2022-2024 OPTIONAL **VERTICAL** VAULTS	1ST FLIGHT		REPULSION PHASE						2ND FLIGHT					DIRECTION	DYNAMICS	LANDING		SCORE		
	Twist Not Com-plete up to .3	Exec Faults (see below)	Walk/Hop on Hands (.1 ea) up to .3	Stag/ Alt Hands up to .1 Alt Rep up to .2	Bent Arms (head contact 2.0) up to .5	Too Long in Support (non-salto) up to .5	Twist Too Soon up to .3	Exec Faults (includes (not vert) (see below)	Insuf Height up to .5	Insuf Length up to .3	Insuf Ext/ Opening up to .3	**Twisting** Late Twist up to .5 Exactness up to .1 Finish Late up to .3 Incomplete up to .3 Under rotated saltos - up to .1	Exec Faults (see below)	up to .3	up to .3		Vault Value - - - Deduc-tions	J1	J2	AVERAGE
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8.6
Hdsp
1/2 - rep
1/4 - 1/4
Yami
RO - rep

8.8
Hdsp - 1/2
Yami - 1/2
RO - 1/2

9.0
1/4 - 3/4
1/2 - 1/2

9.2
1/2 - 1/1
1/4 - 1 1/4
RO 1/2 - hdsp

9.4
Hdsp/Yami - 1/1
1/1 - hdsp
RO - 1/1
RO 1/2 - 1/2

9.6
Hdsp - 1 1/2
1/2 - 1 1/2
1/4 - 1 3/4
1/1 - 1/2
Tuck tsuk
RO - 1 1/2
RO - tuck
RO 1/2 - 1/1
RO 1/1 - rep

9.8
1/1 - 1/1
Tuck tsuk 1/2
Pike tsuk
RO - pike
RO - 1/2 - 1 1/2
RO 1/1 - 1/2

10.0
Hdsp - 2/1
1/1 - 1 1/2
1/2 - 2/1
Hdsp front tuck
Hdsp front pike
Cuervo
Pike tsuk 1/2
Tuck tsuk 1/1
Layout tsuk
1/2 - 1/2 front
1/4 - 1/4 front
1/4 - 3/4 front
RO - 2/1
RO - tuck 1/1
RO - layout
RO - 1/2 front
RO 1/2-frt tuck
RO 1/2 - 2/1
RO 1/1 - 1/1
RO 1/1 - salto
Hdsp on board-frt tk or pk

Feet - → .1; Legs Crossed - → .1; Legs apart - → .2; Bent Knees - → .3; Pike - → .2; Arch - → .2; Not thru vertical - → .3; Legs bent in support - → .2; Shoulder Angle - → .2; Insuf. Tuck/Pike/Str - → .3; Brush/hit on table - → .2

2022-2024 OPTIONAL **FLIGHT** VAULTS	1ST FLIGHT	REPULSION				2ND FLIGHT				DIRECTION	DYNAMICS	LANDING	SCORE			
	Exec Faults (see list at right)	Walk/Hop on Hands (.1 ea) up to .3	Stag/ Alt Hands up to .1 Alt rep up to .2	Bent Arms up to .5	Exec Faults	Insuf Height up to .5	Insuf Length up to .3	Insuf Ext/ Opening up to .3	Exec Faults	up to .3	up to .3		Vault Value - - - Deduc-tions	J1	J2	Ave
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Vault Values

7.0
Squat
Straddle

Execution Faults

Incorrect Foot Form - up to .1
Legs Crossed - up to .1
Leg Separations - up to .2
Bent Knees - up to .3
Hip Angle - up to .2
Arched Body - up to .2
Shoulder Angle - up to .2
Insuf. Tuck/Pike/Stretch - up to .3 Brush/hit on table - up to .2