

**VERTICAL VAULTS**

Incorrect foot form	up to .1	Bent arms	up to .5	Incorrect foot form	up to .1	Incomplete/Over twist	up to .3
Legs crossed	up to .1	Head contacting table	2.0	Legs crossed	up to .1	Extra arm swings	up to .1
Legs separated	up to .2	Bent legs (early tuck)	up to .2	Legs separated	up to .2	Add'l trunk movements	up to .2
Bent knees	up to .3	Poor Technique-		Bent knees	up to .3	Body posture on landing	up to .2
Hip angle	up to .2	shoulder angle	up to .2	Insuf. tuck/pike/stretch	up to .3	Slight hop/adjustment	up to .1
Arched body	up to .2	arched body	up to .2	Twist too late	up to .5	Extra steps (.1 ea)	up to .4
Incomplete twist	up to .3	not thru vertical	up to .3	Exactness of twist	up to .1	Large step/jump (.2 ea)	up to .4
		Staggered/alt hands	up to .1	Late completion of twist	up to .3	Deep squat	up to .3
		(fwd entry vaults)		Height	up to .5	Brush/touch w/hand(s)	up to .3
		Alternate repulsion	up to .2	Length	up to .3	Support on mat w/hand(s)	.5
		Walk/hop on hands (.1 ea)	up to .3	Maintain extension b4		Fall to knees/hips	.5
		Too long in support	up to .5	landing (str. vaults)	up to .3	Fall against apparatus	.5
		(non-salto vaults)		Insuf/late ext (saltos)	up to .2	Not to feet first	VOID
		Twist too soon	up to .3	No extension (saltos)	.3	Land in sit/lie/stand on table	VOID
		Touch one hand (CJ)	1.0	Under-rotation (saltos)	up to .1	Direction	up to .3
		No hand contact	VOID	Brush/hit on table	up to .2	Dynamics	up to .3

**Note:** Not all deductions apply to all vaults

VAULT 1			VAULT 2		
	J1	J1		J1	J1
Value	J2	Value	Value	J2	J2
Deductions	Average	Deductions	Deductions	Average	Average
	J1	J1		J1	J1
Value	J2	Value	Value	J2	J2
Deductions	Average	Deductions	Deductions	Average	Average
	J1	J1		J1	J1
Value	J2	Value	Value	J2	J2
Deductions	Average	Deductions	Deductions	Average	Average
	J1	J1		J1	J1
Value	J2	Value	Value	J2	J2
Deductions	Average	Deductions	Deductions	Average	Average

**8.6**  
Hdsp  
1/2 - rep  
1/4 - 1/4  
Yami  
RO - rep

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

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

**9.4**  
Hdsp - 1/1  
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

**10.0**  
1/2 - 1/2 front  
1/4 - 1/4 front  
1/4 - 3/4 front  
**10.0**  
Hdsp onto  
board -  
front tuck or pike

**10.0**  
RO - 2/1  
RO - tuck 1/1  
RO - layout  
RO - 1/2 front  
RO 1/2 - front  
RO 1/2 - 2/1  
RO 1/1 - 1/1  
RO 1/1 - salto

