

GENERAL

Spotting

- **Touch with Assist**
 - deduct .5 for spot (assist)
 - no VP credit is given
 - no credit for ER/Bonus
- **Touch w/ No Assist**
 - deduct .5 for spot (touch)
 - give VP credit
 - give credit for ER/BBS
- **Catch Falling Gymnast**
 - if fall and spot occur simultaneously, deduct only for the fall

Difficulty Required

1 HS/AHS @ .3	.3	
3 S @ .5	1.5	
4 M @ .3	<u>1.2</u>	
Total	3.0	

- Higher value elements may be used to replace missing lower value elements on a one-to-one basis and will retain their value

Range of Scores

9.5 - 10.0	.2	
8.5 - 9.475	.3	
7.0 - 8.475	.5	
Below 7.0	1.0	

- Average score determines the range

Equipment Failure

Includes broken/torn handgrip (not incl. bandages or footwear)

- **If Gymnast Stops**
 - may repeat entire routine or continue from point of interruption after reasonable amount of rest (CJ determines time)
- **If Routine is Completed**
 - gymnast decides whether or not to repeat prior to receiving score
 - if repeated, second score is final

VAULT

GENERAL

- Height of table = 100 cm - 135 cm
- Spotting - Spotting block or folded panel mat may be used.
- One **hand placement mat** may be placed on runway for RO vaults only
- Pistons/pedestal (vertical uprights) must be padded
- Coach between board and table = -0.5

PERFORMANCE

- 2 vaults, same or different; average each, better score counts
- Vault value determined by vault performed.
- Body position for majority of vault determines vault performed.
- No penalty for not announcing vault or for performing a different vault than announced
- Vault w/o signal from Chief Judge = -0.5 from next vault performed (Vault w/o signal does **not** count as one of the 3 attempts)

ROUND-ENTRY VAULTS

- Coach must be present as a spotter
- Board safety mat must be around front and sides of board
- Judging begins with takeoff from board

BALKS

- Balk is an attempt **w/wo** touch of board, table, hand placement mat, or safety zone mat that does **not** result in rest or support on top of vault table (fall on runway is considered a balk)
- 3 attempts to complete one or both vaults
- No 4th attempt allowed

balk - vault - vault } OK
 vault - balk - vault } OK

balk - balk - vault } OK but
 balk - vault - balk } no 2nd
 vault - balk - balk } vault

balk-balk-balk } score is 0

FACILITATING VAULTS

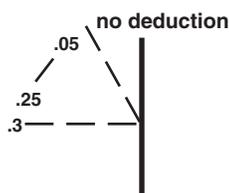
- Spotting that does not facilitate or spot on landing - 0.5
- Spotting assistance/facilitating vault - VOID (ex: handspring - 1st and/or 2nd flight = -1.0 each time) (ex: salto vaults - 1st flight = VOID; 2nd flight = -1.0)

2018-2020

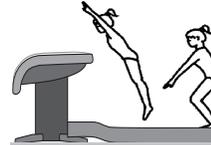
Over/Under Rotated Turn on Landing

1° - 30°	.05 -.1	
31° - 60°	.15 -.2	
61° - 89°	.25 -.3	
90° or more	diff. vault	

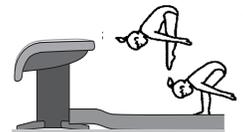
Insufficient Extension / Opening



No Opening Deduction



Maximum Opening Deduction (0.3)



(deduction should reflect body shape prior to landing)

VAULT DEDUCTIONS (Vertical Vaults)

	Repulsion Phase	Second Flight	Landing
First Flight	Bent arms up to .5	Twist begun late up to .5	Incomplete/Over Twist up to .3
Legs crossed up to .1	Head on table (includes arms) 2.0	Legs crossed up to .1	Direction up to .3
Incorrect foot form up to .1	Too long in support up to .5	Incorrect foot form up to .1	Dynamics up to .3
Leg separations up to .2	(non-salto vaults)	Leg separations up to .2	Slight hop/adjustment/feet staggered up to .1
Bent knees up to .3	Legs bent in support up to .2	Bent knees up to .3	Extra arm swings up to .1
Hip angle (pike) up to .2	(salto vaults)	Insuf. tuck/pike/stretch up to .3	Add'l trunk movements up to .2
Arched Body up to .2	Shoulder angle up to .2	Insuf. exactness of twist up to .1	Body posture on landing up to .2
Incomplete Twist up to .3	Arched body up to .2	Late completion of twist up to .3	Extra steps (max .4) .1 each
	Alternate repulsion up to .2	Height up to .5	Large step/jump (3'+, max .4) .2 each
	(fwd entry vaults)	Length up to .3	Squat on landing up to .3
	Staggered/alt hands up to .1	Extension (str. vaults) up to .3	Brush/touch w/hand(s) up to .3
	(fwd entry vaults)	Insuf/Late ext (U,V) up to .25	on mat (no support)
	Add'l hand placements up to .3	No extension (U,V) .3	Fall/support on mat w/ hand(s) .5
	Twist too soon up to .3	Under rotation (saltos) up to .1	Fall to knees/hips .5
	One hand vault (CJ) 1.0	Brush/hit on table up to .2	Fall against apparatus .5
	No hand contact VOID		Land in sit/lie/stand on table VOID
			Not to feet first landing VOID

** Feet first = any part of the bottom of the feet (if hands/feet land simultaneously - do not void)