

TÜRMECUP

JUDGES DETAILS PER SKATER

11-1 PRE ADVANCED NOVICE FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Xenia PAPST	B-W	2	45.86	22.09	24.77	-1.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel		
1	2Lz!+2T+1A+SEQ	!	4.50	0.11	0	1									4.61		
2	2Lo		1.70	0.17	1	1									1.87		
3	2Lz!+2T	!	3.40	0.00	-1	1									3.40		
4	2F	F	1.80	-0.90	-5	-5									0.90		
5	FCCSp2		2.30	0.12	1	0									2.42		
6	2F	F	1.80	-0.90	-5	-5									0.90		
7	ChSq1		3.00	0.25	1	0									3.25		
8	2Lo		1.70	-0.26	-2	-1									1.44		
9	CCoSp3		3.00	0.30	1	1									3.30		
			23.20												22.09		
Program Components			Factor														
Composition				2.13	4.00	4.00											4.00
Presentation				2.13	4.00	3.75											3.88
Skating Skills				2.13	4.25	3.25											3.75
Judges Total Program Component Score (factored)													24.77				

Deductions: Falls -1.00 (2) **-1.00**

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Amelie BÄCHER	BAY	1	44.49	20.51	23.98	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel		
1	1A		1.10	0.11	1	1									1.21		
2	2T+2T		2.60	0.07	1	0									2.67		
3	2Lo		1.70	0.17	1	1									1.87		
4	CCoSp2		2.50	0.00	0	0									2.50		
5	2S+1Eu+2S		3.10	0.07	1	0									3.17		
6	ChSq1		3.00	-0.50	-1	-1									2.50		
7	2F		1.80	0.18	1	1									1.98		
8	2Lz		2.10	0.21	1	1									2.31		
9	FSSp2		2.30	0.00	0	0									2.30		
			20.20												20.51		
Program Components			Factor														
Composition				2.13	3.75	3.50											3.63
Presentation				2.13	3.75	3.75											3.75
Skating Skills				2.13	4.25	3.50											3.88
Judges Total Program Component Score (factored)													23.98				

Deductions: **0.00**

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