

Strategy for Judging Men's Junior Olympic Vaulting

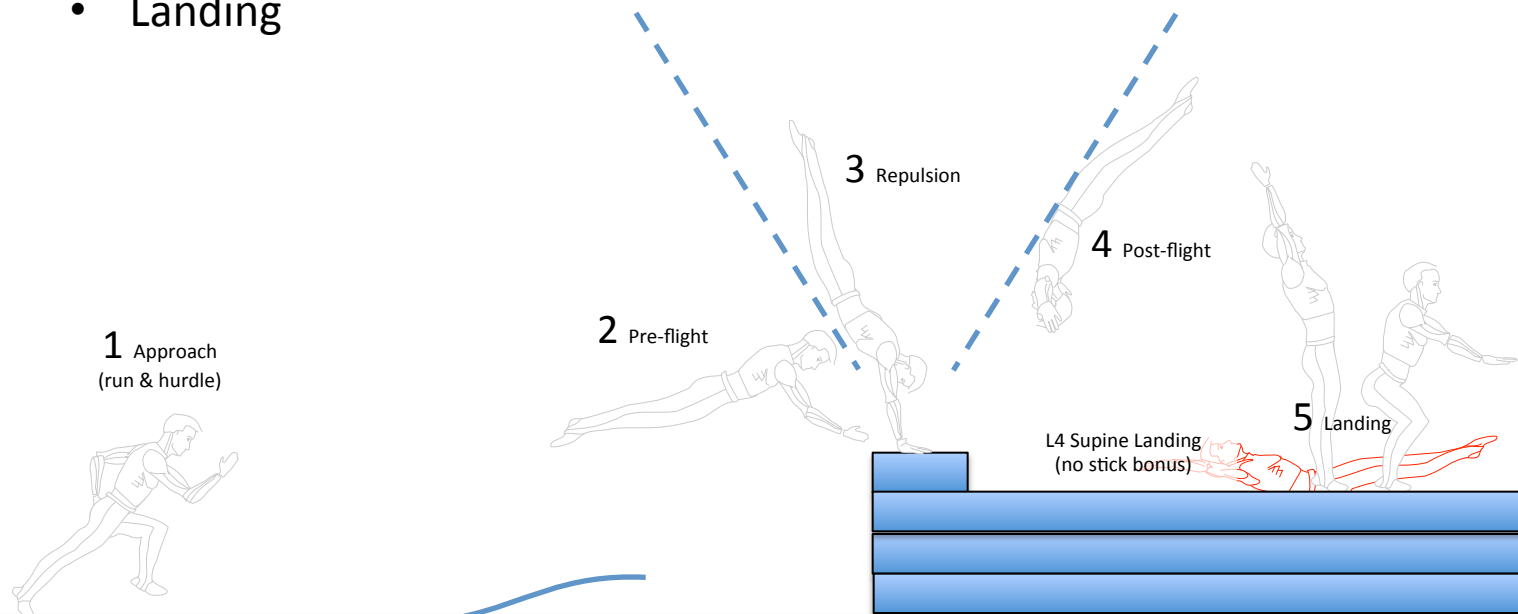
Antonio Juan

Park Avenue Gym - NGJA

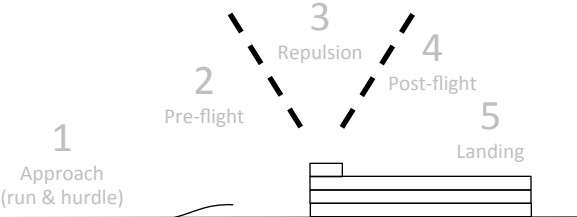
Miami, FL

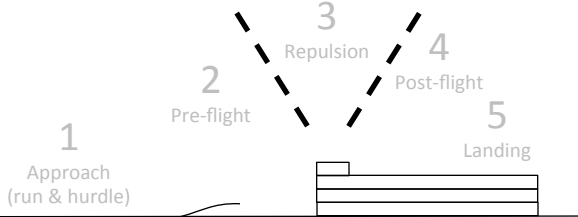
antoniojuan10@bellsouth.net

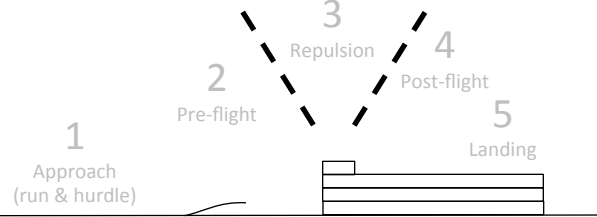
- Vault is the fastest event in all of gymnastics (around 4 seconds including landing); therefore it is impossible to register the deductions during execution.
- The judge is responsible for visualizing and registering the errors in the most accurate manner.
- I use the diagram(s) on the following pages and recommend them for registering the deductions and bonus on each vault.
- For a better view of the execution I divide the vault into 4 or 5 parts depending upon the specific level;
 - Approach (used only in Levels 4-7)
 - Pre-flight
 - Repulsion
 - Post-flight
 - Landing

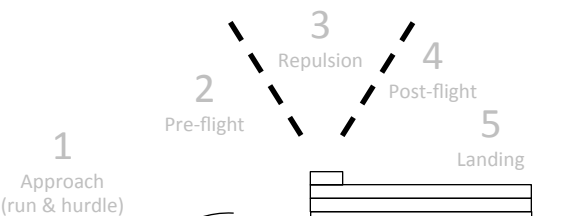


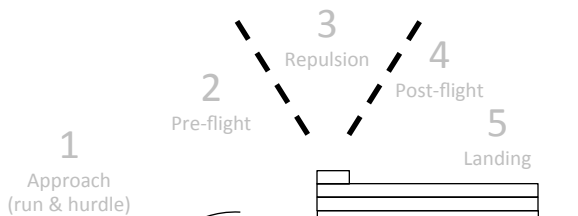
Eval Form: LEVEL 4 (10.5 max) & 5 (10.7 max)

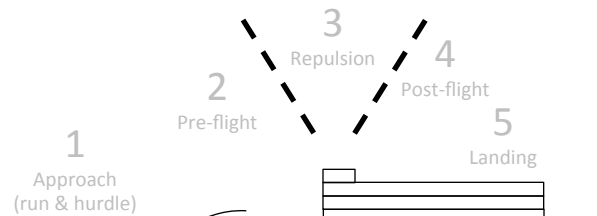
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| # _____ | Start/Base _____ |
| Name _____ | - Deductions _____ |
| | Score _____ |
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| _____ Stick Bonus (L5) | |

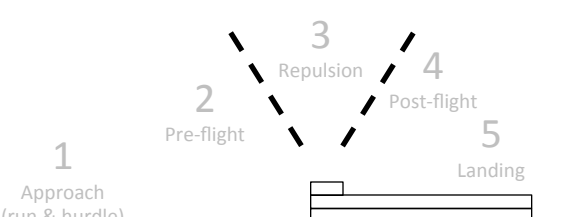
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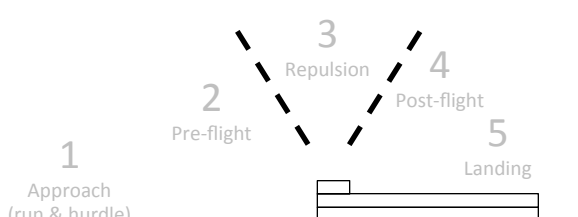
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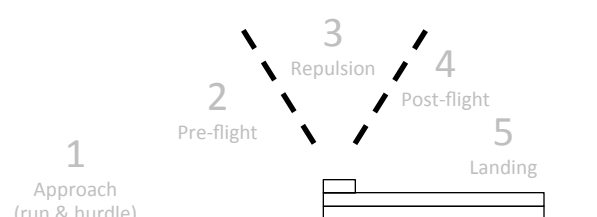
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| Name _____ | - Deductions _____ |
| | Score _____ |
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| _____ Stick Bonus (L5) | |

Eval Form: LEVEL 6 (10.7 max) & 7 (12.7 – 13.7 max depending on vault performed)

MAX L7 Vault Options

- 12.7 { 12.0 Handspring Sideward w ¼ Twist Inward (Tsukhara Prog)
- { 12.0 Handspring Sideward w ¼ Twist Outward (Kasamatsu Prog)
- { 12.0 Forward Handspring
- 13.2 { 12.5 Forward Handspring with 1/1 Twist
- { 12.5 Yamashita
- 13.7 { 13.0 Yamashita with ½ Twist

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|------------------------|---|
| # _____ Name _____ | Start/Base _____ - Deductions _____ Score _____ |
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| _____ Stick Bonus (L5) | |

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| _____ Stick Bonus (L5) | |

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| _____ Stick Bonus (L5) | |

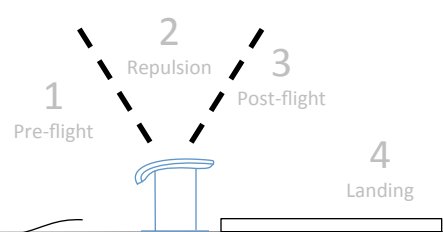
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| # _____ Name _____ | Start/Base _____ - Deductions _____ Score _____ |
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| _____ Stick Bonus (L5) | |

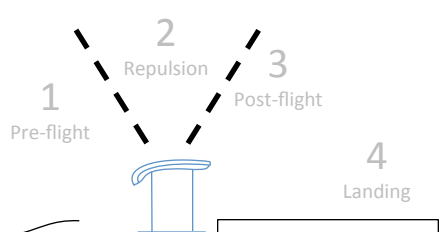
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| _____ Stick Bonus (L5) | |

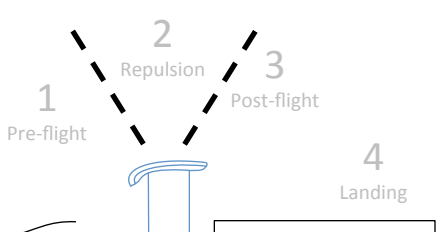
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| _____ Stick Bonus (L5) | |

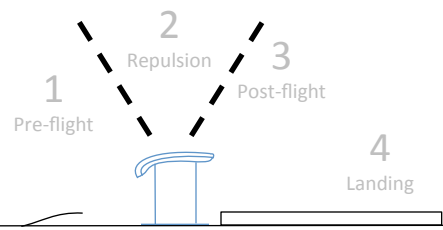
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| _____ Stick Bonus (L5) | |

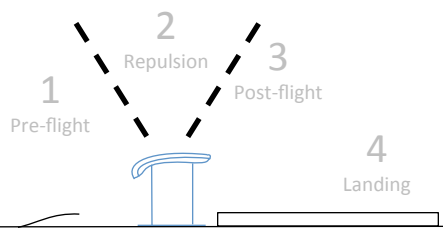
Eval Form: LEVEL 8 – 10 (Optionals)

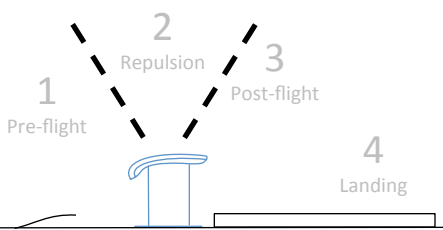
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| # _____ | Start/Base _____ |
| Name _____ | - Deductions _____ |
| | Score _____ |
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| Vault _____ | SV _____ |
| | Stick Bonus (L5) _____ |

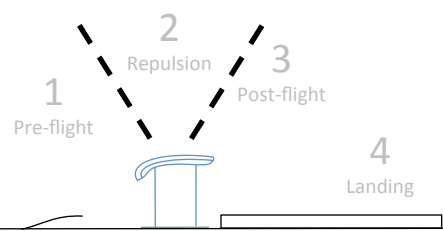
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| # _____ | Start/Base _____ |
| Name _____ | - Deductions _____ |
| | Score _____ |
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| Vault _____ | SV _____ |
| | Stick Bonus (L5) _____ |

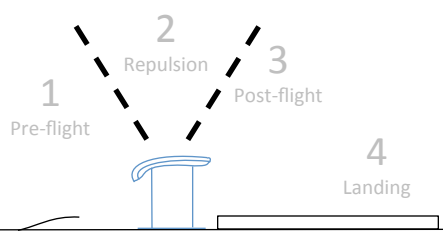
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| # _____ | Start/Base _____ |
| Name _____ | - Deductions _____ |
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| Vault _____ | SV _____ |
| | Stick Bonus (L5) _____ |

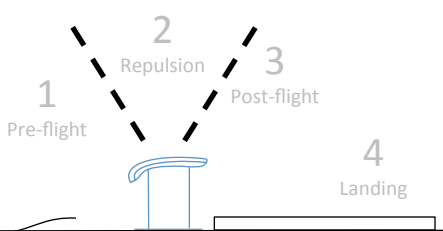
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| # _____ | Start/Base _____ |
| Name _____ | - Deductions _____ |
| | Score _____ |
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| Vault _____ | SV _____ |
| | Stick Bonus (L5) _____ |

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| # _____ | Start/Base _____ |
| Name _____ | - Deductions _____ |
| | Score _____ |
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| Vault _____ | SV _____ |
| | Stick Bonus (L5) _____ |

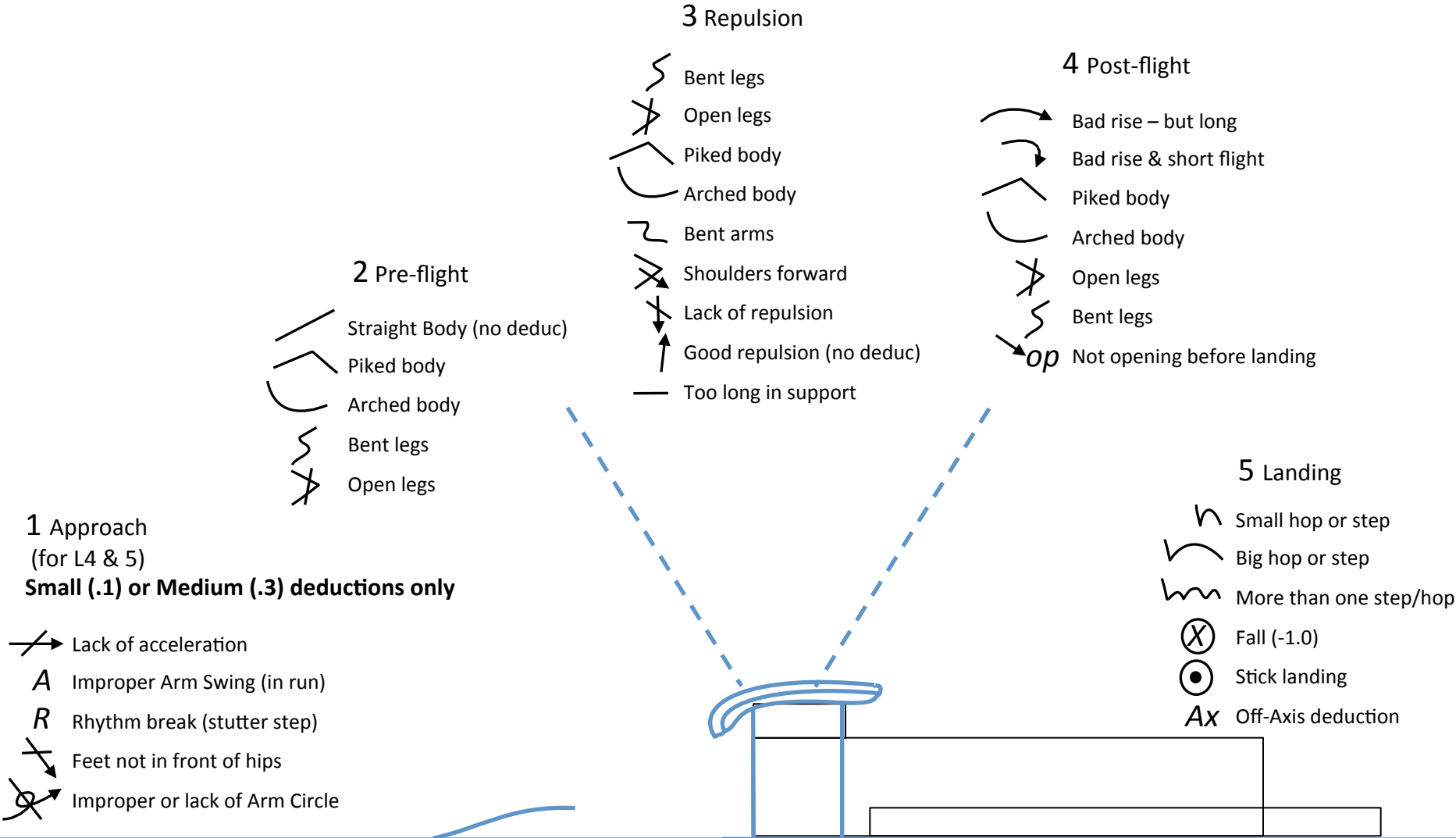
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| # _____ | Start/Base _____ |
| Name _____ | - Deductions _____ |
| | Score _____ |
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| Vault _____ | SV _____ |
| | Stick Bonus (L5) _____ |

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| # _____ | Start/Base _____ |
| Name _____ | - Deductions _____ |
| | Score _____ |
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| Vault _____ | SV _____ |
| | Stick Bonus (L5) _____ |

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| Name _____ | - Deductions _____ |
| | Score _____ |
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| Vault _____ | SV _____ |
| | Stick Bonus (L5) _____ |

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| # _____ | Start/Base _____ |
| Name _____ | - Deductions _____ |
| | Score _____ |
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| Vault _____ | SV _____ |
| | Stick Bonus (L5) _____ |

Notation Symbols by Vault Phase

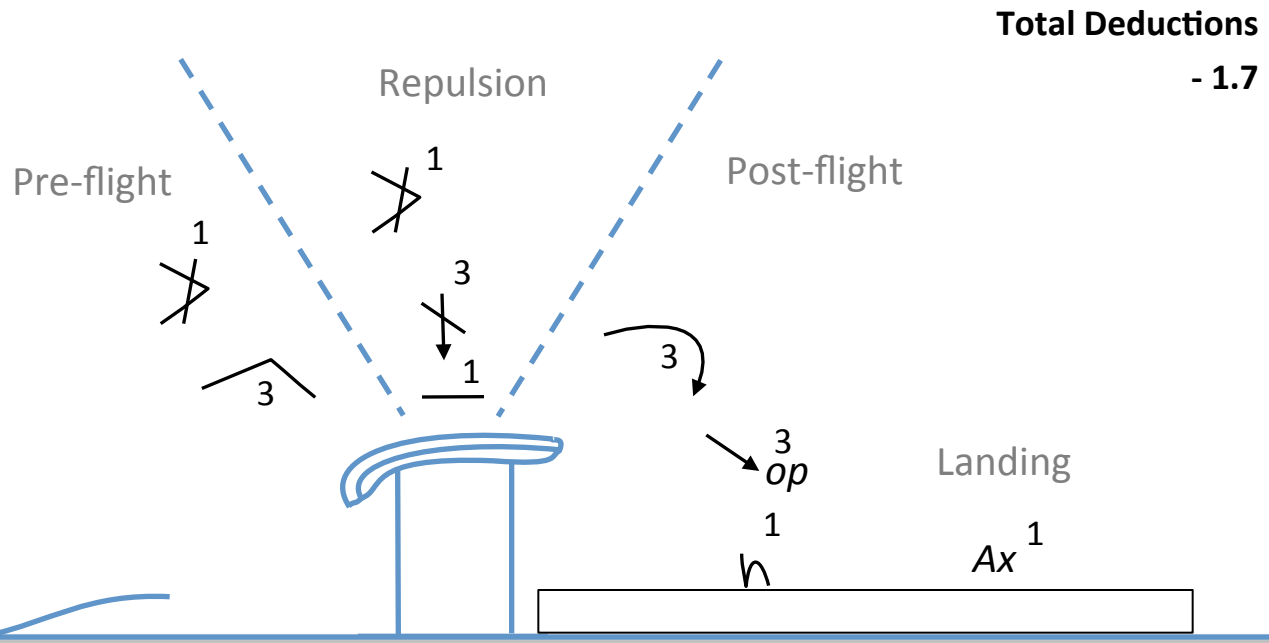


Example Vault (Optional)

705

Name John

Start/Base 12.8
- Deductions 1.7
Score 11.1

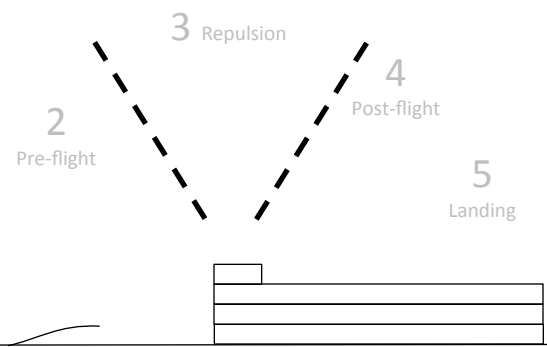


Vault Front Handspring FW Tuck SV 12.8

Eval Form: LEVEL 4 (10.5 max) & 5 (10.7 max)

Name _____

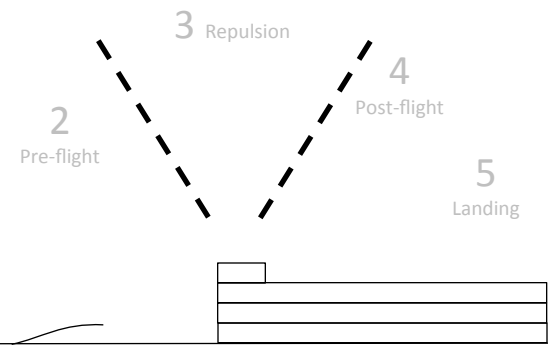
Start/Base _____
- Deductions _____
Score _____



_____ Stick Bonus (L5)

Name _____

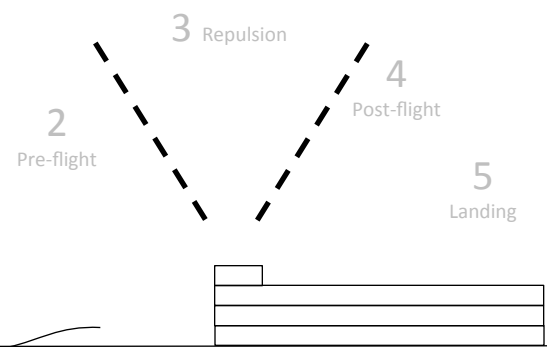
Start/Base _____
- Deductions _____
Score _____



_____ Stick Bonus (L5)

Name _____

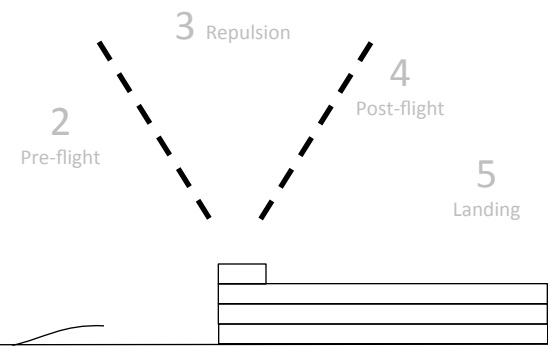
Start/Base _____
- Deductions _____
Score _____



_____ Stick Bonus (L5)

Name _____

Start/Base _____
- Deductions _____
Score _____



_____ Stick Bonus (L5)

Eval Form: LEVEL 6 (10.7 max) & 7 (12.7 – 13.7 max depending on vault performed)

- MAX L7 Vault Options**
- 12.0 Handspring Sideward w ¼ Twist Inward (Tsukhara Prog)
 - 12.7 { 12.0 Handspring Sideward w ¼ Twist Outward (Kasamatsu Prog)
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 - 13.2 { 12.5 Forward Handspring with 1/1 Twist
 - 12.5 Yamashita
 - 13.7 { 13.0 Yamashita with ½ Twist

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| # _____ | | Start/Base _____ | |
| Name _____ | | - Deductions _____ | |
| | | Score _____ | |

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| Vault _____ | SV _____ | _____ Stick Bonus (L5) |
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| # _____ | | Start/Base _____ | |
| Name _____ | | - Deductions _____ | |
| | | Score _____ | |

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| Vault _____ | SV _____ | _____ Stick Bonus (L5) |
|-------------|----------|------------------------|

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| # _____ | | Start/Base _____ | |
| Name _____ | | - Deductions _____ | |
| | | Score _____ | |

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| Vault _____ | SV _____ | _____ Stick Bonus (L5) |
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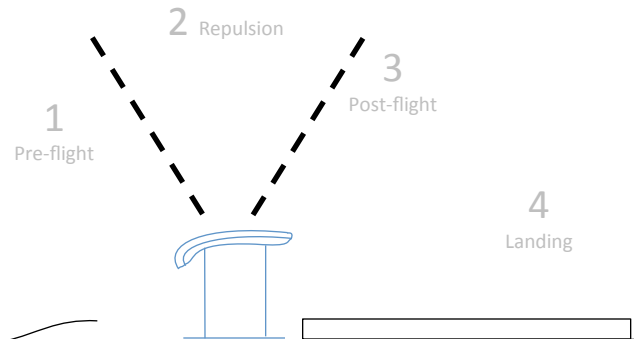
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| # _____ | | Start/Base _____ | |
| Name _____ | | - Deductions _____ | |
| | | Score _____ | |

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|-------------|----------|------------------------|
| Vault _____ | SV _____ | _____ Stick Bonus (L5) |
|-------------|----------|------------------------|

Eval Form: LEVEL 8 – 10 (Optionals)

Name _____

Start/Base _____
- Deductions _____
Score _____

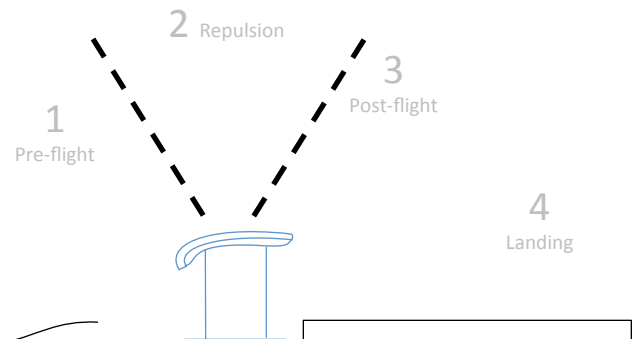


Vault _____ SV _____

_____ Stick Bonus (L5)

Name _____

Start/Base _____
- Deductions _____
Score _____

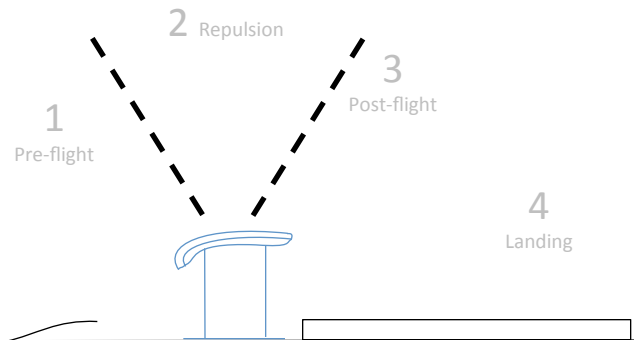


Vault _____ SV _____

_____ Stick Bonus (L5)

Name _____

Start/Base _____
- Deductions _____
Score _____

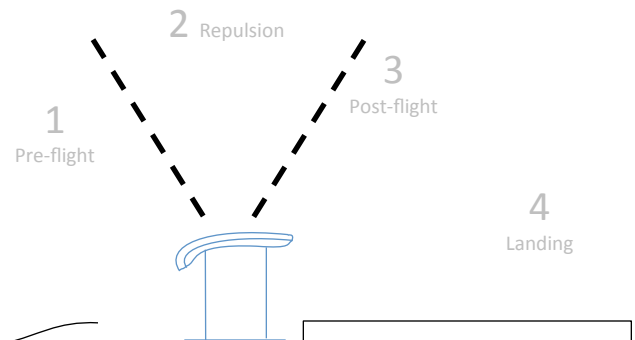


Vault _____ SV _____

_____ Stick Bonus (L5)

Name _____

Start/Base _____
- Deductions _____
Score _____



Vault _____ SV _____

_____ Stick Bonus (L5)

LEVEL 4 (10.5 max) & 5 (10.7 max)

Name _____

Start/Base _____

- Deductions _____

Score _____

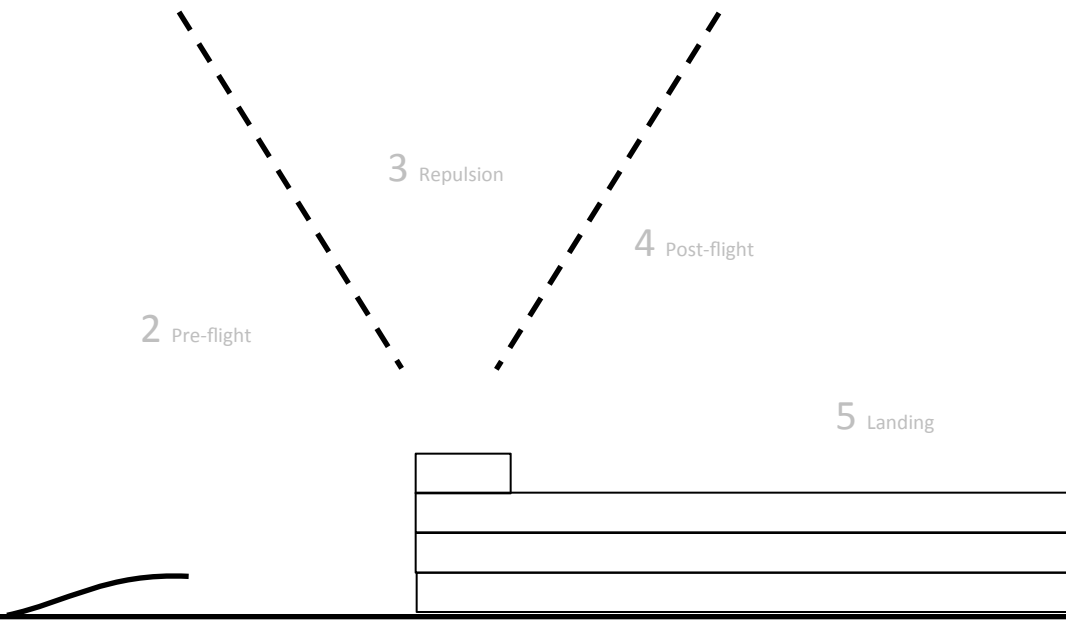
1 Approach
(run & hurdle)

2 Pre-flight

3 Repulsion

4 Post-flight

5 Landing



LEVEL 6 (10.7 max) & 7 (12.7 – 13.7 max depending on vault performed)

Name _____

Start/Base _____

- Deductions _____

Score _____

- MAX L7 Vault Options**
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 - 13.7 13.0 Yamashita with ½ Twist

1 Approach
(run & hurdle)

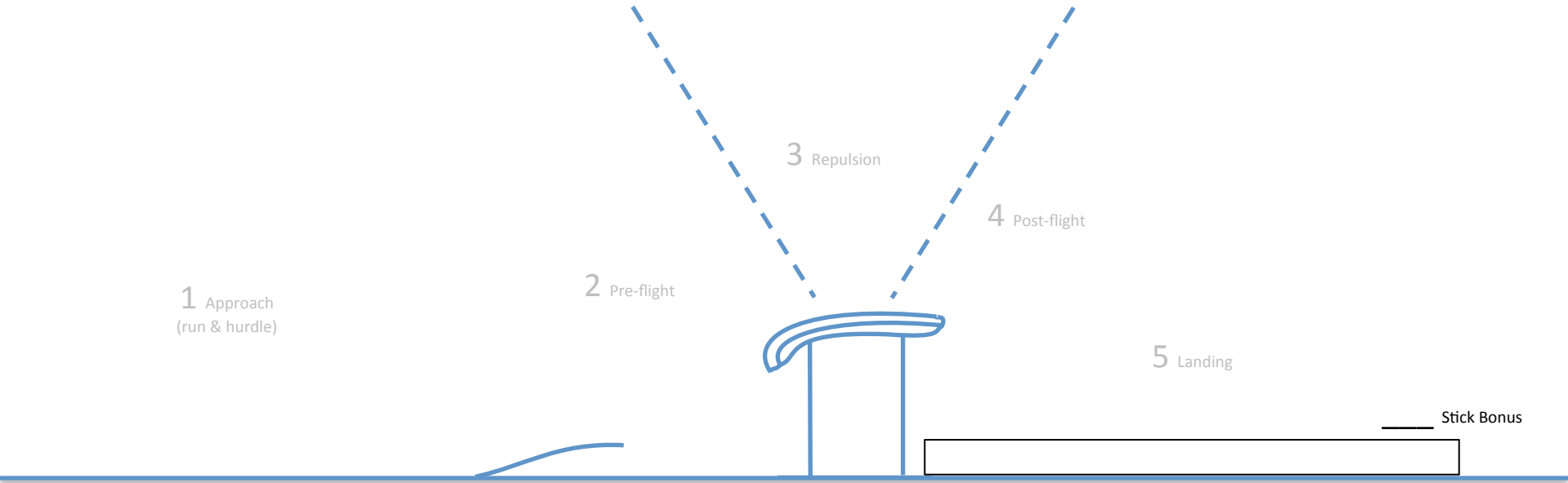
2 Pre-flight

3 Repulsion

4 Post-flight

5 Landing

Stick Bonus



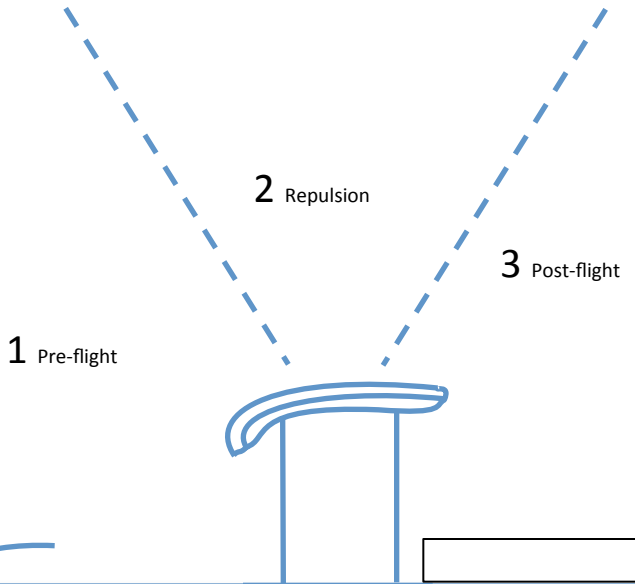
Optionals: L8-10

Name _____

Start/Base _____

- Deductions _____

Score _____



Vault _____

SV _____

_____ Stick Bonus