

Vault
Judge's Initials _____

CJ or AJ

10-11

Gymnast# _____

<u>Vault Deductions</u>	1st	2nd
First Flight		
Legs crossed (up to 0.1)		
Leg separations (up to 0.2)		
Bent knees (up to 0.3)		
Hip angle (up to 0.2)		
Arched body (up to 0.2)		
Incomplete Twist (vert. vaults) (up to 0.3)		
Incorrect foot form (up to 0.1)		
Repulsion Phase		
Bent arms (up to 0.5)		
Shoulder angle/Arch (up to 0.2)		
Staggered/alt hands (fwd entry vaults) (up to 0.1)		
Additional hand placements (up to 0.3)		
Twist too soon (up to 0.3)		
Head contact table (2.0)		
Touch w/ 1 hand (CJ) (1.0)		
Incorrect foot form (up to 0.1)		
Second Flight		
Twisting to late (up to 0.5)		
Legs crossed (up to 0.1)		
Leg separations (up to 0.2)		
Bent knees (up to 0.3)		
Insufficient tuck/pike/stretch (up to 0.3)		
Insufficient exactness of twist (up to 0.1)		
Late completion of twist (up to 0.3)		
Height (up to 0.5)		
Length (up to 0.3)		
Fail to maintain ext. (str. vaults) (up to 0.3)		
Insuff/Late extension (up to 0.2)		
No extension (up to 0.3)		
Brush/hit on table (up to 0.2)		
Incorrect foot form (up to 0.1)		
Landing		
Extra arm swings (up to 0.1)		
Add'l trunk movements up to 0.2		
Body posture on landing up to 0.2		
Slight hop/adjustment up to 0.1		
Extra steps (0.1 each up to 0.3)		
Large step/jump (3 ft or more) (0.2)		
Deep squat (up to 0.3)		
Brush/touch w/hand(s) (no support) (0.3)		
Support on mat w/hand(s) (0.5)		
Fall to knees/hips (0.5)		
Fall against apparatus (0.5)		
Incomplete/Over Twist up to 90° (up to 0.3)		
Land in sit/lie/stand on table VOID		
Insufficient dynamics (up to 0.3)		
Direction error (up to 0.3)		
Total Deductions		

7.0	8.6	8.8	9.0	9.2
Squat	¼ - ¼	Yami - ½	½ - ½	½ - 1/1
Straddle	Handspring ½ on-rep RO/ff on-rep Yami	Handspring-½ ¼-¾ RO/ff on-½ off		¼ - 1¼ RO/ff ½ on-hndsp off
9.4	9.6	9.8	10.0	10.0
Hndsp - 1/1 Yami - 1/1 1/1- hndsp off RO/ff on - 1/1off RO/ff ½ on - ½ off	Hndsp-1½ ½ - 1½ ¼ - 1¾ 1/1 - ½ Tsukahara (tuck) RO/ff on-1½ RO/ff on - back tuck RO/ff on ½ on - 1/1 off	1/1 - 1/1 Tsuk tuck ½ Tsuk pike RO/ff on-back pike RO/ff ½ on - 1 ½ off	Hndsp - 2/1 1/1 - 1 ½ Hndsp - fr tuck/pike (w/wo twist) Hdnp - ½ bk salto (Cuervo) ½ on - ½ front	Tsuk - pike ½ Tsuk - tuck 1/1 Tsuk - layout (w/wo twist) RO/ff on-tuck 1/1 RO/ff on-layout RO/ff on-1/2 front salto RO/ff ½ - 2/1 RO/ff 1/1-1/1

1st Vault

2nd Vault

Vault 1 _____	Value: _____	Vault 2 _____	Value: _____
Deductions: _____		Deductions: _____	
Neutral Ded: _____		Neutral Ded: _____	
FINAL SCORE: _____		FINAL SCORE: _____	