

Gymnast #	Vault #	Vault #
<b>FIRST FLIGHT PHASE</b>	Symbol	Symbol
> 0.1 <b>Foot Form</b> (flexed, sickled)		
> 0.1 Legs - Crossed		
> 0.2 Legs - <b>Separated</b>		
> 0.3 <b>Knees - Bent</b>		
> 0.2 Hips - Angle Poor		
> 0.2 <b>Body - Arched</b>		
> 0.3 Turn - Incomplete		
<b>REPULSION PHASE</b>		
> 0.1 Hands - Staggered / Alternate		
> 0.2 Hands - Alternate Repulsion		
> 0.3 <b>Hands - Steps / Hops</b>		
> 0.2 Legs - Bent (Salto Vaults)		
> 0.5 <b>Arms - Bent</b>		
2.0 Head contact in Support (inc. arms)		
> 0.2 <b>Shoulder - Angle Poor</b>		
> 0.2 <b>Body - Arched</b>		
> 0.3 Turn - Begun Too Early		
> 0.5 Support - Too Long (Non-Salto)		
> 1.0 Vertical Angle (Non-Salto)		
<b>SECOND FLIGHT PHASE</b>		
> 0.1 <b>Foot Form</b> (flexed, sickled)		
0.1 Legs - Crossed		
0.2 Legs - Separated		
> 0.3 <b>Knees - Bent</b>		
> 0.2 <b>Touch - Brush / Hit vault table</b>		
> 0.1 Turn - Insufficient Exactness		
> 0.3 Turn - Late Completion (non-saltos)		
> 0.5 Turn - Begun <b>Too Late</b>		
> 0.1 Salto - Under Rotation of Salto Vault		
> 0.3 <b>Body - Insufficient Tuck / Pike</b>		
> 0.3 <b>Body - Insufficient Stretch</b> (arch/pike)		
> 0.3 Maintain Stretch ( <b>Pike Down</b> )		
> 0.3 Insufficient <b>Opening</b> (tuck/pike)		
> 0.5 <b>Height</b>		
> 0.3 <b>Length</b>		
<b>LANDING / GENERAL</b>		
> 0.1 Arms - Extra Swings		
> 0.2 <b>Body - Incorrect Body Posture</b>		
> 0.2 <b>Trunk - Additional Movements</b>		
> 0.3 Turn - Incomplete		
> 0.3 Squat on Landing		
0.1 Land - Feet more than hip-width apart		
> 0.4 <b>Steps</b> (0.1 each) <b>Large</b> (0.2) <b>Max</b> (0.4)		
> 0.3 Direction (mat contact)		
> 0.3 <b>Dynamics</b>		
> 0.3 Brush / Touch Mat (no support)		
0.5 <b>Fall</b> (to support, against table)		
0.5 Coach - Between Board-Table		
0.5 Coach - Spot Landing		
1.0 <b>One Arm, No Hands, Not to Feet, Spot</b>		
<b>START VALUE</b>	<input type="text"/>	<input type="text"/>
<b>DEDUCTIONS</b>	<input type="text"/>	<input type="text"/>
<b>JUDGE #1</b>	<input type="text"/>	<input type="text"/>
<b>JUDGE #2</b>	<input type="text"/>	<input type="text"/>
<b>CJ:</b>	<input type="text"/>	<input type="text"/>
Tape on Table or No Vault # = 0.2 Unauthorized Matting = 0.3 Vault with No Signal = 0.5		

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> 0.5 <b>Height</b>		
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<b>LANDING / GENERAL</b>		
> 0.1 Arms - Extra Swings		
> 0.2 <b>Body - Incorrect Body Posture</b>		
> 0.2 <b>Trunk - Additional Movements</b>		
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BARS Connection Values	0.1	0.2	BARS - SR 0.2 each	BARS Composition			VP	NCAA
Group 367 + Group 367 Both with flight/turn w/without flight/turn w/without flight/turn	C+C		2 - Bar Changes	0.05	Insufficient Distribution of Elements	difficulty not maintained or place in same section	A	3
			0.05	Lack of Variety	in Choice of Elements and Connections			
	C+C		1 - C Turn	0.1	Squat or Stoop on LB to grasp HB	more than one = 0.1 each		
			0.1	Uncharacteristic Elements:	squat on LB 1/2 t. on feet, HB swing LB feet w/o circle	C	2	
	C+D		1st = C-Flight or B-Flight 2nd = C-Flight or D-Flight	0.1	Forward 3/4 Giant Circle	less than 20o, breaks connection	SV	9.5
			Choice of Elements:		not up to competitive level			
	D+D		C-Salto Dismount	0.1	ONE Single Bar ("D") Release	Or ONE ("E") Release	AV	0.5
			A + A + C = - 0.1 B + B + C = - 0.1	(UTL)	Or Minimum (2) two ("D") Releases AND ("D") Dismount or ("C") with CV	Or Minimum (2) two ("E") Elements		
							SR	0.2

	Exec. - _____	Comp. - _____	B -	SV Level: <b>9.5</b>	S.V. + _____
			C -	VP - _____	Ded. - _____
			D -	SR - _____	J1 Score _____
			E -	Sub: _____	J2 Score _____
					Average _____
			CV+ _____	AV + _____	Off Ave. - _____
			DV+ _____		Score _____

	Exec. - _____	Comp. - _____	B -	SV Level: <b>9.5</b>	S.V. + _____
			C -	VP - _____	Ded. - _____
			D -	SR - _____	J1 Score _____
			E -	Sub: _____	J2 Score _____
					Average _____
			CV+ _____	AV + _____	Off Ave. - _____
			DV+ _____		Score _____

	Exec. - _____	Comp. - _____	B -	SV Level: <b>9.5</b>	S.V. + _____
			C -	VP - _____	Ded. - _____
			D -	SR - _____	J1 Score _____
			E -	Sub: _____	J2 Score _____
					Average _____
			CV+ _____	AV + _____	Off Ave. - _____
			DV+ _____		Score _____

BEAM Connection Values	0.1	0.2	Beam - SR 0.2 each	BEAM Composition		VP	NCAA
Acro Flight - 2 elements <i>(including mounts)</i>		<b>B+D *</b> C+C	<b>1 Acro Flight Series</b> * 1 - ("C") Flight	0.05	<b>Insufficient Distribution of Elements</b>	difficulty not maintained or placed in same section	
Acro Flight - 3 elements <i>Bonus (3 Acro Series) +0.1 CV Dismount Must be "C" for CV</i>	B+B+C	<b>B+B+D *</b> B+C+C B+C+D	<b>1 Dance Series</b> * 1 - ("C") Element	0.05	<b>Insufficient Use of Entire Beam</b>	Spatially, Directionally, Level Changes (each 0.05)	
Dance or Mixed <i>(including mounts)</i>	A+D B+C	<b>B+D*</b> C+C	<b>1 Leap / Jump</b> * 180o split	0.1	<b>Lack of Variety in Acro</b>	Minimum ("A") Backward Acro element	
Turns	A+C		<b>1 Full turn</b>	0.1	<b>Lack of Variety in Dance</b>	Minimum ("A") Forward/Sideward Acro element	
			<b>C - Aerial/Salto Dismount</b> D (Acro) --> B dismount = OK	0.1	<b>Choice of Acro Elements</b>	not up to competitive level	
				(UTL)	<b>Acro Flight Series on the Beam</b>	Series without CV must have additional "D" Acro or "E" Dance skill <i>(mount / dismount included)</i>	

A	3
B	3
C	2
SV	9.5
AV	0.5
SR	0.2

	Artistry - _____ Exec. - _____ Comp. - _____	B - _____ C - _____ D - _____ E - _____ CV+ _____ DV+ _____	Time: _____ SV Level: <b>9.5</b> VP - _____ SR - _____ Sub: _____ AV + _____	S.V. + _____ Ded. - _____ J1 Score _____ J2 Score _____ Average _____ Off Ave. - _____ Score _____
	Artistry - _____ Exec. - _____ Comp. - _____	B - _____ C - _____ D - _____ E - _____ CV+ _____ DV+ _____	Time: _____ SV Level: <b>9.5</b> VP - _____ SR - _____ Sub: _____ AV + _____	S.V. + _____ Ded. - _____ J1 Score _____ J2 Score _____ Average _____ Off Ave. - _____ Score _____
	Artistry - _____ Exec. - _____ Comp. - _____	B - _____ C - _____ D - _____ E - _____ CV+ _____ DV+ _____	Time: _____ SV Level: <b>9.5</b> VP - _____ SR - _____ Sub: _____ AV + _____	S.V. + _____ Ded. - _____ J1 Score _____ J2 Score _____ Average _____ Off Ave. - _____ Score _____

FLOOR Connection Values	0.1	0.2	FLOOR - SR 0.2 each	FLOOR Composition Deductions		VP	NCAA
				0.05	Insufficient Use of Floor Area		
Acro. Indirect (Aerials / Saltos)	A+A/B+C/D A/B+D		2 Saltos Direct or 2 Salto Series	0.05	Insufficient Distribution of Elements		
		C+C C+D	3 Different Saltos	0.1	Lack of Variety in Acro		A 3 B 3 C 2
Acro. Direct (Aerials / Saltos)	A+C B+B A+A+C	B+C C+C A/B+D	1 Dance Pass 2 Different Elements Group 1	0.1	Lack of Variety in Dance		SV 9.5 AV 0.5
Dance / Mixed (Turn + Jump = OK)	B+D C+C; C+A+A	C+D D+D	Direct or Indirect One 180° Split Leap	0.1	Choice of Elements:		
Mixed	Salto D+A Jump		C - Last Salto	(UTL)			SR 0.2
					One ("E") element (Dance/Acro) or 2 Different ("D") elements (1) Acro		
					One 3-Acro Series with ("C/D/E") Salto		
					Only Two (2) Passes - One with ("D"); Other with +0.2 CV or ("D")		

				Artistry - _____ Exec. - _____ Comp. - _____	B - _____ C - _____ D - _____ E - _____ CV+ _____ DV+ _____	Time: _____ SV Level: <b>9.5</b> VP - _____ SR - _____ Sub: _____ AV + _____	S.V. + _____ Ded. - _____ J1 Score _____ J2 Score _____ Average _____ Off Ave. - _____ Score _____
				Artistry - _____ Exec. - _____ Comp. - _____	B - _____ C - _____ D - _____ E - _____ CV+ _____ DV+ _____	Time: _____ SV Level: <b>9.5</b> VP - _____ SR - _____ Sub: _____ AV + _____	S.V. + _____ Ded. - _____ J1 Score _____ J2 Score _____ Average _____ Off Ave. - _____ Score _____
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