

Optional Vaults Lev 10

July 2009

Name/Number			
Vault/Value			
1st Flight			
Body	Arched Body	>.20	
	Hip Angle (Pike)	>.20	
Legs	Separated	>.20	
	Legs Crossed	.10	
	Knees Bent	>.30	
Turn	Incomplete	>.30	
Repulsion Phase			
Body	Shoulder Angle	>.20	
	Arched Body	>.20	
Arms	Bent	>.50	
Turn	Began Too Early	>.30	
Touch	1 Hand Only	CJ <u>1.00</u>	
Hands	ALT/Staggered	>.10	
	Hand Steps or Hops	>.30	
No Hands		Void	
Head Touch (support-& bent arms)		>.50	
2nd Flight Phase			
Height		>.50	
Length		>.30	
Legs	Crossed	.10	
	Separated	>.20	
	Knees Bent	>.30	
Turn	LA Turn Begun Too Late	>.50	
	Not Exact LA Turn	>.10	
	Late Completion of Twist (no salto)	>.30	
Tuck/Pike	Insufficient	>.30	
	Insuff or Late Opening	>.20	
	Absence of Opening	<u>0.30</u>	
Layout	Insuff 136-179°	>.30	
	Arched Body	>.30	
	Pike down	>.30	
Brush/Hit	Body/Head on Table	>.20	
Landing			
Turn	Incomplete	>.30	
Steps	Each or hops	.10ea	
	Very Large Step or Jump	.20	
Body	Trk move for balance	>.20	
	Incorrect Posture	>.20	
	Extra Arm Swings	>.10	
	Deep Squat	>.30	
Falls		.50	
	No SOLE Feet First	Void	
	Land on Vault Table	Void	
	Brush 1/2 hands mat-no support	>.30	
Direction		>.30	
Dynamics		>.30	
Additional Rules			
Failure To Flash Vault #		CJ <u>.20</u>	
Coach Betwn	Non RO Entry	<u>0.50</u>	
board/table	RO Entry	none	
No Safety Collar	R/O Vaults	Void	
	Start Before Signal	CJ <u>.50</u>	
Spot	During Vault	Void	
	Landing	0.50	
Score			