



SKILL LEVELS 1N - 7N Vault Values



LEVEL 1N - 2N - SN - 3N

ALLOWABLE VAULT FOR LEVEL 1N (10.0)	Run, Stretch Jump to Raised Surface From Springboard	ALLOWABLE VAULT FOR LEVEL 2N - 3N (10.0)	Level 2N - Run, Jump to Handstand Flatback	Level 3N - Run, Front Handspring Over Resi
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LEVEL 4N - GN - 5N

ALLOWABLE VAULTS FOR LEVEL 4N - 5N (10.0)	L4N-Round-off, Stretch Jump to Stand on Resi L5N-Round off, Back Handspring to Stand On Resi	L4N-Round-Off, Stretch Jump to Back on Resi	L4N-Front Handspring Over Resi L5N-Front Handspring to Stand On Resi	L4N-1/2 On or 1/4-1/4 Over Resi L5N-1/2 On or 1/4-1/4 Onto Raised Surface
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LEVEL 6N

ALLOWABLE VAULTS FOR LEVELS 6N -PN - 7N (10.0)	Front Handspring Entry to Stand On Resi	Tsukahara Entry to Feet or Back On Resi (Judgment Complete on Contact with Resi)	Yurchenko Entry to Feet or Back On Resi (Judgment Complete on Contact with Resi)	
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LEVEL PN

1HS - HANDSPRINGS			2HS - HANDSPRINGS WITH OR WITHOUT 1/1 TURN - SALTO FORWARD/BACKWARD			1TS - TSUKAHARA 180 LA turn in first flight) (90 to			1YU - YURCHENKO off, Flic Flac entry) (Round-			2YU - YURCHENKO off, Flic Flac w/LA Turn entry) (Round-		
1.HS.1	Handspring	10.0							1.YU.1	RO, FF→Repulsion-Flight to Feet	10.0	2.YU.1	RO, FF 1/2→Handspring Off	10.0
1.HS.2	Handspring→1/2	10.0							1.YU.2	RO, FF→Repulsion 1/2	10.0			
1.HS.3	1/2 →1/2 OR 1/4→3/4	10.0												
1.HS.4	1/4 - 1/2→Repulsion Off	10.0												
1.HS.5	Handspring→1/1	10.0				1.TS.1	Tsuk Tuck	10.0	1.YU.3	RO, FF→1/1 twist	10.0	2.YU.2	RO, FF 1/2→1/1 twist	10.0
1.HS.6	Handspring→1 1/2	10.0							1.YU.4	RO, FF→Repulsion 1 1/2	10.0	2.YU.3	RO, FF 1/2→1 1/2 twist	10.0
1.HS.7	1/2→1 1/2 OR 1/4→1 3/4	10.0							1.YU.5	RO, FF→Back Tuck	10.0			
1.HS.8	1/2 →1/1 OR 1/4→1 1/4	10.0												
1.HS.9	Handspring→2/1	10.0				1.TS.2	Tsuk Pike	10.0	1.YU.6	RO, FF→Back Pike	10.0	2.YU.4	RO, FF 1/2→2/1 twist	10.0
1.HS.10	1/2 →2/1 OR 1/4→2 1/4	10.0												

LEVEL 7N

ALLOWABLE VAULTS FOR LEVELS 6N -PN - 7N (10.0)	Front Handspring Entry to Stand On Resi	Tsukahara Entry to Feet or Back On Resi (Judgment Complete on Contact with Resi)	Yurchenko Entry to Feet or Back On Resi (Judgment Complete on Contact with Resi)	
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SKILL LEVELS 8N - 9N Vault Values



LEVEL 8N - DN

1HS - HANDSPRINGS	2H - HANDSPRINGS WITH OR WITHOUT 1/1 TURN - SALTO FORWARD/BACKWARD	1TS - TSUKAHARA (90 to 180 LA turn in first flight)	1YU - YURCHENKO (Round-off, Flic Flac entry)	2YU - YURCHENKO (Round-off, Flic Flac w/LA Turn entry)
1.HS.1 Handspring 9.0 1.HS.2 Handspring→1/2 9.0 1.HS.3 1/2 →1/2 OR 1/4→3/4 9.2 1.HS.4 1/4 - 1/2→Repulsion Off 8.5 1.HS.5 Handspring→1/1 9.5 1.HS.6 Handspring→1 1/2 9.7 1.HS.7 1/2→1 1/2 OR 1/4→1 3/4 9.6 1.HS.8 1/2 →1/1 OR 1/4→1 1/4 9.4 1.HS.9 Handspring→2/1 10.0 1.HS.10 1/2 →2/1 OR 1/4→2 1/4 10.0		1.TS.1 Tsuk Tuck 10.0 1.TS.2 Tsuk Pike 10.0	1.YU.1 RO, FF→Repulsion-Flight to Feet 8.5 1.YU.2 RO, FF→Repulsion 1/2 9.1 1.YU.3 RO, FF→1/1 twist 9.4 1.YU.4 RO, FF→Repulsion 1 1/2 9.6 1.YU.5 RO, FF→Back Tuck 10.0 1.YU.6 RO, FF→Back Pike 10.0	2.YU.1 RO, FF 1/2→Handspring Off 9.2 2.YU.2 RO, FF 1/2→1/1 twist 9.6 2.YU.3 RO, FF 1/2→1 1/2 twist 9.8 2.YU.4 RO, FF 1/2→2/1 twist 10.0

All highlighted 10.0 Start Value Vaults that are performed successfully (no fall or spot) are eligible for a +0.10 bonus

LEVEL 9N

1HS - HANDSPRINGS	2HS - HANDSPRINGS WITH OR WITHOUT 1/1 TURN - SALTO FORWARD/BACKWARD	1TS - TSUKAHARA (90 to 180 LA turn in first flight)	1YU - YURCHENKO (Round-off, Flic Flac entry)	2YU - YURCHENKO (Round-off, Flic Flac w/LA Turn entry)
1.HS.1 Handspring 8.5 1.HS.2 Handspring→1/2 8.5 1.HS.3 1/2 →1/2 OR 1/4→3/4 8.6 1.HS.4 1/4 - 1/2→Repulsion Off 7.0 1.HS.5 Handspring→1/1 9.0 1.HS.6 Handspring→1 1/2 9.4 1.HS.7 1/2→1 1/2 OR 1/4→1 3/4 9.3 1.HS.8 1/2 →1/1 OR 1/4→1 1/4 8.9 1.HS.9 1/1→Handspring Off 9.0 1.HS.10 1/1→1/2 9.3 1.HS.11 Handspring→2/1 10.0 1.HS.12 1/2 →2/1 OR 1/4→2 1/4 9.9 1.HS.13 1/1→1/1 9.8	2.HS.1 Handspring→Front Tuck 10.0 2.HS.2 Handspring→Front Tuck 1/2 10.0 2.HS.3 Handspring→Front Pike 10.0 2.HS.4 FHS onto board-HS→Frt Tuck 10.0 2.HS.5 FHS onto board-HS→Frt Pike 10.0	1.TS.1 Tsuk Tuck 9.6 1.TS.2 Tsuk Tuck 1/1 10.0 1.TS.3 Tsuk Pike 9.7 1.TS.4 Tsuk Layout 10.0 1.TS.5 FHS onto board 1/4 to 1/2→Bk Pike 9.8 1.TS.6 1/2→1/2, Frt Tuck or 1/4→1/4, Frt Tuck OR Tsuk Tuck 1/2 10.0 1.TS.7 1/2→1/2, Frt Tuck 1/2 OR 1/4→3/4, Frt Tuck 1/2 10.0	1.YU.1 RO, FF→Repulsion 7.0 1.YU.2 RO, FF→Repulsion 1/2 7.7 1.YU.3 RO, FF→1/1 twist 9.1 1.YU.4 RO, FF→Repulsion 1 1/2 9.3 1.YU.5 RO, FF→Back Tuck 9.6 1.YU.6 RO, FF→2/1 9.8 1.YU.7 RO, FF→Back Tuck 1/1 10.0 1.YU.8 RO, FF→Back Pike 9.7 1.YU.9 RO, FF→Back Layout 10.0 1.YU.10 RO, FF→1/2, Frt Tuck OR RO, FF→Back Tuck 1/2 10.0 1.YU.11 RO, FF→1/2, Frt Tuck 1/2 10.0	2.YU.1 RO, FF 1/2→Handspring Off 8.9 2.YU.2 RO, FF 1/2→1/1 twist 9.2 2.YU.3 RO, FF 1/2→1 1/2 twist 9.4 2.YU.4 RO, FF 1/1→1/1 twist 9.3 2.YU.5 RO, FF 1/2→Front Tuck 10.0 2.YU.6 RO, FF 1/2→2/1 twist 10.0

All highlighted 10.0 Start Value Vaults that are performed successfully (no fall or spot) are eligible for a +0.10 bonus