

# Vault

Judge \_\_\_\_\_ CJ / AJ

Gymnast # \_\_\_\_\_

2024 – 2026

VAULT DEDUCTIONS	1st	2nd	Group 1	Group 2	Group 3		
<b>First Flight Phase</b>			Flight	Hdsp / Yamis	Hdsp w/ saltos		
Incomplete LA twist (vert. vaults Grp 2-6) (up to 0.3)			<b>7.0</b> Straddle	<b>8.6</b> Hdsp 1/2 – Rep 1/4 – 1/4 Yami <b>8.8</b> Hdsp – 1/2 Yami – 1/2 <b>9.0</b> 1/2 – 1/2 1/4 – 3/4 <b>9.2</b> 1/2 – 1/1 1/4 – 1 1/4 <b>9.6</b> Hdsp – 1 1/2 1/2 – 1 1/2 1/4 – 1 3/4 1/1 – 1/2 <b>10.0</b> Hdsp – 2/1 1/1 – 1/1 1/1 – 1 1/2 1/2 – 2/1	<b>9.4</b> Hdsp – 1/1 Yami – 1/1 1/1 – Hdsp <b>9.6</b> Hdsp – 1 1/2 1/2 – 1 1/2 1/4 – 1 3/4 1/1 – 1/2 <b>10.0</b> Hdsp – 2/1 1/1 – 1/1 1/1 – 1 1/2 1/2 – 2/1		
Hip angle (up to 0.3)						<b>10.0</b> Hdsp – Front Tuck  Hdsp – Front Pike  Hdsp – 1/2 Back (Cuervo)  Hdsp onto board – Hdsp – Front Tuck  Hdsp onto board – Hdsp – Front Pike	
Legs separated (up to 0.2)							
Bent knees (up to 0.3)							
Arched body (up to 0.2)							
Legs crossed (up to 0.1)							
Incorrect foot form (flexed, sickled) (up to 0.1)							
<b>Support / Repulsion Phase</b>							
Shoulder angle (up to 0.2)							
Arched body (up to 0.2)							
Staggered/alt. hand placement on fwd entry vaults) (up to 0.1)							
Alternate repulsion from hands (Grp 2 & 3) (up to 0.2)							
Legs bent in support of salto vault (early tuck) (up to 0.3)							
Failure to pass through vertical (up to 0.3)							
Too long in support for non-salto vault (up to 0.5)							
Bent arms (>90° max. ded.) (up to 0.5)							
LA twist too soon (up to 0.3)							
Touch w/ 1 hand (CJ) (1.0)							
No hand contact with vault <b>VOID</b>							
Additional hand placements (each 0.1) (up to 0.3)							
Head contact table (includes 0.5 bent arms) (2.0)							
<b>Second Flight Phase</b>			<b>Group 4</b>	<b>Group 5</b>	<b>Group 6</b>		
LA twist begun too late (up to 0.5)			Tsuk / 1/2 on	RO-FF	RO-FF w/ twist on		
Legs crossed (up to 0.1)			<b>9.6</b> Tuck Tsuk <b>9.8</b> Pike Tsuk <b>10.0</b> Tuck Tsuk 1/2 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	<b>8.8</b> RO – Rep <b>9.0</b> RO – 1/2 <b>9.4</b> RO – 1/1 <b>9.6</b> RO – 1 1/2 RO – Tuck	<b>9.8</b> RO – Pike <b>10.0</b> RO – 2/1 RO – Tuck 1/1 RO – Layout RO – 1/2 Front RO – Back 1/2		
Leg separations (up to 0.2)						<b>9.2</b> RO 1/2 - Hdsp <b>9.4</b> RO 1/2 – 1/2 <b>9.6</b> RO 1/2 – 1/1 RO 1/1 – Rep <b>9.8</b> RO 1/2 – 1 1/2 RO 1/1 – 1/1 <b>10.0</b> RO 1/2 – 2/1 RO 1/1 – 1/1 RO 1/2 – Frt Salto RO 1/1 – Salto	
Bent knees (up to 0.3)							
Incorrect foot form (flexed, sickled) (up to 0.1)							
Insufficient exactness of LA twist (up to 0.1)							
Insufficient exactness of body position (up to 0.3)							
Height (up to 0.5)							
Length (up to 0.3)							
Extension (open) of body before landing (up to 0.25)							
No extension (tuck & pike vaults) (up to 0.3)							
Fail to maintain stretched body (up to 0.3)							
Late completion of twist (up to 0.3)							
Under-rotation of salto vaults (up to 0.1)							
Brush/hit on table (up to 0.2)							
<b>Landing Deductions</b>							
Slight hop/adjustment or staggered feet (up to 0.1)							
Extra arm swings (up to 0.1)							
Add'l trunk movements (up to 0.2)							
Incorrect body posture on landing (up to 0.2)							
Extra steps (max of 4 steps) (each 0.1 - 0.15) (max 0.4)							
Large step/jump (3 ft or more) (max of 2) (each 0.2)							
Squat on landing (hips lower than knees) (up to 0.3)							
Brush/touch w/hand(s) (no support) (0.3)							
Support on mat w/hand(s) (0.5)							
Deviation from straight (up to 0.3)							
Fall against apparatus (0.5)							
Incomplete LA twist (1° – 89°) (up to 0.3)							
Fall to knees/hips (includes steps) (0.5)							
Insufficient dynamics (up to 0.3)							
Land in sit/lie/stand on table <b>VOID</b>							
Failure to land on any part of bottom of feet first <b>VOID</b>							
<b>Total Deductions</b>							



• Vault 1 _____ Value: _____ Deductions: _____ Neutral Ded: _____ <b>FINAL SCORE:</b> _____	Vault 2 _____ Value: _____ Deductions: _____ Neutral Ded: _____ <b>FINAL SCORE:</b> _____
--	--