standing between board and vault table (<i>Exception: no deduction if Gymnast performs a Round-off (Yurchenko) entry Vault</i>)
0.20	Failure to use punch board simultaneously with (2) two feet
VOID	Failure to use the Safety Zone mat for Round-off entry vaults
VOID	Failure to use a mat stack for landing
VOID	First point of contact on Mat Stack is landing on the head or neck
^0.30	Insufficient DYNAMICS (<i>speed / power</i>)
0.30 CJ	Incorrect mats if Vault Mat Stack does NOT meet min height required to align with the underside of the top of the table
VOID	Spotting assistance during the vault
0.50	Spotting assistance upon Landing (<i>No deduction for assisting /spotting after landing</i>)
VOID	Use of Alternative Springboard (<i>trampoline-like / junior board-"Pre-School type" / inflatable rebounding device</i>)
VOID	Vault performed is not one of the allowable choices
0.50 CJ	Vaults without signal from CJ (<i>CJ deducts 0.50 from average of next completed vault</i>)

First Flight Phase

^0.10	Incorrect Foot Form - <i>Flexed / Sickled</i>
	Incorrect Leg Form
^0.30	<i>Legs Bent</i>
^0.10	<i>Legs Crossed</i>
^0.20	<i>Legs Separated</i>
	Poor Technique
^0.20	<i>Excessive Arch</i>
^0.10	<i>Failure to maintain neutral head position</i>
^0.30	<i>Hip Angle</i>

Support/Repulsion Phase

^0.50	Angle of Repulsion <i>Determined by line from hands thru hips (center of mass). If there is a shoulder angle, measure from shoulders to hips. If gymnast leaves the Table:</i> <table style="margin-left: 40px; border: none;"> <tr> <td>By Vertical</td> <td>No Deduction</td> </tr> <tr> <td>1° - 45° Past Vertical</td> <td>Deduct 0.05 - 0.25</td> </tr> <tr> <td>46° Past Vertical to Horizontal</td> <td>Deduct 0.30 - 0.50</td> </tr> </table>	By Vertical	No Deduction	1° - 45° Past Vertical	Deduct 0.05 - 0.25	46° Past Vertical to Horizontal	Deduct 0.30 - 0.50
By Vertical	No Deduction						
1° - 45° Past Vertical	Deduct 0.05 - 0.25						
46° Past Vertical to Horizontal	Deduct 0.30 - 0.50						
^0.50	Bent Arms (<i>bent 90° or more - Max Deduction</i>) slight lead arm bend allowed on Tsuk Vaults						
^0.30	Failure to Pass Through Vertical						
2.00	Head Contacting Table - <i>Includes 0.50 deduction for extreme Arm Bend</i>						
0.30	Hop(s) with both hands simultaneously						
VOID	No Hand Contact on Table						
	Poor Technique						
^0.20	<i>Alternate repulsion from hands on all vaults, except Tsukahara</i>						
^0.20	<i>Excessive Arch</i>						

	Poor Technique (continued)
^0.10	Failure to maintain neutral head position
^0.30	Legs Bent
^0.20	Shoulder Angle
^0.10	Staggered / alternate hand placement on all vaults except Tsukaara
ea 0.10	Step(s) with hand(s) Max 0.30
^0.50	Too Long in Support
1.00	Touch Table with Only One Hand
Second Flight Phase	
No Deduct	Arm position when leaving table will NOT be evaluated
^0.20	Brush or Hit of Body on Table
^0.30	Fail to Create Rotation
^0.10	Fail to Maintain Neutral Head Position
^0.50	Fail to Maintain Prescribed Body Position
^0.10	Incorrect Foot Form (flexed / sickled)
	Incorrect Leg Form
^0.30	Legs Bent
^0.10	Legs Crossed (Taken in 1st & 2nd Flight ONLY)
^0.20	Legs Separated
^0.50	Insufficient HEIGHT
^0.20	Insufficient Length - DISTANCE: <i>When evaluating length, consider size of the Gymnast, type of vault, where the hands contact the table and where the feet land and overall trajectory (amplitude) of the 2nd flight phase; not just the distance from where the Gymnast lands in relation to the end of the vault table.</i>
Landing	
^0.30	Deviation from Straight DIRECTION (determined by initial contact with mat)
1.00	Failure to land on top of mat stack
VOID	First point of contact on mat stack is head/neck
^0.50	Incorrect Body Posture on Landing (does not apply to Level 7 athlete who chose to land on back)
VOID	Landing on Top of Vault Table (in a sitting, lying, or standing position)
0.20	Lands on feet alternately (one then the other) If only 1 foot touches mat, ded for leg separation only.
VOID	Salto Performed after Landing
	FRONT HANDSPRING ENTRY
VOID	Fail to land on any part of the bottom of the feet first (Front Handspring Entry)
0.50	Lands and Falls BACK against the Table
ea 0.20	Large Step or Jump BACK toward Table (Approximately 3 feet or more) Max 0.40
^0.10	Slight Hop, Small Adjustments of Feet BACK toward Table
ea 0.10 - 0.15	Small or Medium step(s) BACK toward Table (per step Max 0.40)
	ROUND-OFF (YURCHENKO) and TSUKAHARA ENTRY
	Fail to land on any part of the bottom of the feet first (Yurchenko & Tsukahara Entry)
	1.00 - Level 6 No Deduct - Level 7
0.50	Lands and Falls FORWARD against the Table
ea 0.20	Large Step or Jump FORWARD toward Table (Approximately 3 feet or more) Max 0.40
ea 0.10 - 0.15	Small or Medium step(s) FORWARD towards the table (per step - Max 0.40)
^0.10	Slight Hop, Small Adjustments of Feet FORWARD toward Table
ea 0.10 - 0.15	Steps FORWARD toward Table Max 0.40

2022-2026 Vault Specific Apparatus Deductions Levels 8 / 9 / 10

Level 10 - All Vaults from Groups 1-5 Allowed - Other Levels have separate Charts & Restrictions

Level 10 Bonus Vaults : If performed successfully, selected 10.0 SV vaults receive +0.10

General Deductions

No Deduct	Balk #1: Run approach without coming to rest or support on top of table
VOID	Balk #2 or Balk #3
0.50	Coach catches a falling gymnast <i>(no deduction for the spot)</i>
0.50	Coach standing between board and vault table (Exception: no deduction if Gymnast performs a Round-off)
0.20	Failure to punch board simultaneously with two (2) feet
VOID	Failure to use the Safety Zone mat for Round-off entry vaults
0.50	Fall after landing assistance, additional deduction taken
VOID	Gymnast runs onto board, steps up onto Vault table or rebounds from board to come to rest/support on table
^0.30	Insufficient DYNAMICS <i>(speed / power)</i>
Event VOID	Restricted vault performed for Level 8 or 9
VOID	Spotting assistance during the vault
1.00	Spotting assistance EXCEPTION in second flight of SALTO Vaults - Level 8 ONLY
0.50	Spotting assistance upon Landing
VOID	Use of Alternative Springboard <i>(trampoline-like / junior board- 'Pre-School type' / inflatable rebounding device)</i>
0.50 CJ	Vaults without signal from CJ <i>(CJ deducts 0.50 from average of next completed vault)</i>

First Flight Phase

^0.30	Incomplete LA Turn
^0.10	Incorrect Foot Form - <i>Flexed / Sickled (Taken in 1st & 2nd Flight ONLY)</i>
	INCORRECT LEG FORM
^0.10	<i>Legs Crossed (Taken in 1st & 2nd Flight ONLY)</i>
^0.20	<i>Legs Separated</i>
^0.30	<i>Legs Bent</i>
	POOR TECHNIQUE
^0.20	Excessive Arch
^0.30	Hip Angle

Support/Repulsion Phase

^1.00	Angle of Repulsion applies to Level 8/ 9/ 10 Non-Salto Vaults from Any Group <i>If gymnast leaves the Vault Table (angle from hands to lowest body part past vertical)</i> By Vertical.....No Deduction 1° - 45° Past Vertical.....Deduct 0.05 - 0.50 46° Past Vertical to Horizontal.....Deduct 0.55 - 1.00
^0.50	Bent Arms (90° or more = max ded) <i>{Slight arm bend of lead arm is allowed on Grp 3 vaults}</i>
^0.30	Failure to Pass through Vertical
2.00	Head contacting table during support phase <i>(includes <u>0.50</u> for extreme arm bend)</i>
0.30	Hop(s) with both hands simultaneously
VOID	No hand contact on the vault table

Support/Repulsion Phase (continued)

POOR TECHNIQUE

- ^0.20 *Alternate repulsion from hands on all vaults (Except: Grp 3 & 5 Vaults w/ 3/4 - 1/1 on, Salto off)*
- ^0.20 *Excessive Arch*
- ^0.30 *Legs Bent (in support) or Early Tuck (Salto vaults)*
- ^0.20 *Shoulder Angle*
- ^0.10 *Staggered/Alt hand placement on all vaults (Except: Grp 3 & 5 Vaults w/ 3/4 - 1/1 on, Salto off)*

^0.30 Prescribed LA turn begun too Early

each 0.10 Step(s) with hand(s) **Max 0.30**

^0.50 Too long in support - Level 8/ 9/ 10 **Non-Salto Vaults ONLY** from any Group

1.00 CJ Touch w/ only one hand on the vault table

Second Flight Phase

^0.20 Brush or hit of body on far end of Vault Table

^0.10 Incorrect Foot Form - *Flexed / Sickled (Taken in 1st & 2nd Flight ONLY)*

INCORRECT LEG FORM

^0.10 *Legs Crossed (Taken in 1st & 2nd Flight ONLY)*

^0.20 *Legs Separated*

^0.30 *Legs Bent*

INSUFFICIENT EXACTNESS OF BODY POSITION (TUCK, PIKE, STRETCH)

^0.30 *Failure to maintain **Stretched Body** (pike down of stretched vaults to facilitate landing)*

^0.30 *Insufficient **Tuck** (min 90° bend in hip & knees (allow open "puck" during twists in Tuck position)*

^0.30 *Insufficient **Pike** (91°-135°) (min 90° bend in hips)*

^0.30 *Insufficient **Stretch** (180° ideal - Greater than 135° = stretched position) (136° - 179° hip angle (pike) = insufficient Stretched Position or Excessive arch*

^0.10 Insufficient Exactness of LA turn

INSUFFICIENT EXTENSION (OPEN) BEFORE LANDING

^0.25 *Insufficient &/or Late extension (Tuck & Pike vaults)*

0.30 *Total Absence of Extension (Tuck & Pike vaults)*

^0.50 Insufficient HEIGHT

^0.30 Insufficient Length - DISTANCE: *When evaluating length, consider size of the Gymnast, type of vault, where the hands contact the table and where the feet land and overall trajectory (amplitude) of the 2nd flight phase; not just the distance from where the Gymnast lands in relation to the end of the vault table.*

^0.30 **Late Completion of the twist** (Gr 1 vaults & Gr 4 & 5 vaults without saltos)

^0.10 Under-Rotation of Vaults

Landing

^0.10 **Arm swings** to maintain balance (*applies to 'stuck' landings*)

^0.30 **Deviation from a straight DIRECTION** (*determined by initial contact with mat*)

VOID Failure to Land on any part of the Bottom of the Feet First

0.50 *Vault is scored if gymnast falls, landing on hands and bottoms of feet simultaneously*

0.50 Fall on mat to *knee(s) or hips*

0.50 Fall against Vault Table

^0.20 Incorrect body posture

^0.30 Insufficient DYNAMICS

Landing (continued)

Lands with feet apart - No deduction for feet a max of hip-width apart, provided heels join (slide) together on the controlled extension.

0.05 Lands with feet hip-width apart or closer (but never join feet (heels) together)

0.10 Lands with feet further than hip-width apart (If landing with feet apart / staggered, gymnast takes a step(s), deduct only for the step(s))

0.10 Lands with entire foot / feet sliding or lifting off the floor to join, it is considered a small step

^0.30 + 0.50 Lands Vault in Squat Position, then falls

VOID Landing on Top of the Table (in a sitting, lying, or standing position)

each 0.20 Large Step or Jump (approximately 3 feet or more - max 0.40)

^0.30 **PRESCRIBED LA TURN INCOMPLETE**

1° - 30° missing..... ^0.10

31° - 60° missing..... 0.15 - 0.20

61° - 89° missing..... 0.25 - 0.30

90° or more missing..... Lower Value

^0.30 Slight brush/ touch of 1 or 2 **hands** on mat (**no support**)

^0.10 Slight hop, Small adjustment of feet or Staggered feet

ea 0.10-0.15 Small or Medium step(s) (per step) **Max 0.40**

^0.30 Squat on landing (hips lower than knees)

*Squat on landing deduction guideline:

plus 0.50 Vault lands in squat position, then falls



each 0.10 **Steps** (per step w/ max of 4 - if steps lead to fall, take 0.50 for fall only) (See COP Vault pg 15)

0.50 Support on mat with 1 or 2 hands

^0.20 Trunk movements to maintain balance

Clarification - Insufficient / Late Opening and Total Absence of Extension

Opening deduction should reflect body shape prior to landing. Deduction applied according to small, medium, and large errors. Illustration refers to degree of closure of upper body towards the legs.

Example 1: Gymnast begins to extend or completely extends hips prior to landing, but upon landing cannot maintain upper body posture and closes upper torso downward toward the legs (compresses), apply ^0.20 deduction for "incorrect body posture on landing".

Example 2: Gymnast never opens, lands in a full squat position and proceeds to fall. Deduct **0.50** for the fall, In addition, deduct **0.30** for lack of extension, **^0.30** for squat on landing and **^0.20** for incorrect body posture.

