| 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 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 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 | | |
| > 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 (speed / power) | | |
| > 0.3 Brush / Touch Mat (no support) | | |
| 0.5 Fall (to support, against table) | | |
| 0.5 Coach - Between Board-Table | | |
| 0.5 Spot Landing or Level 8 = 1.0 | | |
| Level 10 - Bonus + 0.1 (no fall) | | |
| **START VALUE** | | |
| **DEDUCTIONS** | | |
| **JUDGE #1** | | |
| **JUDGE #2** | | |
| **CJ:** | | |
| Chalk on Runway, Tape on Table = 0.2 | 1st Vault | 2nd Vault |
| Unauthorized Matting = 0.3 | | |
| Vault with No Signal = 0.5 | | |
| Touch with Only 1-Arm = 1.0 | | |


| Gymnast # | Vault # | Vault # |
|---|---|---|
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| > 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 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 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 | | |
| > 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 (speed / power) | | |
| > 0.3 Brush / Touch Mat (no support) | | |
| 0.5 Fall (to support, against table) | | |
| 0.5 Coach - Between Board-Table | | |
| 0.5 Spot Landing or Level 8 = 1.0 | | |
| Level 10 - Bonus + 0.1 (no fall) | | |
| **START VALUE** | | |
| **DEDUCTIONS** | | |
| **JUDGE #1** | | |
| **JUDGE #2** | | |
| **CJ:** | | |
| Chalk on Runway, Tape on Table = 0.2 | 1st Vault | 2nd Vault |
| Unauthorized Matting = 0.3 | | |
| Vault with No Signal = 0.5 | | |
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| > 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 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 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 | | |
| > 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 (speed / power) | | |
| > 0.3 Brush / Touch Mat (no support) | | |
| 0.5 Fall (to support, against table) | | |
| 0.5 Coach - Between Board-Table | | |
| 0.5 Spot Landing or Level 8 = 1.0 | | |
| Level 10 - Bonus + 0.1 (no fall) | | |
| **START VALUE** | | |
| **DEDUCTIONS** | | |
| **JUDGE #1** | | |
| **JUDGE #2** | | |
| **CJ:** | | |
| Chalk on Runway, Tape on Table = 0.2 | 1st Vault | 2nd Vault |
| Unauthorized Matting = 0.3 | | |
| Vault with No Signal = 0.5 | | |
| Touch with Only 1-Arm = 1.0 | | |