

Gymnast #	Vault #	Vault #
FIRST FLIGHT PHASE	Symbol	Symbol
> 0.1 Foot Form (flexed, sickled)		
> 0.1 Legs - Crossed		
> 0.2 Legs - Separated		
> 0.3 Legs - Bent		
> 0.2 Body - Excessive Arch		
> 0.3 Hips - Angle Poor		
> 0.3 Turn - Incomplete		
REPULSION PHASE		
> 0.1 Hands - Staggered / Alternate		
> 0.2 Hands - Alternate Repulsion		
> 0.3 Hands - Step(s) with hand(s) 0.1 each		
0.3 Hop(s) with both hands simultaneously		
> 0.5 Arms - Bent		
2.0 Head contact in Support (inc. arms)		
> 0.2 Shoulder - Angle Poor		
> 0.2 Body - Excessive Arch		
> 0.5 Turn - Begun Too Early		
> 0.3 Legs Bent or Early Tuck (Salto Vaults)		
> 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		
> 0.3 Insufficient Tuck / Pike		
> 0.3 Insufficient Stretch (excessive arch / pike)		
> 0.3 Pike Down of Stretch position		
> 0.3 Insufficient Opening (tuck / pike)		
0.1 Salto - Under Rotation of Salto Vault		
> 0.1 Turn - Insufficient Exactness		
> 0.3 Turn - Late Completion (non-saltos)		
> 0.5 Turn - Begun Too Late		
> 0.2 Brush / Hit far end of table		
> 0.3 Length - Distance		
> 0.5 Height - Hip Rise		
LANDING / GENERAL		
> 0.1 Arms - Extra Swings		
> 0.2 Body - Incorrect Body Posture		
> 0.2 Trunk - Movement(s)		
> 0.3 Turn - Incomplete		
> 0.3 Direction (mat contact)		
0.05 Fail to Join Feet = < Hip Width		
0.1 Land feet > Hip-Width		
> 0.1 Slight hop, small adjustment / staggered		
> 0.4 Step (0.1) Large Step / Jump (0.2)		
> 0.3 Squat on Landing		
> 0.3 Brush / Touch Mat (no support)		
0.5 Fall (to support, against table)		
0.5 Coach - Between Board-Table		
0.5 Spot Landing		
> 0.3 Dynamics (speed / power)		
START VALUE		
Level 10 Bonus + 0.1 ____ DEDUCTIONS		
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