VAULT - TOTAL

VAULT 1 - Handspring Full	VALUE	DED	COMMENTS:
FIRST FLIGHT PHASE			
Incomplete Twist	Up to 0.3		
Hip angle	Up to 0.2	.2	Piked position
Legs separated	Up to 0.2		
Bent Knees	Up to 0.3		
Arched body	Up to 0.2		
Legs crossed	Up to 0.1		
Incorrect foot form	Up to 0.1		
REPULSION PHASE			
Poor Technique			
Shoulder angle	Up to 0.2	.1	
Arched body	Up to 0.2		
Staggered or alternate hand – fwd vlt	Up to 0.1		
Alt repulsion hands – GRP 2-3	Up to 0.2		
Bent arms	Up to 0.5		
Twisting too soon	Up to 0.3		
Only one hand on table	1.0		
No touch on vault table	Void		
Walk/hop on hands	Up to 0.1 each →.3		
Head contacting table	2.o		
Incorrect foot form	Up to 0.1		
SECOND FLIGHT			
Twisting too late	Up to 0.5		
Legs crossed	0.1		
Legs separated	Up to 0.2		
Bent knees	Up to 0.3		
Insufficient exactness of twist	Up to 0.1		
Insufficient degree of T/P/Stretch	Up to 0.3		
Insufficient height	Up to 0.5	.2	
Insufficient length	Up to 0.3	.2	
Extension			
No maintain stretched body	Up to 0.3		
Insufficient/Late extension	Up to 0.25		
Total absence of extension	Up to 0.3		
Late completion of twist	Up to 0.3	.3	
Brush or hit of body on table	Up to 0.2		
Incorrect foot form	Up to 0.1		
LANDING			
Errors (see detail list of errors)	Up to 0.5	.5	
Directions error	Up to 0.3		
Insufficient dynamics	Up to 0.3		
	VAULT VALUE:	**9.40**	
	DEDUCTIONS:	**1.50**	
	SCORE:	**7.90**	

VAULT - TOTAL

VAULT 2 – Handspring Full	VALUE	DED	COMMENTS:
FIRST FLIGHT PHASE			
Incomplete Twist	Up to 0.3		
Hip angle	Up to 0.2		
Legs separated	Up to 0.2		
Bent Knees	Up to 0.3		
Arched body	Up to 0.2		
Legs crossed	Up to 0.1		
Incorrect foot form	Up to 0.1		
REPULSION PHASE			
Poor Technique			
Shoulder angle	Up to 0.2		
Arched body	Up to 0.2		
Staggered or alternate hand – fwd vlt	Up to 0.1		
Alt repulsion hands – GRP 2-3	Up to 0.2		
Bent arms	Up to 0.5		
Twisting too soon	Up to 0.3	.1	Early twist
Only one hand on table	1.0		
No touch on vault table	Void		
Walk/hop on hands	Up to 0.1 each →.3		
Head contacting table	2.o		
Incorrect foot form	Up to 0.1		
SECOND FLIGHT			
Twisting too late	Up to 0.5		
Legs crossed	0.1		
Legs separated	Up to 0.2		
Bent knees	Up to 0.3		
Insufficient exactness of twist	Up to 0.1		
Insufficient degree of T/P/Stretch	Up to 0.3	.1	General form
Insufficient height	Up to 0.5	.2	Low position
Insufficient length	Up to 0.3	.1	Short
Extension			
No maintain stretched body	Up to 0.3		
Insufficient/Late extension	Up to 0.25		
Total absence of extension	Up to 0.3		
Late completion of twist	Up to 0.3		
Brush or hit of body on table	Up to 0.2		
Incorrect foot form	Up to 0.1		
LANDING			
Errors (see detail list of errors)	Up to 0.5	.2	Steps
Directions error	Up to 0.3		
Insufficient dynamics	Up to 0.3		
	VAULT VALUE:	**9.40**	
	DEDUCTIONS:	**.70**	
	SCORE:	**8.70**	

VAULT - TOTAL

VAULT 3 – Handspring Full	VALUE	DED	COMMENTS:
FIRST FLIGHT PHASE			
Incomplete Twist	Up to 0.3		
Hip angle	Up to 0.2	.1	Pike onto table
Legs separated	Up to 0.2		
Bent Knees	Up to 0.3		
Arched body	Up to 0.2		
Legs crossed	Up to 0.1		
Incorrect foot form	Up to 0.1		
REPULSION PHASE			
Poor Technique			
Shoulder angle	Up to 0.2	.2	
Arched body	Up to 0.2		
Staggered or alternate hand – fwd vlt	Up to 0.1		
Alt repulsion hands – GRP 2-3	Up to 0.2		
Bent arms	Up to 0.5		
Twisting too soon	Up to 0.3	.3	Incorrect technique of full
Only one hand on table	1.0		
No touch on vault table	Void		
Walk/hop on hands	Up to 0.1 each →.3		
Head contacting table	2.o		
Incorrect foot form	Up to 0.1		
SECOND FLIGHT			
Twisting too late	Up to 0.5	.1	Technique used on full
Legs crossed	0.1		
Legs separated	Up to 0.2		
Bent knees	Up to 0.3		
Insufficient exactness of twist	Up to 0.1		
Insufficient degree of T/P/Stretch	Up to 0.3		
Insufficient height	Up to 0.5	.3	Distance based on technique
Insufficient length	Up to 0.3	.2	Height based on technique
Extension			
No maintain stretched body	Up to 0.3		
Insufficient/Late extension	Up to 0.25		
Total absence of extension	Up to 0.3		
Late completion of twist	Up to 0.3		
Brush or hit of body on table	Up to 0.2		
Incorrect foot form	Up to 0.1		
LANDING			
Errors (see detail list of errors)	Up to 0.5	.2	Step and position
Directions error	Up to 0.3		
Insufficient dynamics	Up to 0.3		
	VAULT VALUE:	**9.40**	
	DEDUCTIONS:	**1.40**	
	SCORE:	**8.00**	

VAULT - TOTAL

VAULT 4 – Handspring Full	VALUE	DED	COMMENTS:
FIRST FLIGHT PHASE			
Incomplete Twist	Up to 0.3		
Hip angle	Up to 0.2	.1	Pike
Legs separated	Up to 0.2		
Bent Knees	Up to 0.3		
Arched body	Up to 0.2		
Legs crossed	Up to 0.1		
Incorrect foot form	Up to 0.1		
REPULSION PHASE			
Poor Technique			
Shoulder angle	Up to 0.2	.2	"Healy" style angle issues
Arched body	Up to 0.2		
Staggered or alternate hand – fwd vlt	Up to 0.1		
Alt repulsion hands – GRP 2-3	Up to 0.2		
Bent arms	Up to 0.5		
Twisting too soon	Up to 0.3	.3	Incorrect technique
Only one hand on table	1.0		
No touch on vault table	Void		
Walk/hop on hands	Up to 0.1 each →.3		
Head contacting table	2.o		
Incorrect foot form	Up to 0.1		
SECOND FLIGHT			
Twisting too late	Up to 0.5		
Legs crossed	0.1		
Legs separated	Up to 0.2		
Bent knees	Up to 0.3		
Insufficient exactness of twist	Up to 0.1	.1	
Insufficient degree of T/P/Stretch	Up to 0.3		
Insufficient height	Up to 0.5	.3	No lift due to technique
Insufficient length	Up to 0.3	.2	No distance due to technique
Extension			
No maintain stretched body	Up to 0.3		
Insufficient/Late extension	Up to 0.25		
Total absence of extension	Up to 0.3		
Late completion of twist	Up to 0.3		
Brush or hit of body on table	Up to 0.2		
Incorrect foot form	Up to 0.1		
LANDING			
Errors (see detail list of errors)	Up to 0.5	.1	Step
Directions error	Up to 0.3		
Insufficient dynamics	Up to 0.3		
	VAULT VALUE:	**9.40**	
	DEDUCTIONS:	**1.30**	
	SCORE:	**8.10**	

VAULT - TOTAL

VAULT 5 – ¼ - ¾	VALUE	DED	COMMENTS:
FIRST FLIGHT PHASE			
Incomplete Twist	Up to 0.3		
Hip angle	Up to 0.2	.1	Arched
Legs separated	Up to 0.2		
Bent Knees	Up to 0.3		
Arched body	Up to 0.2		
Legs crossed	Up to 0.1		
Incorrect foot form	Up to 0.1		
REPULSION PHASE			
Poor Technique			
Shoulder angle	Up to 0.2		
Arched body	Up to 0.2	.1	Arched
Staggered or alternate hand – fwd vlt	Up to 0.1		
Alt repulsion hands – GRP 2-3	Up to 0.2		
Bent arms	Up to 0.5		
Twisting too soon	Up to 0.3		
Only one hand on table	1.0		
No touch on vault table	Void		
Walk/hop on hands	Up to 0.1 each →.3		
Head contacting table	2.o		
Incorrect foot form	Up to 0.1		
SECOND FLIGHT			
Twisting too late	Up to 0.5		
Legs crossed	0.1		
Legs separated	Up to 0.2		
Bent knees	Up to 0.3		
Insufficient exactness of twist	Up to 0.1	.1	General form
Insufficient degree of T/P/Stretch	Up to 0.3		
Insufficient height	Up to 0.5	.2	Limited lift
Insufficient length	Up to 0.3	.2	Limited height
Extension			
No maintain stretched body	Up to 0.3		
Insufficient/Late extension	Up to 0.25		
Total absence of extension	Up to 0.3		
Late completion of twist	Up to 0.3		
Brush or hit of body on table	Up to 0.2		
Incorrect foot form	Up to 0.1		
LANDING			
Errors (see detail list of errors)	Up to 0.5	.1	Step
Directions error	Up to 0.3	.1	General
Insufficient dynamics	Up to 0.3		
	VAULT VALUE:	**8.80**	
	DEDUCTIONS:	**.90**	
	SCORE:	**7.90**	

VAULT - TOTAL

VAULT 6 – Tuck Tsukahara	VALUE	DED	COMMENTS:
FIRST FLIGHT PHASE			
Incomplete Twist	Up to 0.3		
Hip angle	Up to 0.2		
Legs separated	Up to 0.2	.2	Legs apart
Bent Knees	Up to 0.3		
Arched body	Up to 0.2		
Legs crossed	Up to 0.1		
Incorrect foot form	Up to 0.1		
REPULSION PHASE			
Poor Technique		.1	Leg form
Shoulder angle	Up to 0.2		
Arched body	Up to 0.2		
Staggered or alternate hand – fwd vlt	Up to 0.1		
Alt repulsion hands – GRP 2-3	Up to 0.2		
Bent arms	Up to 0.5		
Twisting too soon	Up to 0.3		
Only one hand on table	1.0		
No touch on vault table	Void		
Walk/hop on hands	Up to 0.1 each →.3		
Head contacting table	2.o		
Incorrect foot form	Up to 0.1		
SECOND FLIGHT			
Twisting too late	Up to 0.5		
Legs crossed	0.1		
Legs separated	Up to 0.2		
Bent knees	Up to 0.3		
Insufficient exactness of twist	Up to 0.1		
Insufficient degree of T/P/Stretch	Up to 0.3		
Insufficient height	Up to 0.5	.1	Slight
Insufficient length	Up to 0.3	.1	Slight
Extension			
No maintain stretched body	Up to 0.3		
Insufficient/Late extension	Up to 0.25		
Total absence of extension	Up to 0.3	.3	No extension
Late completion of twist	Up to 0.3		
Brush or hit of body on table	Up to 0.2		
Incorrect foot form	Up to 0.1	.1	Poor form
LANDING			
Errors (see detail list of errors)	Up to 0.5	.1	
Directions error	Up to 0.3	.05	
Insufficient dynamics	Up to 0.3		
	VAULT VALUE:	**9.60**	
	DEDUCTIONS:	**1.05**	
	SCORE:	**8.55**	

VAULT - TOTAL

VAULT 7 – Tuck Tsukahara	VALUE	DED	COMMENTS:
FIRST FLIGHT PHASE			
Incomplete Twist	Up to 0.3		
Hip angle	Up to 0.2		
Legs separated	Up to 0.2	.1	Form
Bent Knees	Up to 0.3		
Arched body	Up to 0.2		
Legs crossed	Up to 0.1		
Incorrect foot form	Up to 0.1		
REPULSION PHASE			
Poor Technique		.1	General Form
Shoulder angle	Up to 0.2		
Arched body	Up to 0.2		
Staggered or alternate hand – fwd vlt	Up to 0.1		
Alt repulsion hands – GRP 2-3	Up to 0.2		
Bent arms	Up to 0.5	.1	Form
Twisting too soon	Up to 0.3		
Only one hand on table	1.0		
No touch on vault table	Void		
Walk/hop on hands	Up to 0.1 each →.3		
Head contacting table	2.o		
Incorrect foot form	Up to 0.1		
SECOND FLIGHT			
Twisting too late	Up to 0.5		
Legs crossed	0.1		
Legs separated	Up to 0.2		
Bent knees	Up to 0.3		
Insufficient exactness of twist	Up to 0.1		
Insufficient degree of T/P/Stretch	Up to 0.3		
Insufficient height	Up to 0.5	.15	
Insufficient length	Up to 0.3	.1	
Extension			
No maintain stretched body	Up to 0.3		
Insufficient/Late extension	Up to 0.25	.15	
Total absence of extension	Up to 0.3		
Late completion of twist	Up to 0.3		
Brush or hit of body on table	Up to 0.2		
Incorrect foot form	Up to 0.1		
LANDING			
Errors (see detail list of errors)	Up to 0.5	.2	
Directions error	Up to 0.3		
Insufficient dynamics	Up to 0.3		
	VAULT VALUE:	**9.60**	
	DEDUCTIONS:	**1.00**	
	SCORE:	**8.60**	

VAULT - TOTAL

VAULT 8 – Pike Tsukahara	VALUE	DED	COMMENTS:
FIRST FLIGHT PHASE			
Incomplete Twist	Up to 0.3		
Hip angle	Up to 0.2		
Legs separated	Up to 0.2	.1	Legs apart
Bent Knees	Up to 0.3		
Arched body	Up to 0.2		
Legs crossed	Up to 0.1		
Incorrect foot form	Up to 0.1		
REPULSION PHASE			
Poor Technique		.05	Slight errors
Shoulder angle	Up to 0.2		
Arched body	Up to 0.2		
Staggered or alternate hand – fwd vlt	Up to 0.1		
Alt repulsion hands – GRP 2-3	Up to 0.2		
Bent arms	Up to 0.5		
Twisting too soon	Up to 0.3		
Only one hand on table	1.0		
No touch on vault table	Void		
Walk/hop on hands	Up to 0.1 each →.3		
Head contacting table	2.o		
Incorrect foot form	Up to 0.1		
SECOND FLIGHT			
Twisting too late	Up to 0.5		
Legs crossed	0.1		
Legs separated	Up to 0.2		
Bent knees	Up to 0.3		
Insufficient exactness of twist	Up to 0.1		
Insufficient degree of T/P/Stretch	Up to 0.3		
Insufficient height	Up to 0.5	.05	Generally good
Insufficient length	Up to 0.3	.05	Generally good
Extension			
No maintain stretched body	Up to 0.3		
Insufficient/Late extension	Up to 0.25	.05	Generally good
Total absence of extension	Up to 0.3		
Late completion of twist	Up to 0.3		
Brush or hit of body on table	Up to 0.2		
Incorrect foot form	Up to 0.1		
LANDING			
Errors (see detail list of errors)	Up to 0.5	.2	Large step
Directions error	Up to 0.3		
Insufficient dynamics	Up to 0.3		
	VAULT VALUE:	**9.80**	
	DEDUCTIONS:	**.50**	
	SCORE:	**9.30**	

VAULT - TOTAL

VAULT 9 – Pike Tsukahara	VALUE	DED	COMMENTS:
FIRST FLIGHT PHASE			
Incomplete Twist	Up to 0.3		
Hip angle	Up to 0.2		
Legs separated	Up to 0.2	.1	Leg bend
Bent Knees	Up to 0.3		
Arched body	Up to 0.2		
Legs crossed	Up to 0.1		
Incorrect foot form	Up to 0.1		
REPULSION PHASE			
Poor Technique		.1	Leg form
Shoulder angle	Up to 0.2		
Arched body	Up to 0.2		
Staggered or alternate hand – fwd vlt	Up to 0.1		
Alt repulsion hands – GRP 2-3	Up to 0.2		
Bent arms	Up to 0.5		
Twisting too soon	Up to 0.3		
Only one hand on table	1.0		
No touch on vault table	Void		
Walk/hop on hands	Up to 0.1 each →.3		
Head contacting table	2.o		
Incorrect foot form	Up to 0.1		
SECOND FLIGHT			
Twisting too late	Up to 0.5		
Legs crossed	0.1		
Legs separated	Up to 0.2	.1	Leg bend
Bent knees	Up to 0.3		
Insufficient exactness of twist	Up to 0.1		
Insufficient degree of T/P/Stretch	Up to 0.3		
Insufficient height	Up to 0.5		None
Insufficient length	Up to 0.3		None
Extension			
No maintain stretched body	Up to 0.3		
Insufficient/Late extension	Up to 0.25	.05	Slight
Total absence of extension	Up to 0.3		
Late completion of twist	Up to 0.3		
Brush or hit of body on table	Up to 0.2		
Incorrect foot form	Up to 0.1		
LANDING			
Errors (see detail list of errors)	Up to 0.5	.2	Steps
Directions error	Up to 0.3		
Insufficient dynamics	Up to 0.3		
	VAULT VALUE:	**9.80**	
	DEDUCTIONS:	**.55**	
	SCORE:	**9.25**	

VAULT - TOTAL

VAULT 10 – Pike Tsukahara	VALUE	DED	COMMENTS:
FIRST FLIGHT PHASE			
Incomplete Twist	Up to 0.3		
Hip angle	Up to 0.2		
Legs separated	Up to 0.2		
Bent Knees	Up to 0.3		
Arched body	Up to 0.2		
Legs crossed	Up to 0.1		
Incorrect foot form	Up to 0.1	.05	General Form
REPULSION PHASE			
Poor Technique			
Shoulder angle	Up to 0.2		
Arched body	Up to 0.2		
Staggered or alternate hand – fwd vlt	Up to 0.1		
Alt repulsion hands – GRP 2-3	Up to 0.2		
Bent arms	Up to 0.5		
Twisting too soon	Up to 0.3		
Only one hand on table	1.0		
No touch on vault table	Void		
Walk/hop on hands	Up to 0.1 each →.3		
Head contacting table	2.o		
Incorrect foot form	Up to 0.1		
SECOND FLIGHT			
Twisting too late	Up to 0.5		
Legs crossed	0.1		
Legs separated	Up to 0.2		
Bent knees	Up to 0.3		
Insufficient exactness of twist	Up to 0.1		
Insufficient degree of T/P/Stretch	Up to 0.3		
Insufficient height	Up to 0.5	.05	Slight
Insufficient length	Up to 0.3	.05	Slight
Extension			
No maintain stretched body	Up to 0.3		
Insufficient/Late extension	Up to 0.25	.1	Short
Total absence of extension	Up to 0.3		
Late completion of twist	Up to 0.3		
Brush or hit of body on table	Up to 0.2		
Incorrect foot form	Up to 0.1		
LANDING			
Errors (see detail list of errors)	Up to 0.5	.15	Steps
Directions error	Up to 0.3		
Insufficient dynamics	Up to 0.3		
	VAULT VALUE:	**9.80**	
	DEDUCTIONS:	**.40**	
	SCORE:	**9.40**	

VAULT - TOTAL

VAULT 11 – Layout Tsukahara	VALUE	DED	COMMENTS:
FIRST FLIGHT PHASE			
Incomplete Twist	Up to 0.3		
Hip angle	Up to 0.2		
Legs separated	Up to 0.2		
Bent Knees	Up to 0.3	.1	Leg form
Arched body	Up to 0.2		
Legs crossed	Up to 0.1		
Incorrect foot form	Up to 0.1		
REPULSION PHASE			
Poor Technique		.1	Leg form
Shoulder angle	Up to 0.2		
Arched body	Up to 0.2		
Staggered or alternate hand – fwd vlt	Up to 0.1		
Alt repulsion hands – GRP 2-3	Up to 0.2		
Bent arms	Up to 0.5		
Twisting too soon	Up to 0.3		
Only one hand on table	1.0		
No touch on vault table	Void		
Walk/hop on hands	Up to 0.1 each →.3		
Head contacting table	2.o		
Incorrect foot form	Up to 0.1		
SECOND FLIGHT			
Twisting too late	Up to 0.5		
Legs crossed	0.1		
Legs separated	Up to 0.2		
Bent knees	Up to 0.3	.1	Leg form
Insufficient exactness of twist	Up to 0.1		
Insufficient degree of T/P/Stretch	Up to 0.3		
Insufficient height	Up to 0.5		
Insufficient length	Up to 0.3		
Extension			
No maintain stretched body	Up to 0.3		
Insufficient/Late extension	Up to 0.25	.05	Slight
Total absence of extension	Up to 0.3		
Late completion of twist	Up to 0.3		
Brush or hit of body on table	Up to 0.2		
Incorrect foot form	Up to 0.1		
LANDING			
Errors (see detail list of errors)	Up to 0.5	.2	Steps
Directions error	Up to 0.3		
Insufficient dynamics	Up to 0.3		
	VAULT VALUE:	**10.0**	
	DEDUCTIONS:	**.55**	
	SCORE:	**9.45**	

VAULT - TOTAL

VAULT 12 – Yurchenko Pike	VALUE	DED	COMMENTS:
FIRST FLIGHT PHASE			
Incomplete Twist	Up to 0.3		
Hip angle	Up to 0.2		
Legs separated	Up to 0.2	.05	Slight
Bent Knees	Up to 0.3		
Arched body	Up to 0.2		
Legs crossed	Up to 0.1		
Incorrect foot form	Up to 0.1		
REPULSION PHASE			
Poor Technique			
Shoulder angle	Up to 0.2		
Arched body	Up to 0.2		
Staggered or alternate hand – fwd vlt	Up to 0.1		
Alt repulsion hands – GRP 2-3	Up to 0.2		
Bent arms	Up to 0.5		
Twisting too soon	Up to 0.3		
Only one hand on table	1.0		
No touch on vault table	Void		
Walk/hop on hands	Up to 0.1 each →.3		
Head contacting table	2.o		
Incorrect foot form	Up to 0.1		
SECOND FLIGHT			
Twisting too late	Up to 0.5		
Legs crossed	0.1		
Legs separated	Up to 0.2		
Bent knees	Up to 0.3		
Insufficient exactness of twist	Up to 0.1		
Insufficient degree of T/P/Stretch	Up to 0.3		
Insufficient height	Up to 0.5	.1	Slight
Insufficient length	Up to 0.3	.05	Slight
Extension			
No maintain stretched body	Up to 0.3		
Insufficient/Late extension	Up to 0.25	.2	Low ending
Total absence of extension	Up to 0.3		
Late completion of twist	Up to 0.3		
Brush or hit of body on table	Up to 0.2		
Incorrect foot form	Up to 0.1		
LANDING			
Errors (see detail list of errors)	Up to 0.5	.2	Steps
Directions error	Up to 0.3		
Insufficient dynamics	Up to 0.3		
	VAULT VALUE:	**9.80**	
	DEDUCTIONS:	**.60**	
	SCORE:	**9.20**	

VAULT - TOTAL

VAULT 13 – Layout Yurchenko	VALUE	DED	COMMENTS:
FIRST FLIGHT PHASE			
Incomplete Twist	Up to 0.3		
Hip angle	Up to 0.2		
Legs separated	Up to 0.2	.05	Legs slight
Bent Knees	Up to 0.3		
Arched body	Up to 0.2		
Legs crossed	Up to 0.1		
Incorrect foot form	Up to 0.1		
REPULSION PHASE			
Poor Technique			
Shoulder angle	Up to 0.2		
Arched body	Up to 0.2		
Staggered or alternate hand – fwd vlt	Up to 0.1		
Alt repulsion hands – GRP 2-3	Up to 0.2		
Bent arms	Up to 0.5		
Twisting too soon	Up to 0.3		
Only one hand on table	1.0		
No touch on vault table	Void		
Walk/hop on hands	Up to 0.1 each →.3		
Head contacting table	2.o		
Incorrect foot form	Up to 0.1		
SECOND FLIGHT			
Twisting too late	Up to 0.5		
Legs crossed	0.1		
Legs separated	Up to 0.2		
Bent knees	Up to 0.3		
Insufficient exactness of twist	Up to 0.1		
Insufficient degree of T/P/Stretch	Up to 0.3		
Insufficient height	Up to 0.5		
Insufficient length	Up to 0.3	.05	Good
Extension			
No maintain stretched body	Up to 0.3		
Insufficient/Late extension	Up to 0.25	.1	Low at end
Total absence of extension	Up to 0.3		
Late completion of twist	Up to 0.3		
Brush or hit of body on table	Up to 0.2		
Incorrect foot form	Up to 0.1		
LANDING			
Errors (see detail list of errors)	Up to 0.5	.2	Steps
Directions error	Up to 0.3		
Insufficient dynamics	Up to 0.3		
	VAULT VALUE:	**10.0**	
	DEDUCTIONS:	**.40**	
	SCORE:	**9.60**	