

Gymnast #	Vault #	Vault #
FIRST FLIGHT PHASE		
> 0.1 Foot Form (flexed, sickled)		
> 0.1 Legs - Crossed		
> 0.2 Legs - Separated		
> 0.3 Knees - Bent		
> 0.2 Hips - Angle Poor		
> 0.2 Body - Arched		
> 0.3 Turn - Not Fully Executed		
REPULSION PHASE		
> 0.1 Hands - Staggered / Alternate		
> 0.2 Hands - Alternate Repulsion		
> 0.3 Hands - Steps / Hops		
> 0.2 Legs - Bent (Salto Vaults)		
> 0.5 Arms - Bent		
2.0 Head contact in Support (inc.arms)		
> 0.2 Shoulder - Angle Poor		
> 0.2 Body - Arched / Piked		
> 0.3 Turn - Begun Too Early		
> 0.3 Failure to Pass thru 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 or Early Tuck (saltos)		
> 0.2 Touch - Brush/Hit Table w/body		
> 0.1 Turn - Lack of Exactness		
> 0.3 Turn - Late Completion (non-saltos)		
> 0.5 Turn - Begun Too Late		
0.1 Salto - Under Rotation		
> 0.3 Body - Insufficient Tuck / Pike		
> 0.3 Body - Insufficient Stretch (arch/pike)		
> 0.3 Maintain Stretch (pike down)		
> 0.3 Insufficient Opening (tuck/pike)		
> 0.5 Height		
> 0.3 Length		
LANDING / GENERAL		
> 0.1 Arms - Extra Swings		
> 0.2 Body - Incorrect Body Posture		
> 0.2 Trunk - Additional Movements		
> 0.3 Turn - Incomplete		
> 0.3 Squat on Landing		
> 0.4 Steps (0.1) Large Step (0.2)		
> 0.3 Direction (mat contact)		
> 0.3 Dynamics		
> 0.3 Brush / Touch (no support)		
0.5 Fall (to support, against Table)		
0.5 Coach - Between (Board & Table)		
0.5 Coach - Spot Landing		
START VALUE	<input type="text"/>	<input type="text"/>
DEDUCTIONS		
JUDGE #1	<input type="text"/>	<input type="text"/>
JUDGE #2	<input type="text"/>	<input type="text"/>
Chief Judge:		
1.0 One Arm, 0.5 Vault w/o signal, 0.3 Unauthorized Mat, 0.2 Tape on Table	<input type="text"/>	<input type="text"/>
	1st Vault	2nd Vault

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