

Vault

EGI Handsprings		EGII ¼ or ½ First Flight		EGIII Yurchenkos		EGIV Roundoff ½ on Entry		EGV Roundoff 1/1 on Entry	
Handspring	1.6	Handspring side ¼	1.6	Roundoff Back Handspring	1.6	Handspring	1.8	Back Handspring	2.2
Yamashita*	1.6	Handspring side ¾	1.8	Rndoff Back Handspring ½	1.8	Handspring ½	2.0	Back Handspring ½	2.4
Handspring ½	1.8	Handspring side 5/4	2.0	Rndoff Back Handspring 1/1	2.0	Handspring 1/1	2.2	Back Handspring 1/1	2.6
Yamashita ½*	1.8	Handsrping side 1/4				RO ½ on Front Salto		Scherbo Entry Back Salto	
Handspring 1/1	2.0	Front Tuck	2.4			Tuck	2.6	Tuck	2.8
Handspring 3/2	2.2	Front Pike	2.8			Tuck ½	3.0	Tuck ½	3.0
Handspring 2/1	2.4	Tsuk		Yurchenko		Pike	3.0	Pike	3.0
Handspring 5/2	2.6	Tuck	2.2	Tuck	2.2	Pike ½	3.4	Tuck 1/1	3.4
Handspring Front Salto		Pike	2.4	Pike	2.4	Layout	3.8	Tuck 3/2	3.8
Tucked	2.4	Tuck ½	2.4	Tuck ½	2.4	Layout ½	4.2	Layout	3.8
Tuck ½	2.6	Tuck 1/1 (Kasmatsu)	2.8	Tuck 1/1	2.8	Layout 1/1	4.6	Layout ½	4.2
Tuck 1/1	3.2	Tuck 3/2 (Kas ½)	3.2	Tuck 3/2	3.2	Layout 3/2	5.0	Layout 1/1	4.6
Tuck 3/2 (Cuervo 1/1)	4.0	Tuck 2/1 (Kas 1/1)	4.0	Tuck 2/1	4.0	Layout 2/1	5.4	Layout 3/2	5.0
Tuck 2/1	4.4	Layout	3.2	Layout	3.2	Layout 5/2	5.8	Layout 2/1	5.4
Pike	2.8	Layout ½	3.6	Layout ½	3.6	Double Front Tuck	5.4	Layout 5/2	8.8
Pike ½	3.2	Layout 1/1 (Kas)	4.0	Layout 1/1	4.0				
IO Exception SV*	3.6								
Pike 1/1	3.6	Layout 3/2 (Kas ½)	4.4	Layout 3/2	4.4				
Pike 3/2	4.0	Layout 2/1 (Kas 1/1)	4.8	Layout 2/1	4.8				
1/1 then Tuck	4.0	Layout 5/2 (Kas 3/2)	5.2	Layout 5/2	5.2				
1/1 then Pike	4.4	Layout 3/1 (Kas 2/1)	5.6	Layout 3/1	5.6				
1/1 then Pike ½	4.8	Layout 7/2 (Kas 5/2)	6.0						
Layout	3.6	Double Back Tuck	5.2	Double Back Tuck	5.2				
Layout ½	4.0	Double Back Pike	5.6	Double Back Pike	5.6				
Layout 1/1	4.4	Double Back Tuck 1/1	6.0						
Layout 3/2	4.8								
Layout 2/1	5.2								
Layout 5/2	5.6								
Layout 3/1	6.0								
Double Front Tuck	5.2								
Double Front Tuck ½	5.6								
Salto Fwd ½ Salto Bwd	5.6								
Double Front Pike	5.6								
Double Front Pike ½	6.0								

Level 10 Bonus

Sum of SV for 2 vaults	Vault Bonus	Stick Bonus
7.6-8.7	+0.2	+0.1 Each Vault
8.8 and Higher	+0.4	+0.1 Each Vault
Single Vault 5.0+	+0.6	+0.2

*See FIG table for vaulting requirements in Vault Finals Internationally

Vault

FIG

Invalid Vaults

- No hand touched the table
- Failure to use the safety collar for round-off entry vaults
- The vault is so poorly executed it cannot lay claim to any vault, or it pushes from the table with the feet
- Spotting
- The gymnast does not land with at least one foot first
- The gymnast lands intentionally in a side stand
- The gymnast performs a straddled vault
- The first vault is repeated as the second vault in Qualification for Vault Final or in Vault Final

A video review will automatically occur for all 0.0 vaults

The hand placement mat will only be allowed for round-off entry vaults

Out-of-Bounds lines are required on the landing mat

1.00 meter at the base of the table and widen to 1.50 meters 6 meters from the end of the table

Out-of-Bounds

One foot or one hand = -0.1
Two feet, hands, or other = -0.3
Landing directly out = -0.3

NCAA

The Vault runway must be secured directly to the competition floor

Meet hosts must provide a safety collar

All vaults are eligible for +0.1 Stick Bonus

There are NO invalid Vaults

JO

Yamashita and Yamashits ½ are added vaults for the JO Program

Front Handspring Front Pike ½ is raised to a 3.6 Start for the JO Program

Level 10 Bonus

- The second vault is not scored. It is for calculation of Bonus only. It may not have a single large error
- Second Vault must be immediately following the first
- Vaults must be from different FIG Groups, but may have the same Post Flight
- If the gymnast balks on the first attempt the -1.0 deduction is taken from the first vault and does not affect him getting bonus for the second vault.
- If one 5.0 or higher vault is preformed it can not have a single large error to receive bonus

Level 8 and JD may only preform Yurchenko Tuck, Pike, and Layout. No other round-off entry vaults are allowed at these levels

Levels 8/9/JD may NOT preform vaults with multiple flips