FLAT BACK VAULT (Level 1-2) (3) *2017 LS*				No. Name			No. Name			No. Name			No. Name			No. Name			No. Name		
Allowed Vault	L1 10.00	L2 10.00	*Circle Level>>*	1	2	3	1	2	3	1	2	3	1	2	3	1	2	3	1	2	3
Handspring to Flat Back OFSAA	Flat Back to Stacked Mats (No Table) Ht of Mats 100-115 cm	Flat Back to Stacked Mats (No Table) Ht of Mats 100-115 cm or 120 - 125 cm	Start Value	10.0			10.0			10.0			10.0			10.0			10.0		
	L3 10.00 Flat Back Flat Back to Stacked Mats equal to Height of Vault Table 105, 115 or 125 cm		Vault Performed																		
Approach: Poor Speed ↑0.30 Speed Maintenance ↑0.30 Excessive Forward Lean ↑0.30																					
1st FLIGHT	HIP Angle PIKE 0.50																				
	ARCH 0.30																				
	Incorrect Foot Form 0.10 LEG Separated 0.20																				
	Incorrect Head Align 0.10 KNEES Bent 0.30																				
REPULSION	SHOULDER Angle 0.30																				
	ARCHED Body Position 0.30																				
	ARMS Bent 0.50																				
	HEAD TOUCHES 2.00 1 HAND Touch 3.00																				
	Both Hands Beyond Taped Landing Zone 0.50																				
	Staggered Hand Placement(one in zone, one over) 0.20																				
	ADDITIONAL HAND PLACEMENTS (ea.) 0.10																				
2ND FLIGHT	(Repulsion1-45°↑.5 /46-89°↑ 1.00 Past !) HEIGHT 1.00																				
	LEGS Crossed 0.10																				
	LEGS Separated 0.20																				
	KNEES Bent 0.30																				
	Incorrect Foot Form 0.10																				
	Fail to maintain STRETCH POSITION 2.00 (Failure to Pass through Vertical – fwd Roll action Roll down landing 2.00																				
LANDING L3	LENGTH Insufficient: fingertips less than half an arms length distance from end of the Table 0.10																				
	LENGTH Insufficient: hands on or over Table 0.30																				
	LENGTH Insufficient: arms (wrist or higher including head) on or over the Table 0.50																				
	LENGTH Insufficient: body touching Table 1.00																				
All	Fail to land w/ STRETCHED/HOLLOW Body 0.30																				
THROUGH-OUT	DYNAMICS Insufficient 0.30																				
DEVIATION from straight direction 0.30																					
TOTAL E DEDUCTIONS																					
Average E Deductions																					
D PANEL DEDUCTIONS																					
FINAL SCORE																					