



LEVEL 1 - 9 Vault Values



LEVEL 1 - 2 - 3

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

ALLOWABLE VAULTS FOR LEVEL 4 - 5 (10.0)	L4-Round-off, Stretch Jump to Stand on Resi L5-Round off, Back Handspring to Stand On Resi	L4-Round-Off, Stretch Jump to Back on Resi	L4 - Front Handspring Over Resi L5 - Front Handspring to Stand On Resi	L4-1/2 On or 1/4-1/4 Over Resi L5-1/2 On or 1/4-1/4 Onto Raised Surface
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LEVEL 6 - 7

ALLOWABLE VAULTS FOR LEVELS 6 - 7 (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 8

GROUP A - HANDSPRINGS			GROUP B - HANDSPRINGS WITH OR WITHOUT 1/1 TURN - SALTO FORWARD/BACKWARD			GROUP C - TSUKAHARA (90 to 180 LA turn in first flight)			GROUP D - YURCHENKO (Round-off, Flic Flac entry)			GROUP E - YURCHENKO (Round-off, Flic Flac w/LA Turn entry)		
1.101	Handspring	9.0							4.101	RO, FF→Repulsion-Flight to Feet	8.5	5.101	RO, FF 1/2→Handspring Off	9.2
1.102	Handspring→1/2	9.0							4.102	RO, FF→Repulsion 1/2	9.1			
1.105	1/2→1/2 OR 1/4→3/4	9.2												
1.106	1/4 - 1/2→Repulsion Off	8.5												
1.201	Handspring→1/1	9.5				3.201	Tsuk Tuck	10.0	4.201	RO, FF→1/1 twist	9.4	5.201	RO, FF 1/2→1/1 twist	9.6
1.202	Handspring→1 1/2	9.7							4.202	RO, FF→Repulsion 1 1/2	9.6	5.202	RO, FF 1/2→1 1/2 twist	9.8
1.205	1/2→1 1/2 OR 1/4→1 3/4	9.6							4.203	RO, FF→Back Tuck	10.0			
1.206	1/2→1/1 OR 1/4→1 1/4	9.4												
1.301	Handspring→2/1	10.0				3.303	Tsuk Pike	10.0	4.304	RO, FF→Back Pike	10.0	5.312	RO, FF 1/2→2/1 twist	10.0
1.306	1/2→2/1 OR 1/4→2 1/4	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 9

GROUP A - HANDSPRINGS			GROUP B - HANDSPRINGS WITH OR WITHOUT 1/1 TURN - SALTO FORWARD/BACKWARD			GROUP C - TSUKAHARA (90 to 180 LA turn in first flight)			GROUP D - YURCHENKO (Round-off, Flic Flac entry)			GROUP E - YURCHENKO (Round-off, Flic Flac w/LA Turn entry)		
1.101	Handspring	8.5							4.101	RO, FF→Repulsion	7.0	5.101	RO, FF 1/2→Handspring Off	8.9
1.102	Handspring→1/2	8.5							4.102	RO, FF→Repulsion 1/2	7.7			
1.105	1/2→1/2 OR 1/4→3/4	8.6												
1.106	1/4 - 1/2→Repulsion Off	7.0												
1.201	Handspring→1/1	9.0				3.201	Tsuk Tuck	9.6	4.201	RO, FF→1/1 twist	9.1	5.201	RO, FF 1/2→1/1 twist	9.2
1.202	Handspring→1 1/2	9.4							4.202	RO, FF→Repulsion 1 1/2	9.3	5.202	RO, FF 1/2→1 1/2 twist	9.4
1.205	1/2→1 1/2 OR 1/4→1 3/4	9.3							4.203	RO, FF→Back Tuck	9.6	5.207	RO, FF 1/1→1/1 twist	9.3
1.206	1/2→1/1 OR 1/4→1 1/4	8.9												
1.207	1/1→Handspring Off	9.0												
1.208	1/1→1/2	9.3												
1.301	Handspring→2/1	10.0	2.301	Handspring→Front Tuck	10.0	3.302	Tsuk Tuck 1/1	10.0	4.301	RO, FF→2/1	9.8	5.301	RO, FF 1/2→Front Tuck	10.0
1.306	1/2→2/1 OR 1/4→2 1/4	9.9	2.302	Handspring→Front Tuck 1/2	10.0	3.303	Tsuk Pike	9.7	4.303	RO, FF→Back Tuck 1/1	10.0	5.312	RO, FF 1/2→2/1 twist	10.0
1.307	1/1→1/1	9.8	2.304	Handspring→Front Pike	10.0	3.304	Tsuk Layout	10.0	4.304	RO, FF→Back Pike	9.7			
			2.310	FHS onto board-HS→Frt Tuck	10.0	3.305	FHS onto board 1/4 to 1/2→Bk Pike	9.8	4.305	RO, FF→Back Layout	10.0			
			2.311	FHS onto board-HS→Frt Pike	10.0	3.306	1/2→1/2, Frt Tuck or 1/4→1/4, Frt Tuck		4.307	RO, FF→1/2, Frt Tuck				
							OR Tsuk Tuck 1/2	10.0		OR RO, FF→Back Tuck 1/2	10.0			
						3.308	1/2→1/2, Frt Tuck 1/2							
							OR 1/4→3/4, Frt Tuck 1/2	10.0						
									4.407	RO, FF→1/2, Frt Tuck 1/2	10.0			

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