

**Level 4&5 VT**

**Handspring over Vault Table**

General Faults			
1st balk	no ded		use of alt springboard (tramp) <b>VOID</b>
performing a 2nd or 3rd balk	VOID		performing incorrect vault <b>VOID</b>
coach standing btwn board & vault	no ded		no hd contact on table <b>VOID</b>
coach aids first flight, support, or second flight (L4)	<u>2.00</u>		deviation from straight dir <b>↑0.3</b>
coach aids first flight, support, or second flight (L5)	VOID		insuff dynamics <b>↑0.3</b>

First Flight Phase		Support Phase		Second Flight Phase		Landing	
fail maintain neut head	↑0.1	fail maintain neut head	↑0.1	bent arms	↑0.5	fail maintain neut head	↑0.1
incorrect foot form	↑0.1	incorrect foot form	↑0.1	head cont table	<u>2.00</u>	incorrect foot form	↑0.1
legs sep	↑0.2	legs sep	↑0.2	add'l hd plcmnts (max 0.3)	<u>0.1e</u>	legs sep	↑0.2
legs bent	↑0.3	legs bent	↑0.3	too long in supp	↑0.5	legs bent	↑0.3
fail main str body		fail main str body		1 hd touch	<u>1.00</u>	fail main str body	
arch	↑0.3	arch	↑0.3	angle repulsion		arch	↑0.3
pike	↑0.5	pike	↑0.5	vert	ND	pike	↑0.5
		stag hd plcmt	↑0.1	1°-45°	↑0.5	br/hit body on table	<u>0.20</u>
		alt hd rep	↑0.2	46°-89°	↑1.00	insuff length	↑0.3
		incorr shlder angle	↑0.2			insuff height	↑0.5
						ld w/ ft HW no join ft	<u>0.05</u>
						ld ft wider than hips	<u>0.1</u>
						slight hop/adj ft, stg ft	↑0.1
						small step/jump (↑0.4)	<u>0.1e</u>
						large step/jump (↑0.4)	<u>0.2e</u>
						arm swing main bal	↑0.1
						incorr bp on landing	↑0.2
						add'l trk mvts to main bal	↑0.2
						squat upon landing	↑0.3
						brush mat w/ hds	↑0.3
						assistance on landing	<u>0.5</u>
						fail land feet first	<u>2.00</u>
						lds on top of vault table	<u>2.50</u>

Name		VT 1		VT 2		Name	
			J1		J1		
			J2		J2		
			J3		J3		
			J4		J4		
			AVG		AVG		

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			J1		J1		
			J2		J2		
			J3		J3		
			J4		J4		
			AVG		AVG		

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			J2		J2		
			J3		J3		
			J4		J4		
			AVG		AVG		

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			J1		J1		
			J2		J2		
			J3		J3		
			J4		J4		
			AVG		AVG		