

BEKER VAN DE STAD LEUVEN

JUDGES DETAILS PER SKATER

INTERMEDIATE NOVICE A GIRLS FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)				Total Deductions					
1	Lize van de POLL	DSH	2	36.69	16.91	19.78				0.00					
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2Lo+1A+SEQ	F q	2.80	0.09	1	0	1	0							2.89
2	2F		1.80	0.00	0	0	0	0							1.80
3	1A+2T		2.40	0.00	0	0	0	0							2.40
4	CCoSp2		2.50	-0.31	-2	-2	1	-2							2.19
5	2Loq		1.70	-0.85	-5	-5	-5	-5							0.85
6	StSq2		2.60	0.26	1	1	1	1							2.86
7	2S		1.30	0.03	0	0	0	1							1.33
8	CSSp2		2.30	0.29	1	0	2	2							2.59
			17.40												16.91
Program Components				Factor											
Composition				1.70	4.25	4.25	3.50	3.75						3.94	
Presentation				1.70	3.75	3.75	4.00	3.75						3.81	
Skating Skills				1.70	4.25	4.00	3.75	3.50						3.88	
Judges Total Program Component Score (factored)														19.78	
Deductions:															0.00

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)				Total Deductions					
2	Elise COULONVAL	KPL	1	30.17	14.12	16.05				0.00					
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2Lz!<	!!<	1.68	-0.67	-4	-3	-5	-4							1.01
2	2Lo+1A+SEQ		2.80	-0.09	-1	-1	0	0							2.71
3	2F		1.80	-0.54	-3	-2	-4	-3							1.26
4	CCoSp2V		1.88	0.00	0	-2	1	1							1.88
5	StSq1		1.80	0.00	0	0	0	0							1.80
6	2S+2T		2.60	-0.03	0	0	-1	0							2.57
7	2Lo		1.70	-0.17	-1	-1	-1	-1							1.53
8	CSSp1V		1.43	-0.07	0	-1	0	-1							1.36
			15.69												14.12
Program Components				Factor											
Composition				1.70	3.75	3.50	2.50	3.00						3.19	
Presentation				1.70	3.25	3.25	2.75	2.75						3.00	
Skating Skills				1.70	3.50	3.75	2.75	3.00						3.25	
Judges Total Program Component Score (factored)														16.05	
Deductions:															0.00

Legend:							
#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
<	Under-rotated jump	!	Not clear edge	F	Fall	q	Jump landed on the quarter