**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

**APPROACHES**

- Balk (no touch of board or table) counts as an attempt (board safety mat/hand placement mat are not part of apparatus)
- Balk (with touch of board or table) is a void vault
- 3 attempts to complete one or both vaults—
  - balk - vault - vault
  - vault - balk - vault
  - touches-balk-balk ] score is 0
- vault - balk - vault

**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-OFF 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

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**VAULT**

**Difficulty Required**

<table>
<thead>
<tr>
<th>1 HS/AHS @ .3</th>
<th>3 S @ .5</th>
<th>4 M @ .3</th>
<th>Total</th>
</tr>
</thead>
<tbody>
<tr>
<td>.3</td>
<td>1.5</td>
<td>1.2</td>
<td>3.0</td>
</tr>
</tbody>
</table>

- 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
- 8.5 - 9.475
- 7.0 - 8.475
- Below 7.0
- Average score determines the range

**Misellaneous**

- Run with touch of board/table but no vault - VOID
- Touch of only one hand - 1.0 CJ
- No contact on table - VOID
- Spotting that does not facilitate or spot on landing - 0.5
- Spotting assistance/facilitating vault - VOID (ex: handspring)
- Not to feet first landing on any vault - VOID
  (feet first = any part of the bottom of the feet) (if hands/feet land simultaneously - do not void)

**LANDING DEDUCTIONS**

- Slight hop/adjustment/feet staggered up to .1
- Extra arm swings up to .1
- Add'l trunk movements up to .2
- Body posture on landing up to .2
- Extra steps .1 each (up to 0.4)
- Large step/jump (3’ or more) .2 each (up to 0.4)
- Squat on landing up to .3
- Brush/touch w/hand(s) on mat (no support) up to .3
- Fall/Support on mat w/1 or 2 hands .5
- Fall to knees/hips .5
- Fall against apparatus .5
- Land in sit/lie/stand on table VOID

**VAULT DEDUCTIONS**

**First Flight**

- Legs crossed up to .1
- Incorrect foot form up to .1
- Leg separations up to .2
- Bent knees up to .3
- Hip angle (pike) up to .2
- Arched Body up to .2
- Incomplete Twist up to .3
- Bent arms up to .5
- Head on table (includes arms) 2.0
- Too long in support up to .5
- Legs bent in support up to .2
- Shoulder angle/Arch up to .2
- Alternate repulsion (fwd entry vaults) up to .2
- Staggered/alt hands (fwd entry vaults) up to .1
- Add’l hand placements up to .3
- Twist too soon up to .3
- One hand vault (CJ) 1.0

**Second Flight**

- Legs crossed up to .1
- Incorrect foot form up to .2
- Leg separations up to .3
- Bent knees up to .3
- Insuf. tuck/foil/stretch up to .1
- Insuf. exactness of twist up to .3
- Late completion of twist up to .1
- Height up to .5
- Length up to .3
- Extension (str. vaults) up to .3
- Insuf/Late ext (V1,V) up to .25
- No extension (V1,V) .3
- Under rotation (saltos) up to .1
- Brush/hit on table up to .2
- Incomplete/Over Twist up to .3
- Direction up to .3
- Dynamics up to .3
- Landing—(see above)