

2024-2026 OPTIONAL VERTICAL VAULTS	1ST FLIGHT		REPULSION PHASE						2ND FLIGHT						DIRECTION	DYNAMICS	LANDING	SCORE		
	Twist Not Complete up to .3	Exec Faults (see below)	Walk/Hop on Hands (.1 ea) up to .3	Stag/Alt Hands up to .1 Alt Rep up to .2	Bent Arms (head contact 2.0) up to .5	Too Long in Support (non-salto) up to .5	Twist Too Soon up to .3	Exec Faults (includes not vert) (see below)	Insuf Height up to .5	Insuf Length up to .3	Insuf Ext/Opening up to .3	Twisting Exactness up to .1 Finish Late up to .3 Incomplete up to .3 Under rotated saltos - up to .1		Exec Faults (see below)				Vault Value	Deductions	J1

- 8.6**
Hdsp
1/2 - rep
1/4 - 1/4
Yami
- 8.8**
Hdsp - 1/2
Yami - 1/2
RO - rep
- 9.0**
1/4 - 3/4
1/2 - 1/2
RO - 1/2
- 9.2**
1/2 - 1/1
1/4 - 1 1/4
RO 1/2 - hdsp
- 9.4**
Hdsp/Yami - 1/1
1/1 - hdsp
RO - 1/1
RO 1/2 - 1/2
- 9.6**
Hdsp - 1 1/2
1/2 - 1 1/2
1/4 - 1 3/4
1/1 - 1/2
Tuck tsuk
RO - 1 1/2
RO - tuck
RO 1/2 - 1/1
RO 1/1 - rep
- 9.8**
Pike tsuk
RO - pike
RO - 1/2 - 1 1/2
RO 1/1 - 1/2
- 10.0**
Hdsp - 2/1
1/1 - 1/1
1/1 - 1 1/2
1/2 - 2/1
Hdsp front tuck
Hdsp front pike
Cuervo
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
RO - 2/1
RO - tuck 1/1
RO - layout
RO - 1/2 front
RO - back 1/2
RO 1/2-frt tuck
RO 1/2 - 2/1
RO 1/1 - 1/1
RO 1/1 - salto
Hdsp on board - frt tk or pk

Feet - → .1; Legs Crossed - → .1; Legs apart - → .2; Bent Knees - → .3; Pike - → .3; Arch - → .2; Not thru vertical - → .3; Legs bent in support - → .3; Shoulder Angle - → .2; Insuf. Tuck/Pike/Str - → .3; Brush/hit on table - → .2

2024-2026 OPTIONAL FLIGHT VAULTS	1ST FLIGHT Exec Faults (see list at right)	REPULSION				2ND FLIGHT				DIRECTION up to .3	DYNAMICS up to .3	LANDING	SCORE			
		Walk/Hop on Hands (.1 ea) up to .3	Stag/ Alt Hands up to .1 Alt rep up to .2	Bent Arms up to .5	Exec Faults	Insuf Height up to .5	Insuf Length up to .3	Insuf Ext/ Opening up to .3	Exec Faults				Vault Value ----- Deduc- tions	J1	J2	Ave

Vault Values

7.0
Straddle

Execution Faults

- Incorrect Foot Form - up to .1
- Legs Crossed - up to .1
- Leg Separations - up to .2
- Bent Knees - up to .3
- Hip Angle - up to .3
- Arched Body - up to .2
- Shoulder Angle - up to .2
- Insuf. Tuck/Pike/Stretch - up to .3
- Brush/hit on table - up to .2