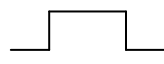


**GYMNAST #** \_\_\_\_\_  
**VAULT #1** \_\_\_\_\_



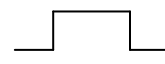
**DYN** \_\_\_\_\_

**Vault Val** \_\_\_\_\_

**Vault Ded** \_\_\_\_\_  
**Neut Ded** \_\_\_\_\_

**FINAL SCORE** \_\_\_\_\_

**GYMNAST #** \_\_\_\_\_  
**VAULT #2** \_\_\_\_\_



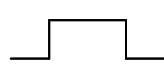
**DYN** \_\_\_\_\_

**Vault Val** \_\_\_\_\_

**Vault Ded** \_\_\_\_\_  
**Neut Ded** \_\_\_\_\_

**FINAL SCORE** \_\_\_\_\_

**GYMNAST #** \_\_\_\_\_  
**VAULT #1** \_\_\_\_\_



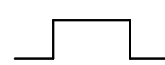
**DYN** \_\_\_\_\_

**Vault Val** \_\_\_\_\_

**Vault Ded** \_\_\_\_\_  
**Neut Ded** \_\_\_\_\_

**FINAL SCORE** \_\_\_\_\_

**GYMNAST #** \_\_\_\_\_  
**VAULT #2** \_\_\_\_\_



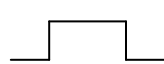
**DYN** \_\_\_\_\_

**Vault Val** \_\_\_\_\_

**Vault Ded** \_\_\_\_\_  
**Neut Ded** \_\_\_\_\_

**FINAL SCORE** \_\_\_\_\_

**GYMNAST #** \_\_\_\_\_  
**VAULT #1** \_\_\_\_\_



**DYN** \_\_\_\_\_

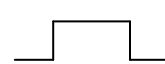
**Vault Val** \_\_\_\_\_

**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/Incorr foot form: up to 0.10

**Support/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
  - ~ Legs bent in support (salto): up to 0.20
  - Too long in support (non-salto): up to 0.50
  - 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

**Second Flight Phase**

- Under-rotation of salto vault: up to 0.10
- Twisting too late: up to 0.50
- Legs crossed: up to 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/adj/staggering of feet: up to 0.10
- Extra arm swings: up to 0.10
- Additional trunk movements: up to 0.20
- Incorr body posture on landng: 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 facil vault: VOID (exc: HS/Salto)
- Coach betw board & table (non-RO) 0.5
- HANDSPRING ONLY: Facil 1<sup>st</sup> flight: 1.0
- HDSPG/SALTO: Facil 2<sup>nd</sup> flight: 1.0

**Void Vaults**

- No hand contact on vault table
- RO entry w/o spotter and/or safety mat
- A 2nd or 3rd balk
- Fail to land on the bottoms of the feet 1st
- Facilitated Vault (exc: handspring/salto)
- Vault performed w/o pistons/pedestal of the table being padded
- Incomplete attempt coming to rest (sitting/lying/standing) on top of the vault table
- \*Note: Voided vaults may be repeated