

2012 AVA RULES FOR VAULTING

CHAPTER VI. SCORING

Article 601. Judging Code. (Listed in alphabetical order by term).

AL - Alignment	LD - Late Dismount	SX - Stretch
AB - Arched Back	L - Legs	SP - Suppleness
A - Arms	LA - Legs Apart	TW - Time Wasted
B - Balance	LF - Legs Forward	T - Timing
C - Collapse	LT - Late Turn	TZ - Toes
CD - Come Down	MX - Mechanics	TG - Touched Ground
CT - Control	M - Mount	TH - Touched Horse
D - Dismount	NC - Not Clear of	TR - Transition
DL - Down Leg	Horse	TI - Turned In
E - Elevation	NH - Not Held	UE - Uneven Elevation
X - Extension	OC - Off Center	UR - Uneven Rhythm
O - Fall	OH - Off Horse	UW - Uneven Width
OD - Fall on Dismount	PB - Push Back	W - Wrap
FT - Feet	PD - Pad	GENERAL
FL - Flight	PK - Pike	REMARKS
F - Form	P - Posture	⊕ Excellent
FK - Frog Kick	Q - Quick	+ Very Good
FH - Front High	R - Repeat	+√ Good
G - Ground Jump	SC - Scope	√ Satisfactory
H - Head	1H - First Half	√ Marginal
HH - Hit Horse	2H - Second Half	— Poor
HM - Harmony	SK - Security	
HZ - Hands	SH - Shoulders	
K - Kneel	SS - Side Seat	
KZ - Knees	SL - Slow	
LH - Lands Heavily	ST - Stiff	

Article 602. Points and Values.

10 - Excellent	6 - Satisfactory	2 - Poor
9 - Very good	5 - Marginal	1 - Very Poor
8 - Good	4 - Insufficient	0 - Not Performed (or as
7 - Fairly good	3 - Fairly Poor	a result of deductions)

1. Scoring may be in tenths for all events including medal examinations. The maximum score is 10.0.
2. Scores are rounded to the third decimal. (For further information about scoring particular events, see Section 604 through Section 610 of this chapter. See also Standing Rules, Section VIII Recognized Competitions – D Scoring.)