

SECTION 2 – OPTIONAL VAULT – GENERAL INFORMATION

11. Unknown Vault: if a Gymnast attempts a Vault listed on the Vault Value Chart for her LEVEL, but does not complete it, resulting in a Vault that is not found on the Chart, the Vault is scored “0” (VOID). However, the Gymnast does NOT receive a “0” (VOID) as the Final Score for the event, if the second Vault is a legitimate Vault.
12. Restricted Vault LEVEL 6 / 7 / 8 / 9: if EITHER of the two (2) Vaults performed are Vaults that are not allowed, the Gymnast would receive a Final Score of “0” (VOID) for that event, because a Restricted Vault was performed.
13. Vault TOUCH WARM-UP is not regulated by time. During TOUCH WARM-UP, each Gymnast is guaranteed a specific number of warm-up Vaults, depending upon her LEVEL.
 - a. After presenting to the Judges, the Gymnasts are allowed ONE “run-back” from the board, before the Vault attempts are counted.
 - b. Each Gymnast is allowed to stand on the Vault Table and jump (or salto) off ONE TIME ONLY, in addition to their specific number of guaranteed TOUCH WARM-UP Vaults.
 - c. LEVELS 6 / 7 / 8 / 9 / 10 Gymnasts are guaranteed three (3) TOUCH WARM-UP Vaults.
 - d. It is not considered additional warm-up time if a Gymnast who is next to compete on Vault runs or jumps on the Vault Runway following the previous competitor’s final Vault. The Gymnast may NOT run or jump in front of the Vault Judges’ Table. A warning would be given in this instance for exceeding warm-up time.
14. Group 1 Vault clarifications:
 - a. All Group 1 Vaults that have a Turn in pre-flight may be performed with $\frac{1}{4}$ (90°) to $\frac{1}{2}$ (180°) LA (long axis) turn in the first flight phase.
 - b. All Group 1 Vaults with a Twist in both the first and second flight phase, the twist may be performed in either direction.
15. Group 3 (Tsukahara entry) Vault clarifications:
 - a. A slight arm bend of the lead arm is allowed for all Group 3 Vaults.
 - b. All Group 3 (Tsukahara entry) Vaults may be performed with $\frac{1}{4}$ (90°) to $\frac{1}{2}$ (180°) LA turn in the first flight phase. There is NO deduction for incomplete turn.
 - c. No deduction for incomplete turn for all Group 3 Vaults performed with $\frac{1}{4}$ – $\frac{1}{2}$ turn on and $\frac{3}{4}$ - $\frac{1}{2}$ turn off to a Front Salto.
16. Group 5 Vault Clarifications:
 - All Group 5 Vaults described as having a 1/1 (360°) LA turn in the first flight phase with a Backward Salto in the second flight phase may be performed with a 3/4 (270°) to 1/1 (360°) LA turn in the first flight phase.
17. Timing Falls:
 - a. If a gymnast falls on her first vault attempt and an injury is being assessed, **once she is standing on her feet, she has 45 seconds to salute for the second vault.**
 - b. If the allotted fall time is exceeded, a second Vault will NOT be allowed.
 - c. The Chief Judge is responsible for monitoring the Fall Time.

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G. LEVEL 6 / 7 VAULT SPECIFIC APPARATUS DEDUCTION CHART

FIRST FLIGHT PHASE	up to 0.10	INCORRECT FOOT FORM (flexed / sickled)
		<u>INCORRECT LEG FORM</u>
	up to 0.10 up to 0.20 up to 0.30	Legs Crossed Legs Separated Legs Bent
		<u>POOR TECHNIQUE</u>
	up to 0.20 up to 0.20 up to 0.10	Hip Angle Excessive Arch Failure to Maintain Neutral Head Position
SUPPORT / REPULSION PHASE		<u>POOR TECHNIQUE</u>
	up to 0.10	Staggered / Alternate Hand Placement on all Vaults, Except Tsukahara
	up to 0.20	Shoulder Angle
	up to 0.20	Excessive Arch
	up to 0.10	Failure to Maintain Neutral Head Position
	up to 0.20	Alternate Repulsion from Hands on all Vaults, Except Tsukahara
	up to 0.30	Legs Bent
	each 0.10 (max 0.30)	ADDITIONAL HAND PLACEMENTS (steps / hops on hands)
	up to 0.30	FAILURE TO PASS THROUGH VERTICAL
	up to 0.50	BENT ARMS (bent 90° or more = maximum deduction) slight lead arm bend allowed on Tsukahara Vaults
	up to 0.50	TOO LONG IN SUPPORT
up to 1.00	<u>ANGLE OF REPULSION</u> Angle of Repulsion is determined by the Line from the Hands through the Hips (center of mass). If there is a shoulder angle, measure from the shoulders to hips.	
No Deduction	If the Gymnast leaves the Table	
0.05 – 0.50	By Vertical	
0.55 – 1.00	1° To 45° Past Vertical	
	46° Past Vertical to Horizontal	
<u>1.00</u>	TOUCH TABLE WITH ONLY ONE HAND. Chief Judge takes the deduction from the average score if half of the Panel sees only one hand touch.	
<u>2.00</u>	HEAD CONTACTING THE TABLE during Support Phase Includes <u>0.50</u> deduction for extreme Arm Bend	
VOID	NO HAND CONTACT ON THE TABLE	