Level 2 Vault Judging 7/21

JUMP TO HANDSTAND ONTO RAISED MAT SURFACE (A MINIMUM OF 16")

General

- Ø Balk #1 run without rest/support mat stack
- VOID Balk #2 or #3
- Ø Coach standing between board / mat stack
- Ø Use of alternative board (trampoline)
- 2.00 Assistance after achieves hand support on mat stack
- VOID Performing incorrect vault (squat on, etc.)
- VOID Never achieves vertical returns to board (or mat stack)
- VOID Coach spots from board to mat stack
- VOID Runs onto board steps up on mat stack or comes to rest on mat stack
- ↑.30 Insuff. dynamics (speed /power)
- C J .50 Vaults without signal
- ↑.10 Failure maintain neutral head (Each Phase)
- ↑.10 Incorrect foot form (flexed/sickled) (Each Phase)
- ↑.20 Legs separated (Each Phase)
- ↑.30 Legs bent (Each Phase)

Failure to maintain stretch body
- ↑.30 • Arch (Each Phase)
- ↑.50 • Pike (Each Phase)

Run & Contact Board

- ↑.30 Insuff. acceleration
- ↑.30 Maintain speed to board
- ↑.30 Excessive forward lean on board
- Each .30 Double bounce on board

Contact after Vertical
1° to 45° past vertical
.05 - .50   45°

.55 - 1.0

46° to 89° past vertical
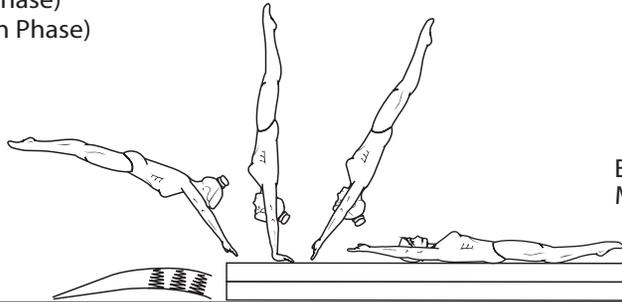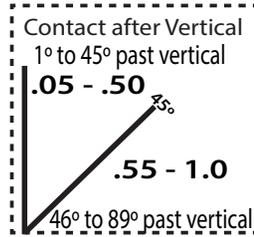
First Flight

See general faults
- ↑.30 Deviation from a straight direction with mat

Support Phase

- ↑.30 Shoulder alignment <180°
- ↑.50 Bent arms in support
- 2.00 Head contact mat stack (includes .50 for arm bend)
- ↑2.00 Failure to invert (forward roll)
- ↑1.00 Contact mat stack after vertical (see chart)
- .50 Hand placement both hands past tape line
- .20 Staggered hands (one hand beyond tape line)
- Each .10 Additional hand placement
- Max .30 (steps / hops on hands)
- 3.00 No hands touch or 1 hand (front salto)

Landing

Failure to finish in a straight-lying position on back
- 1.00 Lands on feet & steps off mat
- .50 Lands on her seat 90° hip angle & steps off mat
- .50 Lands on back back arch & bent legs & steps off mat
- Ø If gymnast makes any of the above errors then lies back down
  - • Execution ded. applied for errors falling to back
  - • Evaluation finishes when arrives in straight lying position

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Vault #1
#		SCORE
Vault #2

Vault #1
#		SCORE
Vault #2

Vault #1
#		SCORE
Vault #2

Vault #1
#		SCORE
Vault #2