

TEAM	Gymnast	Gymnast	TEAM	Gymnast	Gymnast
	Vault #	Vault #		Vault #	Vault #
	Symbol	Symbol		Symbol	Symbol
FIRST FLIGHT PHASE > 0.1 Foot Form (flexed, sickled) > 0.1 Legs - Crossed > 0.2 Legs - Separated > 0.3 Legs - Bent > 0.3 Hips - Angle Poor > 0.2 Excessive Arch > 0.3 Turn - Incomplete			FIRST FLIGHT PHASE > 0.1 Foot Form (flexed, sickled) > 0.1 Legs - Crossed > 0.2 Legs - Separated > 0.3 Legs - Bent > 0.3 Hips - Angle Poor > 0.2 Excessive Arch > 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 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 Support - Too Long (Non-Salto) > 1.0 Angle of Repulsion (Non-Salto)			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 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 Support - Too Long (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 Touch - Brush / Hit vault table > 0.3 Length (flight distance) > 0.5 Height (hip rise)			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 Touch - Brush / Hit vault table > 0.3 Length (flight distance) > 0.5 Height (hip rise)		
LANDING / GENERAL > 0.1 Arms - Extra Swings > 0.2 Incorrect Body Posture > 0.2 Trunk - Additional Movements > 0.3 Turn - Incomplete > 0.3 Direction (location of mat contact) 0.05 Fail to join Feet when < Hip-Width 0.1 Land Feet > Hip-Width apart > 0.1 Slight hop, small adjustment / staggered > 0.4 Steps (0.1) Large Step / Hop (0.2) > 0.3 Squat on Landing > 0.3 Brush / Touch Mat (no support) > 0.3 Dynamics (power / speed) 0.5 Fall (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			LANDING / GENERAL > 0.1 Arms - Extra Swings > 0.2 Incorrect Body Posture > 0.2 Trunk - Additional Movements > 0.3 Turn - Incomplete > 0.3 Direction (location of mat contact) 0.05 Fail to join Feet when < Hip-Width 0.1 Land Feet > Hip-Width apart > 0.1 Slight hop, small adjustment / staggered > 0.4 Steps (0.1) Large Step / Hop (0.2) > 0.3 Squat on Landing > 0.3 Brush / Touch Mat (no support) > 0.3 Dynamics (power / speed) 0.5 Fall (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		
START VALUE			START VALUE		
DEDUCTIONS			DEDUCTIONS		
JUDGE #1			JUDGE #1		
JUDGE #2			JUDGE #2		
CJ: Chalk on Runway, Tape on Table = 0.2 Unauthorized Matting = 0.3 Vault with No Signal = 0.5			CJ: Chalk on Runway, Tape on Table = 0.2 Unauthorized Matting = 0.3 Vault with No Signal = 0.5		
AVERAGE			AVERAGE		