

TEAM	Gymnast	TEAM	Gymnast	TEAM	Gymnast
	Vault #		Vault #		Vault #
	Symbol		Symbol		Symbol
FIRST FLIGHT PHASE		FIRST FLIGHT PHASE		FIRST FLIGHT PHASE	
> 0.1 Foot Form (flexed, sickled)		> 0.1 Foot Form (flexed, sickled)		> 0.1 Foot Form (flexed, sickled)	
> 0.1 Legs - Crossed		> 0.1 Legs - Crossed		> 0.1 Legs - Crossed	
> 0.2 Legs - Separated		> 0.2 Legs - Separated		> 0.2 Legs - Separated	
> 0.3 Knees - Bent		> 0.3 Knees - Bent		> 0.3 Knees - Bent	
> 0.2 Hips - Angle Poor		> 0.2 Hips - Angle Poor		> 0.2 Hips - Angle Poor	
> 0.2 Body - Arched		> 0.2 Body - Arched		> 0.2 Body - Arched	
> 0.3 Turn - Incomplete		> 0.3 Turn - Incomplete		> 0.3 Turn - Incomplete	
REPULSION PHASE		REPULSION PHASE		REPULSION PHASE	
> 0.1 Hands - Staggered / Alternate		> 0.1 Hands - Staggered / Alternate		> 0.1 Hands - Staggered / Alternate	
> 0.2 Hands - Alternate Repulsion		> 0.2 Hands - Alternate Repulsion		> 0.2 Hands - Alternate Repulsion	
> 0.3 Hands - Steps / Hops		> 0.3 Hands - Steps / Hops		> 0.3 Hands - Steps / Hops	
> 0.3 Legs Bent or Early Tuck (Salto Vaults)		> 0.3 Legs Bent or Early Tuck (Salto Vaults)		> 0.3 Legs Bent or Early Tuck (Salto Vaults)	
> 0.5 Arms - Bent		> 0.5 Arms - Bent		> 0.5 Arms - Bent	
2.0 Head contact in Support (inc. arms)		2.0 Head contact in Support (inc. arms)		2.0 Head contact in Support (inc. arms)	
> 0.2 Shoulder - Angle Poor		> 0.2 Shoulder - Angle Poor		> 0.2 Shoulder - Angle Poor	
> 0.2 Body - Arched		> 0.2 Body - Arched		> 0.2 Body - Arched	
> 0.3 Turn - Begun Too Early		> 0.3 Turn - Begun Too Early		> 0.3 Turn - Begun Too Early	
> 0.3 Failure to Pass through Vertical		> 0.3 Failure to Pass through Vertical		> 0.3 Failure to Pass through Vertical	
> 0.5 Support - Too Long (Non-Salto)		> 0.5 Support - Too Long (Non-Salto)		> 0.5 Support - Too Long (Non-Salto)	
> 1.0 Vertical Angle (Non-Salto)		> 1.0 Vertical Angle (Non-Salto)		> 1.0 Vertical Angle (Non-Salto)	
SECOND FLIGHT PHASE		SECOND FLIGHT PHASE		SECOND FLIGHT PHASE	
> 0.1 Foot Form (flexed, sickled)		> 0.1 Foot Form (flexed, sickled)		> 0.1 Foot Form (flexed, sickled)	
0.1 Legs - Crossed		0.1 Legs - Crossed		0.1 Legs - Crossed	
0.2 Legs - Separated		0.2 Legs - Separated		0.2 Legs - Separated	
> 0.3 Knees - Bent		> 0.3 Knees - Bent		> 0.3 Knees - Bent	
> 0.2 Touch - Brush / Hit vault table		> 0.2 Touch - Brush / Hit vault table		> 0.2 Touch - Brush / Hit vault table	
> 0.1 Turn - Insufficient Exactness		> 0.1 Turn - Insufficient Exactness		> 0.1 Turn - Insufficient Exactness	
> 0.3 Turn - Late Completion (non-saltos)		> 0.3 Turn - Late Completion (non-saltos)		> 0.3 Turn - Late Completion (non-saltos)	
> 0.5 Turn - Begun Too Late		> 0.5 Turn - Begun Too Late		> 0.5 Turn - Begun Too Late	
0.1 Salto - Under Rotation of Salto Vault		0.1 Salto - Under Rotation of Salto Vault		0.1 Salto - Under Rotation of Salto Vault	
> 0.3 Body - Insufficient Tuck / Pike		> 0.3 Body - Insufficient Tuck / Pike		> 0.3 Body - Insufficient Tuck / Pike	
> 0.3 Body - Insufficient Stretch (arch/pike)		> 0.3 Body - Insufficient Stretch (arch/pike)		> 0.3 Body - Insufficient Stretch (arch/pike)	
> 0.3 Maintain Stretch (Pike Down)		> 0.3 Maintain Stretch (Pike Down)		> 0.3 Maintain Stretch (Pike Down)	
> 0.3 Insufficient Opening (tuck/pike)		> 0.3 Insufficient Opening (tuck/pike)		> 0.3 Insufficient Opening (tuck/pike)	
> 0.5 Height		> 0.5 Height		> 0.5 Height	
> 0.3 Length		> 0.3 Length		> 0.3 Length	
LANDING / GENERAL		LANDING / GENERAL		LANDING / GENERAL	
> 0.1 Arms - Extra Swings		> 0.1 Arms - Extra Swings		> 0.1 Arms - Extra Swings	
> 0.2 Body - Incorrect Body Posture		> 0.2 Body - Incorrect Body Posture		> 0.2 Body - Incorrect Body Posture	
> 0.2 Trunk - Additional Movements		> 0.2 Trunk - Additional Movements		> 0.2 Trunk - Additional Movements	
> 0.3 Turn - Incomplete		> 0.3 Turn - Incomplete		> 0.3 Turn - Incomplete	
> 0.3 Squat on Landing		> 0.3 Squat on Landing		> 0.3 Squat on Landing	
0.1 Land - Feet more than hip-width apart		0.1 Land - Feet more than hip-width apart		0.1 Land - Feet more than hip-width apart	
> 0.4 Steps (0.1 each) Large (0.2) Max (0.4)		> 0.4 Steps (0.1 each) Large (0.2) Max (0.4)		> 0.4 Steps (0.1 each) Large (0.2) Max (0.4)	
> 0.3 Direction (mat contact)		> 0.3 Direction (mat contact)		> 0.3 Direction (mat contact)	
> 0.3 Dynamics (power / speed)		> 0.3 Dynamics (power / speed)		> 0.3 Dynamics (power / speed)	
> 0.3 Brush / Touch Mat (no support)		> 0.3 Brush / Touch Mat (no support)		> 0.3 Brush / Touch Mat (no support)	
0.5 Fall (to support, against table)		0.5 Fall (to support, against table)		0.5 Fall (to support, against table)	
0.5 Coach - Between Board-Table		0.5 Coach - Between Board-Table		0.5 Coach - Between Board-Table	
0.5 Coach - Spot Landing		0.5 Coach - Spot Landing		0.5 Coach - Spot Landing	
1.0 One Arm, No Hands, Not to Feet, Spot		1.0 One Arm, No Hands, Not to Feet, Spot		1.0 One Arm, No Hands, Not to Feet, Spot	
START VALUE	<input type="text"/>	START VALUE	<input type="text"/>	START VALUE	<input type="text"/>
DEDUCTIONS	<input type="text"/>	DEDUCTIONS	<input type="text"/>	DEDUCTIONS	<input type="text"/>
JUDGE #1	<input type="text"/>	JUDGE #1	<input type="text"/>	JUDGE #1	<input type="text"/>
JUDGE #2	<input type="text"/>	JUDGE #2	<input type="text"/>	JUDGE #2	<input type="text"/>
CJ: Chalk on Runway, Tape on Table = 0.2 Unauthorized Matting = 0.3 Vault with No Signal = 0.5	<input type="text"/>	CJ: Chalk on Runway, Tape on Table = 0.2 Unauthorized Matting = 0.3 Vault with No Signal = 0.5	<input type="text"/>	CJ: Chalk on Runway, Tape on Table = 0.2 Unauthorized Matting = 0.3 Vault with No Signal = 0.5	<input type="text"/>
AVERAGE	<input type="text"/>	AVERAGE	<input type="text"/>	AVERAGE	<input type="text"/>