

# SFC NIORT

## JUDGES DETAILS PER SKATER

### F1 BENJAMIN FEMME FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Flora DANJI	FRA	2	25.13	9.14	15.99	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	1A+1Lo		1.60	0.04	1	0	0								1.64	
2	2Lo<<	<<	0.50	-0.18	-4	-4	-3								0.32	
3	CoSp2V		1.50	0.15	0	2	1								1.65	
4	StSq1		1.80	0.06	-1	2	0								1.86	
5	2Lo<<	<<	0.50	x -0.20	-4	-4	-4								0.30	
6	SSp2		1.60	0.27	1	1	3								1.87	
7	1A+1T		1.50	x 0.00	0	0	0								1.50	
			<b>9.00</b>												<b>9.14</b>	
<b>Program Components</b>			<b>Factor</b>													
Composition			1.67	2.75	4.00	3.25										
Presentation			1.67	3.00	3.50	3.00										
Skating Skills			1.67	3.00	3.25	3.00										
<b>Judges Total Program Component Score (factored)</b>													<b>15.99</b>			

**Deductions:** 0.00

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Daria OLIVIER F	FRA	1	18.04	5.25	12.79	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	1F+1Lo		1.00	0.07	1	2	1								1.07	
2	1Lo		0.50	0.03	1	1	0								0.53	
3	CSp1		1.40	-0.14	0	0	-3								1.26	
4	StSqB		1.50	-0.15	-2	-1	0								1.35	
5	1Lz+1T		1.00	x 0.04	1	1	0								1.04	
6	1A<<	<<	0.00	x 0.00	-	-	-								0.00	
7	CoSp		0.00	0.00	-	-	-								0.00	
			<b>5.40</b>												<b>5.25</b>	
<b>Program Components</b>			<b>Factor</b>													
Composition			1.67	2.75	2.50	3.00										
Presentation			1.67	2.00	2.25	2.75										
Skating Skills			1.67	2.25	2.75	2.75										
<b>Judges Total Program Component Score (factored)</b>													<b>12.79</b>			

**Deductions:** 0.00

Legend:							
#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
*	Invalid element	e	Wrong edge	<	Under-rotated jump	<<	Downgraded jump
x	Credit for highlight distribution, base value multiplied by 1.1			!	Not clear edge	REP	Jump repetition
F	Fall	q	Jump landed on the quarter				