

LEVEL 8-9-10 VAULT DEDUCTIONS

FOOT & LEG FORM	1st Flight	Support	2nd Flight	Landing
Feet Flexed/Sickled	↑ 0.10		↑ 0.10	
Legs Crossed	↑ 0.10		↑ 0.10	
Legs Separated	↑ 0.20		↑ 0.20	
Legs Bent	↑ 0.30	↑ 0.30 <i>or Early Tuck (Saltos)</i>	↑ 0.30	
POOR TECHNIQUE	1st Flight	Support	2nd Flight	Landing
Hip Angle	↑ 0.20			
Arched Body	↑ 0.20	↑ 0.20		
Shoulder Angle		↑ 0.20		
Bent Arms <i>-Group 3 slight lead arm bend OK</i>		↑ 0.50		
HAND PLACEMENT	1st Flight	Support	2nd Flight	Landing
Staggered/Alternate Hand Placement <i>Except Group 3 Vaults or Group 5 Vaults with ¾ - 1/1 turn on, salto off</i>		↑0.10		
Alternate Repulsion from Hands <i>Except Group 3 Vaults or Group 5 Vaults with ¾ - 1/1 turn on, salto off</i>		↑0.20		
Additional Hand Placements <i>Steps / hops on hands</i>		<u>0.10</u> each (0.30 max)		
NON-SALTO VAULTS	1st Flight	Support	2nd Flight	Landing
Too Long in Support <i>(Like compulsory vault)</i>		↑ 0.50		
Angle of Repulsion <i>(Like compulsory vault)</i>		↑ 1.00		
Late Completion of the Twist <i>Group 1 Vaults, Group 4/5 vaults without salto</i>			↑ 0.30	
LA TURNS	1st Flight	Support	2nd Flight	Landing
Insufficient Exactness of LA Turn			↑ 0.10	
Prescribed LA Turn begun Too Early		↑ 0.30		
Prescribed LA Turn begun Too Late			↑ 0.50	
Prescribed LA Turn Incomplete	↑ 0.30			↑ 0.30
<i>1° - 30° missing</i>				↑0.10
<i>31° - 60° missing</i>				0.15 - 0.20
<i>61° - 89° missing</i>				0.25 - 0.30
<i>90° or more missing</i>				Lower Value
POSITION & VAULT DYNAMICS	1st Flight	Support	2nd Flight	Landing
Insufficient Tuck <i>(Twisting saltos, puck OK)</i>			↑ 0.30	
Insufficient Pike <i>(91° - 135°)</i>			↑ 0.30	
Insufficient Stretch <i>(136° - 179°) Hips/Arch</i>			↑ 0.30	
Failure to Maintain Stretch <i>(Pike Down)</i>			↑ 0.30	
Insufficient Extension <i>(Open of Tuck/Pike)</i>			↑ 0.25	
Insufficient / Late Extension			<u>0.30</u>	
Total Absence of Extension			<u>0.30</u>	
Under-Rotation of Salto Vaults			<u>0.10</u>	
Insufficient Height			↑ 0.50	
Insufficient Length			↑ 0.30	
Insufficient Dynamics				↑ 0.30

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LANDING	Landing
Arm Swings to maintain balance	↑ 0.10
Additional Trunk Movements to maintain balance <i>(to avoid steps)</i>	↑ 0.20
Incorrect Body Posture upon landing	↑ 0.20
Squat on landing <i>(hips even with or lower than knees)</i>	↑ 0.30
Brush / Touch landing surface with 1 or 2 Hands	↑ 0.30
Deviation from straight direction on landing	↑ 0.30
STEPS	Landing
Lands with feet hip-width apart or closer but never joins feet <i>(heels)</i> together	<u>0.05</u>
Lands with feet more than hip-width apart	<u>0.1</u>
Slight hop, small adjustment of feet or lands feet staggered	↑ 0.10
Steps <i>(each step)</i> Max = <u>0.40</u>	<u>0.1</u>
Large Step or Jump <i>(Approx. 3 feet or more)</i> Max = <u>0.40</u>	<u>0.2</u>

HITS & FALLS	1st Flight	Support	2nd Flight	Landing
Head Contacts Table <i>(includes 0.5 for arms)</i>		<u>2.00</u>		
Brush or Hit of Body on Table			↑ 0.20	
Landing on Top of Table <i>(Sit, Stand, lying)</i>				VOID
Fall against Table				<u>0.50</u>
Support on Mat with 1-2 Hands				<u>0.50</u>
Fall on Mat to Knee(s) or Hips				<u>0.50</u>
Fall/Failure to land on Bottom of Feet first				VOID
<i>*Lands on hands & bottom of feet simultaneously</i>				<u>0.50</u>
SPOTS & VOIDS				Landing
Coach standing between Board and Table <i>(except Yurchenko entry vaults)</i>				<u>0.50</u>
Spotting assistance Upon Landing Vault, <i>if also falls deduct an additional <u>0.50</u></i>				<u>0.50</u>
Spotting assistance During Vault				VOID
<i>Except Level 8 salto vaults POST-flight</i>				<u>1.00</u>
No Hand Contact on Table				VOID
Restricted Vault Performed for Levels 8/9				VOID
Failure to use Safety Zone mat for Round-off Entry Vaults				VOID
Use of Alternative Springboard <i>(trampoline-like junior board)</i>				VOID