

# Level 3 Vault Judging

## HANDSPRING OVER RAISED MAT SURFACE (A MINIMUM OF 32")

### General

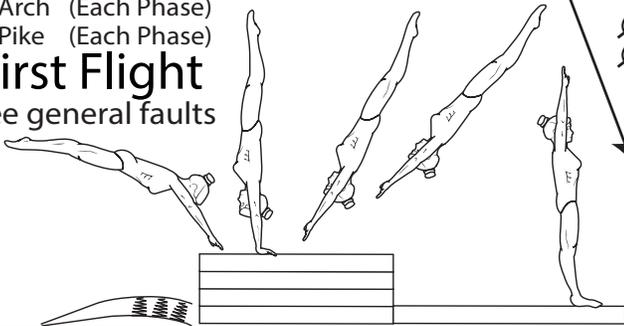
- Ø Balk #1 run without rest/support mat stack
- VOID Balk #2 or #3
- Ø Coach standing between board / mat stack
- 2.00 Assistance of coach 1st phase, Supp. or 2nd phase
- VOID Use of alternative board
- VOID Performing incorrect vault
- VOID Never achieves vertical returns to board (or mat stack)
- VOID Runs onto board steps up on mat stack or comes to rest on mat stack
- ↑.30 Insuff. dynamics (speed / power)
- ↑.30 Deviation from straight direction
- 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)

### First Flight

See general faults



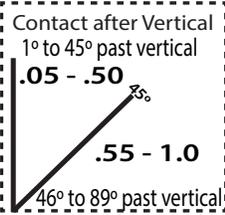
### Support Phase

- ↑.10 Staggered hands
- ↑.20 Alt. repulsion
- ↑.20 Shoulder alignment
- ↑.50 Bent arms
- 2.00 Head contact mat stack (includes .50 for arm bend)
- Each .10 Additional hand placement
- Max .30 (steps / hops on hands)
- ↑.50 Too long in support

- ↑.1.00 Contact mat stack after vertical (see chart)
- C J 1.00 Touch of one hand (Chief Judge 1/2 the panel)
- VOID No hands touch

### Second Flight

- .20 Brush or hit body on end of mat stack
- Ø Insuff. length
- Ø Insuff. height



### Landing

- Ø Feet hip-width as long as heels join (on control extension)
- .05 Feet hip-width (never close feet)
- ↑.10 Small step (sliding or lifting to join)
- .10 Lands feet wider than hip-width
- ↑.10 Slight hop deduction or staggered feet
- .10 Steps (Each)
- .40 Max
- .20 Large steps (Each)
- .40 Max
- ↑.10 Arm swings for balance
- ↑.20 Body posture on landing
- ↑.20 Trunk movement for balance
- ↑.30 Squat on landing
- ↑.30 Slight brush of 1 or 2 hands on mat
- .50 Assistance on landing
- .50 Fall after assistance
- .50 Support of 1 or 2 hands on mat
- .50 Fall onto knees or hips on mat
- .50 Fall against mat stack
- 2.00 Failure to land on bottom of feet first (includes the fall)
- 2.50 Landing sitting, lying, standing on mat stack after passing thru vertical (.50 + 2.00 = 2.50)

