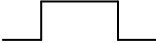


GYMNAST # _____
VAULT #1 _____



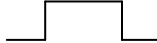
DYN _____

Vault Val _____

Vault Ded _____
Neut Ded _____

FINAL SCORE _____

GYMNAST # _____
VAULT #2 _____



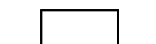
DYN _____

Vault Val _____

Vault Ded _____
Neut Ded _____

FINAL SCORE _____

GYMNAST # _____
VAULT #1 _____



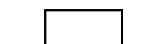
DYN _____

Vault Val _____

Vault Ded _____
Neut Ded _____

FINAL SCORE _____

GYMNAST # _____
VAULT #2 _____



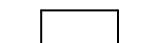
DYN _____

Vault Val _____

Vault Ded _____
Neut Ded _____

FINAL SCORE _____

GYMNAST # _____
VAULT #1 _____



DYN _____

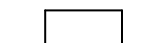
Vault Val _____

Vault Ded _____

Neut Ded _____

FINAL SCORE _____

GYMNAST # _____
VAULT #2 _____



DYN _____

Vault Val _____

Vault Ded _____

Neut Ded _____

FINAL SCORE _____

Vertical Vault Deductions

First Flight Phase

- Incomplete Twist: up to 0.30
- Hip Angle: up to 0.20
- Legs separated: up to 0.20
- Bent Knees: up to 0.30
- Arched body: up to 0.20
- Legs crossed: 0.10
- Incorrect foot form: up to 0.10

Repulsion Phase

- Poor technique:
 - ~ Shoulder angle: up to 0.20
 - ~ Arched body: up to 0.20
 - ~ Staggered or alternate hand placement on frwd entry vlt: up to 0.10
 - ~ Alt repulsion hands Grp 2/3: up to 0.20
- Bent arms: up to 0.50
- Twisting too soon: up to 0.30
- Only one hand on table (CJ): 1.0
- No touch on vault table: Void
- Walk/hop on hands: 0.1 each (up to 0.30)
- Head contacting table: 2.0
- Incorrect foot form: up to 0.10

Second Flight Phase

- Twisting too late: up to 0.50
- Legs crossed: 0.10
- Legs separated: up to 0.20
- Bent knees: up to 0.30
- Insuff. exactness of twist: up to 0.10
- Insuff degr of tuck/pike/stretch: up to 0.30
- Insufficient height: up to 0.50
- Insufficient length: up to 0.30
- Extension (open) of body before landing:
 - ~no maintain stretched body: up to 0.30
 - ~insuff and/or late exten. (T/P): up to 0.25
 - ~total absence of exten. (T/P): 0.30
- Late completion of twist: up to 0.30
- Brush or hit of body on table: up to 0.20
- Incorrect foot form: up to 0.10

Landing Deductions

- Slight hop or adj. of feet: up to 0.10
- Extra arm swings: up to 0.10
- Additional trunk movements: up to 0.20
- Incrr body posture on lndng: up to 0.20
- Extra steps (up to 0.40): 0.10 each (note: if gymn takes steps & falls, max .50)
- Very large step/jump: 0.20
- Deep squat: up to 0.30
- Brush/touch landing mat w/hand: up to 0.3
- Support on mat with hands: 0.50
- Fall on mat to knees/hips (incl steps): 0.50
- Fall against apparatus: 0.50
- Twist over/under rotated:
 - 1 – 30 degrees: up to 0.10
 - 31 – 60 degrees: 0.15 – 0.20
 - 61 – 89 degrees: 0.25 – 0.30
 - 90 degrees or more missing: award different vault value
- Direction error: up to 0.30
- Insufficient dynamics: up to 0.30
- Landing in a sitting, lying or standing position on top of the vault table: VOID

Neutral

- Spotter assistance upon landing: 0.5
- Spotter facilitates vault: VOID (exc: handspring)
- HANDSPRING ONLY: Facil 1st flight: 1.0
- HANDSPRING ONLY: Facil 2nd flight: 1.0

Void Vaults

- Incomplete attempt w/contact of apparatus
- RO entry without safety mat & spotter
- Gymnast does not touch table w/hands
- Failure to land on the soles of the feet first
- Facilitated Vault (exc: handspring)
- Vault performed w/o pistons/pedestal of the table being padded
- Landing in a sitting, lying or standing position on top of the vault table

*Note: Voided vaults may be repeated