

Gymnast #		Vault #	Vault #
FIRST FLIGHT PHASE		Symbol	Symbol
> 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		
> 0.2	Legs - Bent (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	Too Long in Support (Non-Salto)		
> 1.0	Angle of Repulsion (Non Salto)		
SECOND FLIGHT PHASE			
> 0.1	Foot Form (flexed, sickled)		
0.1	Legs - Crossed		
0.2	Legs - Separated		
> 0.3	Legs Bent or Early Tuck (Salto Vaults)		
> 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 - Maintained		
> 0.3	Length - Distance		
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		
0.05	Fail to Join Feet - Hip Width Landing		
> 0.4	Steps (0.1 each) Large Step (0.2)		
> 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	Spot Landing		
Level 10 - Bonus + 0.1 (no fall)			
START VALUE			
DEDUCTIONS			
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