

SPECIFIC APPARATUS DEDUCTIONS

FAULTS	0.10	0.30	0.50	1.00
FIRST FLIGHT PHASE				
For missing degree of LA turn <ul style="list-style-type: none"> Group #3 with ¼ [90°] turns Groups #1 & #5 with ½ [180°] turns Groups #1, #2 & #4 with 1/1 [360°] turns 	45° 45° 45°	90° 90°	>90°	
Poor technique <ul style="list-style-type: none"> Hip angle Arch Bent knees Leg or knee separation 	0.10 0.10 0.10 0.10	0.30 0.30 0.30 0.30	0.50	
REPULSION PHASE				
Poor technique <ul style="list-style-type: none"> Staggered/alternate hand placement on forward entry vaults Bent arms Shoulder angle Failure to pass through vertical 	0.10 0.10 0.10 0.10	0.30 0.30 0.30 0.30	0.50	
Prescribed LA turn begun too early	0.10	0.30		
<i>Touch with 1 hand [D Panel deduction]</i>			2.00	
SECOND FLIGHT PHASE				
Height	0.10	0.30	0.50	0.80
Exactness of [LA] turn	0.10			
Body position <ul style="list-style-type: none"> Failure to maintain stretched body [pike down in stretched vaults] Insufficient and/or late extension [tuck and pike vaults] Bent knees Leg or knee separation 	0.10 0.10 0.10 0.10	0.30 0.30 0.30 0.30	0.50	
Insufficient length [distance]	0.10	0.30	0.50	
GENERAL				
Under rotation of salto <ul style="list-style-type: none"> No fall With fall 	0.10	0.30		
Insufficient dynamics	0.10	0.30	0.50	

CORRIDOR MARKINGS		D1 Judge [with written notification from the Line Judge] from Final Score		
Land in the Corridor but close to the prescribed vault corridor line	Initial contact is decisive	0.10		
Land outside Corridor line with one foot			0.30	
Land outside Corridor with both feet				0.50

GENERAL FAULTS Table of General Faults and Penalties				
Legs crossed during elements with twists	each time	0.10		
Insufficient exactness of tuck/pike/stretched position	each time	0.10	0.30	
LANDING FAULTS <i>If there is no fall, maximum landing deduction may not exceed 0.80</i>				
Legs apart on landing	each time	0.10		
Movements to maintain balance				
<ul style="list-style-type: none"> Extra arm swings Additional trunk movements to maintain balance Extra steps/slight hop Very large step or jump [guideline – more than shoulder width] Body posture fault Deep squat Brushing apparatus with hands/arms but not falling against apparatus Support on mat or apparatus with 1 or 2 hands Fall on mat to knees or hips Fall on or against apparatus 	each time each time each time each time each time each time each time each time each time	0.10 0.10 0.10 0.30 0.10 0.10 0.30 0.10 0.30 0.30	max 0.80 max 0.80	0.50 1.00 1.00 1.00

VAULT

Run distance may be individually set

Recommended distance 25 metres

BH 15/6//09

GENERAL

Must have repulsion from both hands	No hands Invalid Vault 0.00	Only one hand 2.00 Penalty
Permitted running approaches [if gymnast has not touched springboard and/or vaulting table]		
<ul style="list-style-type: none"> One Vault required – Two approaches allowed [3rd approach not allowed] Two Vaults required – Three approaches allowed [4th approach not allowed] 		
Gymnast must properly use Safety Collar supplied for Round-off entry Vaults		Invalid Vault 0.00

GROUP 1	Vaults without Salto [Handsprings/Yamashita/Round off] with or without LA turn in 1 st and/or 2 nd flight phase
GROUP 2	Handspring Forward with or without 1/1 turn [360°] in 1 st flight phase – Salto Forward or Backward with or without LA turn in 2 nd flight phase
GROUP 3	Handspring with ¼ - ½ turn [90° - 180°] in 1 st flight phase [Tsukahara] – Salto Backward with or without LA turn in 2 nd flight phase
GROUP 4	Round off [Yurchenko] with or without 1/1 LA turn [360°] in 1 st flight – Salto Backward with or without LA turn in 2 nd flight phase
GROUP 5	Round off with ½ LA turn [180°] in 1 st flight – Salto Forward or Backward with or without LA turn in 2 nd flight phase

REQUIREMENTS**Qualifying [C1], Team Final [C 1V] and All Around [C 11]**

One Vault must be performed – Score counts

- In **Qualifying** [C 1] – 1st Vault counts towards **Team** and/or **All Around** Total
- To qualify for C 111, a gymnast must perform two Vaults as per C 111 rules [see below]

Apparatus Finals

Two Vaults must be performed – Averaged for final score

Two Vaults must show a different Repulsion Phase [take off position from the Vaulting Table] forward or backward as follows

- Forward Repulsion eg Handspring - ½ Turn Backward Tuck Salto [Cuervo]
- Backward Repulsion eg Tsukahara – Salto Backward with 1/1 LA Turn

SPECIFIC APPARATUS DEDUCTIONS**D PANEL**

Failure to flash the intended Vault Number [no Vault number flashed] <i>Final Score of Vault performed</i>	0.30 P
In the Qualification for the Apparatus Finals and Apparatus Finals	Score of 1 st performed Vault Divided by 2 = Final Score
<ul style="list-style-type: none"> When only one Vault or the same Vault is performed When the two Vaults do not show a different Repulsion Phase 	Final Average of both Vaults Minus 2.00 P = Final Score
Touch with one hand	2.00 P
Performance of Invalid Vaults "0" Score recorded by both D and E Panels	<i>Video review by D Panel and Apparatus Supervisor will automatically occur for every Vault that receives an</i> <ul style="list-style-type: none"> Invalid [0.00] Score 2.00 p deduction for 'touch with 1 hand'
<ul style="list-style-type: none"> Run approach with touch of apparatus [springboard or table] without execution of Vault 	0.00
<ul style="list-style-type: none"> No touch on vault table 	0.00
<ul style="list-style-type: none"> Any spotting assistance during the Vault 	0.00
<ul style="list-style-type: none"> Failure to use safety collar for Round-off entry Vaults 	0.00
<ul style="list-style-type: none"> Failure to land on feet first 	0.00

CORRIDOR MARKINGS**The D1 Judge [with written notification from the Line Judge] from Final Score****Marked corridor down the centre of the mat extending outward with 5cm line in centre of corridor**

Land in the corridor but close to the prescribed vault corridor line	Initial contact is decisive	0.10
Land outside the corridor line with one foot		0.30
Land outside the corridor with both feet		0.50