2019-2020 OPTIONAL VERTICAL VAULTS	1ST F	LIGHT	REPULSION PHASE					2ND FLIGHT						ပ္လ	(5		SCORE		_	8 Ho 1/2 1/4	
	Twist Not Com- plete	Exec Faults	(.1 ea)	Alt Hands up to .1 Alt Rep	contact 2.0)	Too Long in Support (non-salto)		Exec Faults			Opening	Finish Late up to Incomplete up to	.1 .3 .3	冒	DYNAMICS	LANDING	Vault Value Deduc-			AVERAGE	1/2 · 1/4 · Ya RO · <u>8</u> Hdsp Yami
	up to	(see below)	up to	up to	up to	up to .5	up to	(see below)	up to .5	up to	up to	Under rotated saltos up to	.1 (see below	up to	up to		tions	J1	J2		Yami • RO
																					9 <u>.</u> 1/4
																	<u> </u>				- 1/4 · 1/2 ·
	+													-							1/2 1/4 -
																					1/4 - RO 1/2
																					9. Hdsp/Ya 1/1 - RO
																					RO 1/
																					9 Hdsp 1/2 - 1/4 - 1/1 Tuck
	-													-							1/4 - 1/1 -
																					Tuck RO -
																					RO - RO - RO 1/ RO 1/
																					9 1/1
																					1/1 Tuck ts Pike
																					RO - RO - 1/2
	ļ																				RO 1/
																					Hdsp 1/1 - 1/2
																					Hdsp fr
																					. Hdsp fr Cue
																					Pike ts Tuck ts Layou
														<u> </u>							1/2 - 1/ 1/4 - 1/
																					1/4 - 3/ RO
																					RO - tu RO - I RO - 1/
														 							RO - 1/ RO 1/2- RO 1/
																					RO 1/1 RO 1/1
												t in support - up to .2; Sh									Hdsp or

2018-2020	1ST FLIGHT		REPU	LSION			2ND F	LIGHT		Z	ပ္ပ	G	SCORE				
OPTIONAL FLIGHT VAULTS	Exec Faults	Walk/Hop on Hands (.1 ea) up to	Stag/ Alt Hands up to .1 Alt rep up to .2	Bent Arms up to	Exec Faults	Insuf Height up to .5	Insuf Length up to .3	Insuf Ext/ Opening up to .3	Exec Faults	ు ్త్ర DIRECTION	DYNAMICS	LANDING	Vault Value Deduc- tions				
	(see list at right)	.3	.2	.5		.5	.3	.3		.3	.3			J1	J2	Ave	

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