

TEAM	Gymnast	Gymnast	TEAM	Gymnast	Gymnast	TEAM	Gymnast	Gymnast
	Vault #	Vault #		Vault #	Vault #		Vault #	Vault #
	Symbol	Symbol		Symbol	Symbol		Symbol	Symbol
<b>FIRST FLIGHT PHASE</b>			<b>FIRST FLIGHT PHASE</b>			<b>FIRST FLIGHT PHASE</b>		
> 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 Legs - Bent			> 0.3 Legs - Bent			> 0.3 Legs - Bent		
> 0.3 Hips - Angle Poor			> 0.3 Hips - Angle Poor			> 0.3 Hips - Angle Poor		
> 0.2 Excessive Arch			> 0.2 Excessive Arch			> 0.2 Excessive Arch		
> 0.3 Turn - Incomplete			> 0.3 Turn - Incomplete			> 0.3 Turn - Incomplete		
<b>REPULSION PHASE</b>			<b>REPULSION PHASE</b>			<b>REPULSION PHASE</b>		
> 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 - Step(s) with hand(s) 0.1 each			> 0.3 Hands - Step(s) with hand(s) 0.1 each			> 0.3 Hands - Step(s) with hand(s) 0.1 each		
0.3 Hop(s) with both hands simultaneously			0.3 Hop(s) with both hands simultaneously			0.3 Hop(s) with both hands simultaneously		
> 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 Excessive Arch			> 0.2 Excessive Arch			> 0.2 Excessive Arch		
> 0.5 Turn - Begun Too Early			> 0.5 Turn - Begun Too Early			> 0.5 Turn - Begun Too Early		
> 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)		
> 0.3 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 Angle of Repulsion (Non-Salto)			> 1.0 Angle of Repulsion (Non-Salto)			> 1.0 Angle of Repulsion (Non-Salto)		
<b>SECOND FLIGHT PHASE</b>			<b>SECOND FLIGHT PHASE</b>			<b>SECOND FLIGHT PHASE</b>		
> 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 Legs - Bent			> 0.3 Legs - Bent			> 0.3 Legs - Bent		
> 0.3 Insufficient Tuck / Pike			> 0.3 Insufficient Tuck / Pike			> 0.3 Insufficient Tuck / Pike		
> 0.3 Insufficient Stretch (excessive arch / pike)			> 0.3 Insufficient Stretch (excessive arch / pike)			> 0.3 Insufficient Stretch (excessive arch / pike)		
> 0.3 Pike Down of Stretch position			> 0.3 Pike Down of Stretch position			> 0.3 Pike Down of Stretch position		
> 0.3 Insufficient Opening (tuck/pike)			> 0.3 Insufficient Opening (tuck/pike)			> 0.3 Insufficient Opening (tuck/pike)		
0.1 Salto - Under Rotation of Salto Vault			0.1 Salto - Under Rotation of Salto Vault			0.1 Salto - Under Rotation of Salto Vault		
> 0.1 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		
> 0.2 Touch - Brush / Hit vault table			> 0.2 Touch - Brush / Hit vault table			> 0.2 Touch - Brush / Hit vault table		
> 0.3 Length (flight distance)			> 0.3 Length (flight distance)			> 0.3 Length (flight distance)		
> 0.5 Height (hip rise)			> 0.5 Height (hip rise)			> 0.5 Height (hip rise)		
<b>LANDING / GENERAL</b>			<b>LANDING / GENERAL</b>			<b>LANDING / GENERAL</b>		
> 0.1 Arms - Extra Swings			> 0.1 Arms - Extra Swings			> 0.1 Arms - Extra Swings		
> 0.2 Incorrect Body Posture			> 0.2 Incorrect Body Posture			> 0.2 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 Direction (location of mat contact)			> 0.3 Direction (location of mat contact)			> 0.3 Direction (location of mat contact)		
0.05 Fail to join Feet when < Hip-Width			0.05 Fail to join Feet when < Hip-Width			0.05 Fail to join Feet when < Hip-Width		
0.1 Land Feet > Hip-Width apart			0.1 Land Feet > Hip-Width apart			0.1 Land Feet > Hip-Width apart		
> 0.1 Slight hop, small adjustment / staggered			> 0.1 Slight hop, small adjustment / staggered			> 0.1 Slight hop, small adjustment / staggered		
> 0.4 Steps (0.1) Large Step / Hop (0.2)			> 0.4 Steps (0.1) Large Step / Hop (0.2)			> 0.4 Steps (0.1) Large Step / Hop (0.2)		
> 0.3 Squat on Landing			> 0.3 Squat on Landing			> 0.3 Squat on Landing		
> 0.3 Brush / Touch Mat (no support)			> 0.3 Brush / Touch Mat (no support)			> 0.3 Brush / Touch Mat (no support)		
> 0.3 Dynamics (power / speed)			> 0.3 Dynamics (power / speed)			> 0.3 Dynamics (power / speed)		
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		
<b>START VALUE</b>			<b>START VALUE</b>			<b>START VALUE</b>		
<b>DEDUCTIONS</b>			<b>DEDUCTIONS</b>			<b>DEDUCTIONS</b>		
<b>JUDGE #1</b>			<b>JUDGE #1</b>			<b>JUDGE #1</b>		
<b>JUDGE #2</b>			<b>JUDGE #2</b>			<b>JUDGE #2</b>		
<b>CJ:</b>			<b>CJ:</b>			<b>CJ:</b>		
Chalk on Runway, Tape on Table = 0.2			Chalk on Runway, Tape on Table = 0.2			Chalk on Runway, Tape on Table = 0.2		
Unauthorized Matting = 0.3			Unauthorized Matting = 0.3			Unauthorized Matting = 0.3		
Vault with No Signal = 0.5			Vault with No Signal = 0.5			Vault with No Signal = 0.5		
AVERAGE	AVERAGE		AVERAGE	AVERAGE		AVERAGE	AVERAGE	