

Gymnast #	Vault #	Vault #
<b>FIRST FLIGHT PHASE</b>	Symbol	Symbol
> 0.1 <b>Foot Form</b> (flexed, sickled)		
> 0.1 Legs - Crossed		
> 0.2 Legs - <b>Separated</b>		
> 0.3 <b>Knees</b> - Bent		
> 0.2 Hips - Angle Poor		
> 0.2 Body - Arched		
> 0.3 Turn - Incomplete		
<b>REPULSION PHASE</b>		
> 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 <b>Arms</b> - Bent		
2.0 Head contact in Support (inc. arms)		
> 0.2 <b>Shoulder</b> - Angle Poor		
> 0.2 Body - Arched		
> 0.3 Turn - Begun Too Early		
> 0.3 Failure to Pass through <b>Vertical</b>		
> 0.5 Support - Too Long (Non-Salto)		
> 1.0 Vertical Angle (Non-Salto)		
<b>SECOND FLIGHT PHASE</b>		
> 0.1 <b>Foot Form</b> (flexed, sickled)		
0.1 Legs - Crossed		
0.2 Legs - Separated		
> 0.3 <b>Knees</b> - <b>Bent</b>		
> 0.2 Touch - Brush / Hit vault table		
> 0.1 Turn - Insufficient Exactness		
> 0.3 Turn - Late Completion (non-saltos)		
> 0.5 Turn - Begun <b>Too Late</b>		
0.1 Salto - Under Rotation of Salto Vault		
> 0.3 Body - Insufficient <b>Tuck / Pike</b>		
> 0.3 Body - Insufficient <b>Stretch</b> (arch/pike)		
> 0.3 Maintain Stretch ( <b>Pike Down</b> )		
> 0.3 Insufficient <b>Opening</b> (tuck/pike)		
> 0.5 <b>Height</b>		
> 0.3 <b>Length</b>		
<b>LANDING / GENERAL</b>		
> 0.1 Arms - Extra Swings		
> 0.2 Body - Incorrect <b>Body Posture</b>		
> 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 <b>Dynamics</b>		
> 0.3 Brush / Touch Mat (no support)		
0.5 <b>Fall</b> (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		
<b>START VALUE</b>		
<b>DEDUCTIONS</b>		
<b>JUDGE #1</b>		
<b>JUDGE #2</b>		
<b>CJ:</b>		
Chalk on Runway, Tape on Table = 0.2 Unauthorized Matting = 0.3 Vault with No Signal = 0.5		

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> 0.4 <b>Steps</b> (0.1 each) <b>Large Step</b> (0.2)		
> 0.3 Direction (mat contact)		
> 0.3 <b>Dynamics</b>		
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