

SFC NIORT

JUDGES DETAILS PER SKATER

R3 B JUN/SEN FEMME FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)							Total Deductions		
1	Romane BLONDEAU	FRA	1	11.56	6.06	6.00							-0.50		
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1S		0.80	x -0.04	-2	0	-1								0.76
2	1T<<	<<	0.00	x 0.00	-	-	-								0.00
3	USpB		1.00	0.07	1	0	1								1.07
4	StSqB		1.50	-0.35	-2	-2	-3								1.15
5	StSqB		1.50	-0.15	-1	-1	-1								1.35
6	1Lo+1T		1.80	x -0.07	-1	-1	-2								1.73
7	CSp	F	0.00	0.00	-	-	-								0.00
			6.60												6.06
Program Components				Factor											
Composition				1.50	1.25	1.25	1.50					1.33			
Presentation				1.50	1.25	1.50	1.25					1.33			
Skating Skills				1.50	1.25	1.50	1.25					1.33			
Judges Total Program Component Score (factored)													6.00		
Deductions:		Falls	-0.50 (1)									-0.50			

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)							Total Deductions		
2	Pia de DIANOUS	FRA	2	10.85	5.20	5.65							0.00		
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1T<<	<<	0.00	x 0.00	-	-	-								0.00
2	USpB		1.00	0.00	1	-1	0								1.00
3	1Lo		1.00	x 0.00	0	0	0								1.00
4	CSp		0.00	0.00	-	-	-								0.00
5	1Lo+1T<<	<<	1.00	x -0.20	-4	-4	-4								0.80
6	StSqB		1.50	-0.40	-2	-3	-3								1.10
7	StSqB		1.50	-0.20	0	-3	-1								1.30
			6.00												5.20
Program Components				Factor											
Composition				1.50	1.25	0.75	1.50					1.17			
Presentation				1.50	1.25	1.00	1.25					1.17			
Skating Skills				1.50	1.50	1.50	1.25					1.42			
Judges Total Program Component Score (factored)													5.65		
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				