

BARS Connection Values	0.1	0.2	BARS - SR 0.2 each	BARS Composition			VP	NCAA
Group 367 + Group 367 Both with flight/turn w/without flight/turn w/without flight/turn	C+C		2 - Bar Changes	0.05	Insufficient Distribution of Elements	difficulty not maintained or place in same section	A	3
			1 - C Turn	up to 0.2	Lack of Variety	in Choice of Elements and Connections		
	C+C		1st = C-Flight or B-Flight	0.1	Squat or Stoop on LB to grasp HB	more than one = 0.1 each		
			2nd = C-Flight or D-Flight	0.1	Uncharacteristic Elements:	squat on LB 1/2 t. on feet, HB swing LB feet w/o circle	C	2
	C+D		C - Salto Dismount	0.1	Forward 3/4 Giant Circle	less than 20o, breaks connection	SV	9.5
			A + A + C = - 0.1		Choice of Elements:	not up to competitive level		
			D+D	B + B + C = - 0.1	0.1	ONE Single Bar "D" Release	Or ONE "E" Release	AV
					Or Minimum 2 "D" Releases	Or Minimum 2 "E" Elements	SR	0.2
					AND "D" Dismount or "C" with CV			

					Exec. - _____	Comp. - _____	B -	SV Level: 9.5	S.V. + _____
							C -	VP - _____	Ded. - _____
							D -	SR - _____	J1 Score _____
							E -	Sub: _____	J2 Score _____
							CV+ _____	AV + _____	Average _____
							DV+ _____		Off Ave. - _____
									Score _____
					Exec. - _____	Comp. - _____	B -	SV Level: 9.5	S.V. + _____
							C -	VP - _____	Ded. - _____
							D -	SR - _____	J1 Score _____
							E -	Sub: _____	J2 Score _____
							CV+ _____	AV + _____	Average _____
							DV+ _____		Off Ave. - _____
									Score _____
					Exec. - _____	Comp. - _____	B -	SV Level: 9.5	S.V. + _____
							C -	VP - _____	Ded. - _____
							D -	SR - _____	J1 Score _____
							E -	Sub: _____	J2 Score _____
							CV+ _____	AV + _____	Average _____
							DV+ _____		Off Ave. - _____
									Score _____

BEAM Connection Values	0.1	0.2	Beam - SR 0.2 each	BEAM Composition		VP	NCAA
Acro Flight - 2 elements <i>(including mounts)</i>		B+D * C+C	1 Acro Flight Series * 1 - C Flight	0.05	Insufficient Distribution of Elements	difficulty not maintained or placed in same section	
				0.05	Insufficient Use of Entire Beam	Spatially, Directionally, Level Changes (each 0.05)	
Acro Flight - 3 elements Bonus (3 Acro Series) +0.1 CV Dismount Must be "C" for CV	B+B+C	B+B+D * B+C+C B+C+D	1 Dance Series * 1 - C Element	0.1	Lack of Variety in Acro	Minimum "A" Backward Acro element	
				0.1	Lack of Variety in Acro	Minimum "A" Forward/Sideward Acro element	
			1 Leap / Jump * 180o split	0.1	Lack of Variety in Dance	More than One Prone Landing from Leap/Jump/Hops	
Dance or Mixed <i>(including mounts)</i>	A+D B+C	B+D*	1 Full turn	0.1	Choice of Acro Elements	not up to competitive level	
		C+C	C - Aerial/Salto Dismount		Acro Flight Series on the Beam	Series without CV must have additional "D" Acro or "E" Dance skill	
Turns	A+C		D (Acro) + B = OK			(mount / dismount included)	

A	3
B	3
C	2
SV	9.5
AV	0.5
SR	0.2

	Artistry - _____ Exec. - _____ Comp. - _____	B - _____ C - _____ D - _____ E - _____ CV+ _____ DV+ _____	Time: _____ SV Level: 9.5 VP - _____ SR - _____ Sub: _____ AV + _____	S.V. + _____ Ded. - _____ J1 Score _____ J2 Score _____ Average _____ Off Ave. - _____ Score _____
	Artistry - _____ Exec. - _____ Comp. - _____	B - _____ C - _____ D - _____ E - _____ CV+ _____ DV+ _____	Time: _____ SV Level: 9.5 VP - _____ SR - _____ Sub: _____ AV + _____	S.V. + _____ Ded. - _____ J1 Score _____ J2 Score _____ Average _____ Off Ave. - _____ Score _____
	Artistry - _____ Exec. - _____ Comp. - _____	B - _____ C - _____ D - _____ E - _____ CV+ _____ DV+ _____	Time: _____ SV Level: 9.5 VP - _____ SR - _____ Sub: _____ AV + _____	S.V. + _____ Ded. - _____ J1 Score _____ J2 Score _____ Average _____ Off Ave. - _____ Score _____

FLOOR Connection Values	0.1	0.2	FLOOR - SR 0.2 each	FLOOR Composition Deductions			VP	NCAA
				0.05	Insufficient Use of Floor Area	Spatially, Directionally (each - 0.05)		
Acro. Indirect (Aerials / Saltos)	A+A/B+C/D		2 Salto Direct	0.05	Insufficient Distribution of Elements	Difficulty not maintained or placed in same section		
	A/B+D		or 2 Salto Series	0.1	Lack of Variety in Acro	Minimum "A" Backward Salto	A	3
	C+C	C+D	3 Different Saltos	0.1		Minimum "A" Forward/Sideward Salto	B	3
Acro. Direct (Aerials / Saltos)	A+C	B+C	1 Dance Pass	0.1	Lack of Variety in Dance	Lack of Dance Bonus - CV or D/E element	C	2
	B+B	C+C	2 Different Elements					
	A+A+C	A/B+D	Group 1	0.1		More than One Prone Landing from Leap/Jump/Hops	SV	9.5
Dance / Mixed (Turn + Jump = OK)	B+D	C+D	Direct or Indirect	0.1	Choice of Elements:	One "E" element (Dance/Acro) or 2 Different "D" elements (1 Acro)	AV	0.5
	C+C; C+A+A	D+D	One 180° Split Leap			Only Two Passes - One with "D"; Other with +0.2 CV or "D"		
Mixed	Salto D+A Jump		C - Last Salto	0.1		Prone Landings: (maximum = 2, one acro, one dance), more than one acro prone landing	SR	0.2

				Artistry - _____ Exec. - _____ Comp. - _____		Time: _____	S.V. + _____
					B -	SV Level: 9.5	Ded. - _____
					C -	VP - _____	J1 Score _____
					D -	SR - _____	J2 Score _____
					E -	Sub: _____	Average _____
					CV+ _____	AV + _____	Off Ave. - _____
					DV+ _____		Score _____
				Artistry - _____ Exec. - _____ Comp. - _____		Time: _____	S.V. + _____
					B -	SV Level: 9.5	Ded. - _____
					C -	VP - _____	J1 Score _____
					D -	SR - _____	J2 Score _____
					E -	Sub: _____	Average _____
					CV+ _____	AV + _____	Off Ave. - _____
					DV+ _____		Score _____
				Artistry - _____ Exec. - _____ Comp. - _____		Time: _____	S.V. + _____
					B -	SV Level: 9.5	Ded. - _____
					C -	VP - _____	J1 Score _____
					D -	SR - _____	J2 Score _____
					E -	Sub: _____	Average _____
					CV+ _____	AV + _____	Off Ave. - _____
					DV+ _____		Score _____

Gymnast #	Vault #	Vault #
	Symbol	Symbol
FIRST FLIGHT PHASE		
> 0.1 Foot Form (flexed, sickled)		
> 0.1 Legs - Crossed		
> 0.2 Legs - Separated		
> 0.3 Knees - Bent		
> 0.2 Hips - Angle Poor		
> 0.2 Body - Arched		
> 0.3 Turn - Incomplete		
REPULSION PHASE		
> 0.1 Hands - Staggered / Alternate		
> 0.2 Hands - Alternate Repulsion		
> 0.3 Hands - Steps / Hops		
> 0.5 Arms - Bent		
2.0 Head contact in Support (inc. arms)		
> 0.2 Shoulder - Angle Poor		
> 0.2 Body - Arched		
> 0.3 Turn - Begun Too Early		
SECOND FLIGHT PHASE		
> 0.1 Foot Form (flexed, sickled)		
0.1 Legs - Crossed		
0.2 Legs - Separated		
> 0.3 Knees - Bent		
> 0.2 Touch - Brush / Hit vault table		
> 0.1 Turn - Insufficient Exactness		
> 0.3 Turn - Late Completion (non-saltos)		
> 0.5 Turn - Begun Too Late		
> 0.1 Salto - Under Rotation of Salto Vault		
> 0.3 Body - Insufficient Tuck / Pike		
> 0.3 Body - Insufficient Stretch (arch/pike)		
> 0.3 Maintain Stretch (Pike Down)		
> 0.3 Insufficient Opening (tuck/pike)		
> 0.5 Height		
> 0.3 Length		
LANDING / GENERAL		
> 0.1 Arms - Extra Swings		
> 0.2 Body - Incorrect Body Posture		
> 0.2 Trunk - Additional Movements		
> 0.3 Turn - Incomplete		
> 0.3 Squat on Landing		
> 0.4 Steps (0.1 each) Large Step (0.2)		
> 0.3 Direction (mat contact)		
> 0.3 Dynamics		
> 0.3 Brush / Touch Mat (no support)		
0.5 Fall (to support, against table)		
0.5 Coach - Between Board-Table		
0.5 Coach - Spot Landing		
1.0 One Arm, No Hands, Not to Feet, Sp		
START VALUE	<input type="text"/>	<input type="text"/>
DEDUCTIONS	<input type="text"/>	<input type="text"/>
JUDGE #1	<input type="text"/>	<input type="text"/>
JUDGE #2	<input type="text"/>	<input type="text"/>
CJ:	<input type="text"/>	<input type="text"/>
Tape on Table or No Vault # = 0.2 Unauthorized Matting = 0.3 Vault with No Signal = 0.5		

Gymnast #	Vault #	Vault #
	Symbol	Symbol
FIRST FLIGHT PHASE		
> 0.1 Foot Form (flexed, sickled)		
> 0.1 Legs - Crossed		
> 0.2 Legs - Separated		
> 0.3 Knees - Bent		
> 0.2 Hips - Angle Poor		
> 0.2 Body - Arched		
> 0.3 Turn - Incomplete		
REPULSION PHASE		
> 0.1 Hands - Staggered / Alternate		
> 0.2 Hands - Alternate Repulsion		
> 0.3 Hands - Steps / Hops		
> 0.5 Arms - Bent		
2.0 Head contact in Support (inc. arms)		
> 0.2 Shoulder - Angle Poor		
> 0.2 Body - Arched		
> 0.3 Turn - Begun Too Early		
SECOND FLIGHT PHASE		
> 0.1 Foot Form (flexed, sickled)		
0.1 Legs - Crossed		
0.2 Legs - Separated		
> 0.3 Knees - Bent		
> 0.2 Touch - Brush / Hit vault table		
> 0.1 Turn - Insufficient Exactness		
> 0.3 Turn - Late Completion (non-saltos)		
> 0.5 Turn - Begun Too Late		
> 0.1 Salto - Under Rotation of Salto Vault		
> 0.3 Body - Insufficient Tuck / Pike		
> 0.3 Body - Insufficient Stretch (arch/pike)		
> 0.3 Maintain Stretch (Pike Down)		
> 0.3 Insufficient Opening (tuck/pike)		
> 0.5 Height		
> 0.3 Length		
LANDING / GENERAL		
> 0.1 Arms - Extra Swings		
> 0.2 Body - Incorrect Body Posture		
> 0.2 Trunk - Additional Movements		
> 0.3 Turn - Incomplete		
> 0.3 Squat on Landing		
> 0.4 Steps (0.1 each) Large Step (0.2)		
> 0.3 Direction (mat contact)		
> 0.3 Dynamics		
> 0.3 Brush / Touch Mat (no support)		
0.5 Fall (to support, against table)		
0.5 Coach - Between Board-Table		
0.5 Coach - Spot Landing		
1.0 One Arm, No Hands, Not to Feet, Sp		
START VALUE	<input type="text"/>	<input type="text"/>
DEDUCTIONS	<input type="text"/>	<input type="text"/>
JUDGE #1	<input type="text"/>	<input type="text"/>
JUDGE #2	<input type="text"/>	<input type="text"/>
CJ:	<input type="text"/>	<input type="text"/>
Tape on Table or No Vault # = 0.2 Unauthorized Matting = 0.3 Vault with No Signal = 0.5		

Gymnast #	Vault #	Vault #
	Symbol	Symbol
FIRST FLIGHT PHASE		
> 0.1 Foot Form (flexed, sickled)		
> 0.1 Legs - Crossed		
> 0.2 Legs - Separated		
> 0.3 Knees - Bent		
> 0.2 Hips - Angle Poor		
> 0.2 Body - Arched		
> 0.3 Turn - Incomplete		
REPULSION PHASE		
> 0.1 Hands - Staggered / Alternate		
> 0.2 Hands - Alternate Repulsion		
> 0.3 Hands - Steps / Hops		
> 0.5 Arms - Bent		
2.0 Head contact in Support (inc. arms)		
> 0.2 Shoulder - Angle Poor		
> 0.2 Body - Arched		
> 0.3 Turn - Begun Too Early		
SECOND FLIGHT PHASE		
> 0.1 Foot Form (flexed, sickled)		
0.1 Legs - Crossed		
0.2 Legs - Separated		
> 0.3 Knees - Bent		
> 0.2 Touch - Brush / Hit vault table		
> 0.1 Turn - Insufficient Exactness		
> 0.3 Turn - Late Completion (non-saltos)		
> 0.5 Turn - Begun Too Late		
> 0.1 Salto - Under Rotation of Salto Vault		
> 0.3 Body - Insufficient Tuck / Pike		
> 0.3 Body - Insufficient Stretch (arch/pike)		
> 0.3 Maintain Stretch (Pike Down)		
> 0.3 Insufficient Opening (tuck/pike)		
> 0.5 Height		
> 0.3 Length		
LANDING / GENERAL		
> 0.1 Arms - Extra Swings		
> 0.2 Body - Incorrect Body Posture		
> 0.2 Trunk - Additional Movements		
> 0.3 Turn - Incomplete		
> 0.3 Squat on Landing		
> 0.4 Steps (0.1 each) Large Step (0.2)		
> 0.3 Direction (mat contact)		
> 0.3 Dynamics		
> 0.3 Brush / Touch Mat (no support)		
0.5 Fall (to support, against table)		
0.5 Coach - Between Board-Table		
0.5 Coach - Spot Landing		
1.0 One Arm, No Hands, Not to Feet, Sp		
START VALUE	<input type="text"/>	<input type="text"/>
DEDUCTIONS	<input type="text"/>	<input type="text"/>
JUDGE #1	<input type="text"/>	<input type="text"/>
JUDGE #2	<input type="text"/>	<input type="text"/>
CJ:	<input type="text"/>	<input type="text"/>
Tape on Table or No Vault # = 0.2 Unauthorized Matting = 0.3 Vault with No Signal = 0.5		

2016 NCAA VAULT VALUES

1.01	Handspring	8.8
1.02	Yamashita	8.8
1.03	Handspring → 1/2 t.	8.8
1.04	Yamashita → 1/2 t.	9.0
1.05	Handspring → 1/1 t.	9.2
1.06	Yamashita → 1/1 t.	9.3
1.07	Handspring → 1½ t.	9.5
1.08	Yamashita → 1½ t.	9.6
1.09	Handspring → 2/1 t.	10.0
1.10	Handspring → 2½ t.	10.0
1.11	Handspring → 3/1 t.	10.0

1.12	Handspring → Front Tuck	9.8
1.13	Handspring → Front Tuck ½ t.	9.9
1.14	Handspring → ½ t. Back Tuck	9.9
1.15	Handspring → Front Tuck Full	10.0
1.16	Handspring → ½ t. Back Tuck ½ t.	10.0
1.17	Handspring → Front Tuck 1½ t.	10.0
1.18	Handspring → Front Pike	9.9
1.19	Handspring → Front Pike ½ t.	10.0
1.20	Handspring → ½ t. Back Pike	10.0
1.21	Handspring → Front Layout	10.0
1.22	Handspring → Front Layout ½ t.	10.0
1.23	Handspring → ½ t. Back Layout	10.0
1.24	Handspring → Front Layout 1/1 t.	10.0
1.25	Handspring → Front Layout 1½ t.	10.0
1.26	Handspring → Front Layout 2/1 t.	10.0
1.27	Handspring → Double Front	10.0

1.28	1/2 t. → 1/2 t.	8.9
1.29	1/2 t. → 1/1 t.	9.1
1.30	1/2 t. → 1½ t.	9.5
1.31	1/2 t. → 2/1 t.	9.9
1.32	1/2 t. → 2 ½ t.	10.0

1.33	1/1 t. → Handspring	9.6
1.34	1/1 t. → Yamashita	9.6
1.35	1/1 t. → 1/2 t.	9.6
1.36	1/1 t. → 1/1 t.	9.8
1.37	1/1 t. → 1½ t.	10.0
1.38	1/1 t. → 2/1 t.	10.0
1.39	1/1 t. → Front Tuck	10.0
1.40	1/1 t. → Front Pike	10.0
1.41	1/1 t. → Front Layout	10.0

1.42	Hsp.on Hsp. → Front Tuck	9.9
1.43	Hsp.on Hsp. → Front Tuck ½ t.	10.0
1.44	Hsp.on Hsp. → Front Pike	10.0
1.45	Hsp.on Hsp. → 1/1 t.	9.3
1.46	Hsp.on Hsp. → 1 ½ t.	9.6
1.47	Hsp.on Hsp. → 2/1 t.	10.0

2.01	Tsukahara → Handspring	8.8
2.02	Tsukahara → Back Tuck	9.5
2.03	Tsukahara → Back Tuck ½ t.	9.8
2.04	Tsukahara → ½ t. – ¾ t. Front Tuck	9.8
2.05	Tsukahara → Back Tuck 1/1t.	9.9
2.06	Tsukahara → ½ t. – ¾ t. Front Tuck ½ t.	9.9
2.07	Tsukahara → Back Tuck 1½ t.	10.0
2.08	Tsukahara → Back Pike	9.6
2.09	Tsukahara → Back Pike ½ t.	9.9

Priscilla K. Hickey, Editor

2.10	Tsukahara → ½ t. – ¾ t. Front Pike	9.9
2.11	Tsukahara → Back Pike 1/1t.	10.0
2.12	Tsukahara → ½ t. – ¾ t. Front Pike ½ t.	10.0
2.13	Tsukahara → Back Layout	9.8
2.14	Tsukahara → Back Layout ½ t.	10.0
2.15	Tsukahara → ½ t. – ¾ t. Front Layout	10.0
2.16	Tsukahara → Back Layout 1/1t.	10.0
2.17	Tsukahara → ½ t. – ¾ t. Front Layout ½ t.	10.0
2.18	Tsukahara → Back Layout 1½ t.	10.0
2.19	Tsukahara → Back Layout 2/1 t.	10.0
2.20	Tsukahara → Back Layout 2½ t.	10.0
2.21	Tsukahara → Double Back Tuck	10.0

3.01	Roundoff → Handspring	8.8
3.02	Roundoff → 1/1 t.	9.2
3.03	Roundoff → 1½ t.	9.5
3.04	Roundoff → 2/1 t.	9.9
3.05	Roundoff → Back Tuck	9.5
3.06	Roundoff → Back Tuck ½ t.	9.8
3.07	Roundoff → ½ t. Front Tuck	9.8
3.08	Roundoff → Back Tuck 1/1 t.	9.9
3.09	Roundoff → ½ t. Front Tuck ½ t.	9.9
3.10	Roundoff → Back Tuck 1½ t.	10.0
3.11	Roundoff → Back Tuck 2/1 t.	10.0
3.12	Roundoff → Back Pike	9.6
3.13	Roundoff → Back Pike ½ t.	9.9
3.14	Roundoff → ½ t. Front Pike	9.9
3.15	Roundoff → Back Pike 1/1 t.	10.0
3.16	Roundoff → ½ t. Front Pike ½ t.	10.0
3.17	Roundoff → Back Layout	9.8
3.18	Roundoff → Back Layout ½ t.	9.95
3.19	Roundoff → ½ t. Front Layout	10.0
3.20	Roundoff → Back Layout 1/1t.	9.95
3.21	Roundoff → ½ t. Front Layout ½ t.	10.0
3.22	Roundoff → Back Layout 1½ t.	10.0
3.23	Roundoff → Back Layout 2/1 t.	10.0
3.24	Roundoff → Back Layout 2½ t.	10.0
3.25	Roundoff → Double Back	10.0

3.26	RO. 1/2 t. → 1/1 t.	9.3
3.27	RO. 1/2 t. → 1½ t.	9.5
3.28	RO. 1/2 t. → 2/1 t.	10.0
3.29	RO. 1/2 t. → Front Tuck	9.9
3.30	RO. 1/2 t. → Front Tuck ½ t.	10.0
3.31	RO. 1/2 t. → ½ t. Back Tuck	10.0
3.32	RO. 1/2 t. → Front Tuck 1½ t.	10.0
3.33	RO. 1/2 t. → Front Pike	10.0
3.34	RO. 1/2 t. → Front Pike ½ t.	10.0
3.35	RO. 1/2 t. → ½ t. Back Pike	10.0
3.36	RO. 1/2 t. → Front Layout	10.0
3.37	RO. 1/2 t. → Front Layout ½ t.	10.0
3.38	RO. 1/2 t. → ½ t. Back Layout	10.0

3.39	RO. 1/1 t. → 1/1 t.	9.7
3.40	RO. 1/1 t. → 1½ t.	9.9
3.41	RO. 1/1 t. → 2/1 t.	10.0
3.42	RO. 1/1 t. → Back Tuck	10.0
3.43	RO. 1/1 t. → ½ t. Front Tuck	10.0
3.44	RO. 1/1 t. → Back Pike	10.0
3.45	RO. 1/1 t. → Back Layout	10.0
3.46	RO. 1½ t. → 1/1 t.	10.0